

Attributes		Encumbrance, Move & Dodge				Hit Location				Fatigue/Hit Points	
Strength (ST):	8	Level	Max Load	Move	Dodge	Roll	Where	-	DR	Current FP: _____	
Dexterity (DX):	10	• None (0)	13 lb	4	7	-	Eye	-9	0	Basic FP: 11	
Intelligence (IQ):	13	Light (1)	26 lb	3	6	3-4	Skull	-7	2	Tired:	3
Health (HT):	9	Medium (2)	39 lb	2	5	5	Face	-5	0	Collapse:	0
Will:	13	Heavy (3)	78 lb	1	4	6-7	R. Leg	-2	0	Unconscious	-11
Fright Check:	13	X-Heavy (4)	130 lb	1	3	8	R. Arm	-2	0	Current HP: _____	
Basic Speed:	4.75					9-10	Torso	0	0	Basic HP:	8
Basic Move:	4					11	Groin	-3	0	Reeling:	2
Perception	13					12	L. Arm	-2	0	Collapse:	0
Vision:	13					13-14	L. Leg	-2	0	Check #1:	-8
Hearing:	13					15	Hand	-4	0	Check #2:	-16
Taste & Smell:	13					16	Foot	-4	0	Check #3:	-24
Touch:	13					17-18	Neck	-5	0	Check #4:	-32
thr: 1d-3	sw: 1d-2					-	Vitals	-3	0	Dead:	-40
		Lifting & Moving Things									
		Basic Lift:		13 lb							
		One-Handed Lift:		26 lb							
		Two-Handed Lift:		104 lb							
		Shove & Knock Over		156 lb							
		Running Shove & Knock Over		312 lb							
		Carry On Back:		195 lb							
		Shift Slightly:		650 lb							

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Modified at 7:04 AM on Nov 20, 2015  
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Advantages & Disadvantages	Pts	Ref
<b>Talent (Mathematical Ability) 4</b> Reaction Bonus (Engineers and scientists), +0%.	0	B90,PU3:12
▽ <b>Disadvantages</b>	-165	
<b>Appearance</b> Monstrous, -20.	-20	B21
<b>Autophobia (Being Alone)</b> CR: 12 (Quite Often).	-15	B149
<b>Brontophobia (Loud Noises)</b> CR: 12 (Quite Often).	-10	B150
<b>Bully</b> CR: 9 (Fairly Often).	-15	B125
<b>Curious</b> CR: 12 (Quite Often).	-5	B129
<b>Disturbing Voice</b>	-10	B132
<b>Fanaticism (K-theorist)</b>	-15	B136
<b>Low Pain Threshold</b>	-10	B142
<b>Paranoia</b>	-10	B148
▽ <b>Quirks</b>	-5	
<b>Chauvinistic Status</b>	-1	B163
<b>Glasses</b>	-1	
<b>Heisenquirk</b>	-1	
<b>Heisenquirk</b>	-1	
<b>Heisenquirk</b>	-1	
<b>Secret Identity (Corporate)</b> Possible Death, -30.	-30	B152
<b>Skinny</b> -2 ST vs. knockback	-5	B18
<b>Trickster</b> CR: 12 (Quite Often).	-15	B159

Skills	SL	RSL	Pts	Ref
<b>Sex Appeal</b>	9	HT+0	1	B219
<b>Shield (Buckler)</b>	11	DX+1	2	B220
<b>Singing</b>	9	HT+0	1	B220
<b>Streetwise</b>	13	IQ+0	1	B223
<b>Thaumatology</b>	13	IQ+0	1	B225
<b>Throwing</b>	10	DX+0	2	B226

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
▽ <b>Air</b>							
<b>Create Air</b>	<b>Area</b> Air	1 -	1 sec 5 sec	14	IQ+1	1	M23
<b>Purify Air</b>	<b>Area</b> Air	1 -	1 sec Instant	14	IQ+1	1	M23
<b>Shape Air</b>	<b>Regular</b> Air	1-10 -	1 sec 1 min	14	IQ+1	1	M24
▽ <b>Fire</b>							
<b>Body of Flames</b>	<b>Regular</b> Fire	12 4	5 sec 1 min	13	IQ+0	1	M76
<b>Breathe Fire</b>	<b>Regular</b> Fire	1-4 -	2 sec 1 sec	13	IQ+0	1	M76
<b>Burning Touch</b>	<b>Melee</b> Fire	1-3 -	1 sec Instant	14	IQ+1	1	M79
<b>Cold</b>	<b>Regular</b> Fire	Varies Varies	1 min 1 min	14	IQ+1	1	M74
<b>Create Fire</b>	<b>Area</b> Fire	2 Half	1 sec 1 min	14	IQ+1	1	M72
<b>Deflect Energy</b>	<b>Blocking</b> Fire	1 -	1 sec Instant	14	IQ+1	1	M73
<b>Essential Flame</b>	<b>Area</b> Fire	3# 2	3 sec 1 min	14	IQ+1	1	M75
<b>Explosive Fireball</b>	<b>Missile</b> Fire	2-2xMagery# -	1-3 sec Instant	14	IQ+1	1	M75
<b>Extinguish Fire</b>	<b>Regular</b> Fire	3 -	1 sec Permanent	14	IQ+1	1	M72
<b>Fast Fire</b>	<b>Regular</b> Fire	Varies Varies	1 sec 1 min	14	IQ+1	1	M73
<b>Fire Cloud</b>	<b>Area</b> Fire	1-5 Same	1-5 sec 10 sec	14	IQ+1	1	M75

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
<b>Fireball</b>	<b>Missile</b> Fire	<b>1-Magery</b> -	<b>1-3 sec</b> Instant	<b>14</b>	<b>IQ+1</b>	<b>1</b>	<b>M74</b>
<b>Fireproof</b>	<b>Area</b> Fire	<b>3 #</b> Same	<b>5 min</b> 1 day	<b>14</b>	<b>IQ+1</b>	<b>1</b>	<b>M73</b>
<b>Flame Jet</b>	<b>Regular</b> Fire	<b>1-3</b> Same	<b>1 sec</b> 1 sec	<b>14</b>	<b>IQ+1</b>	<b>1</b>	<b>M73</b>
<b>Flaming Armor</b> +1 point burn damage to all melee attacks	<b>Regular</b> Fire	<b>6</b> Half	<b>1 sec</b> 1 min	<b>14</b>	<b>IQ+1</b>	<b>1</b>	<b>M75</b>
<b>Flaming Missiles</b> +2 points burn damage with missiles fired from weapon	<b>Regular</b> Fire	<b>4 #</b> Half	<b>3 sec</b> 1 min	<b>14</b>	<b>IQ+1</b>	<b>1</b>	<b>M75</b>
<b>Flaming Weapon</b> +2 points burn damage from attacks with melee weapon	<b>Regular</b> Fire	<b>4</b> 1	<b>2 sec</b> 1 min	<b>14</b>	<b>IQ+1</b>	<b>1</b>	<b>M75</b>
<b>Heat</b>	<b>Regular</b> Fire	<b>Varies</b> Varies	<b>1 min</b> 1 min	<b>14</b>	<b>IQ+1</b>	<b>1</b>	<b>M74</b>
<b>Ignite Fire</b>	<b>Regular</b> Fire	<b>1-4</b> Same	<b>1 sec</b> 1 sec	<b>14</b>	<b>IQ+1</b>	<b>1</b>	<b>M72</b>
<b>Phantom Flame</b>	<b>Area</b> Fire/Illusion & Creation	<b>1</b> 1	<b>1 sec</b> 1 min	<b>14</b>	<b>IQ+1</b>	<b>1</b>	<b>M73</b>
<b>Rain of Fire</b>	<b>Area</b> Fire	<b>1 #</b> Same	<b>1 sec</b> 1 min	<b>14</b>	<b>IQ+1</b>	<b>1</b>	<b>M74</b>
<b>Resist Cold</b>	<b>Regular</b> Fire	<b>2</b> Half	<b>1 sec</b> 1 min	<b>14</b>	<b>IQ+1</b>	<b>1</b>	<b>M74</b>
<b>Resist Fire</b>	<b>Regular</b> Fire	<b>2 #</b> Half	<b>1 sec</b> 1 min	<b>14</b>	<b>IQ+1</b>	<b>1</b>	<b>M74</b>
<b>Seek Fire</b>	<b>Info</b> Fire	<b>1</b> -	<b>1 sec</b> Instant	<b>14</b>	<b>IQ+1</b>	<b>1</b>	<b>M72</b>
<b>Shape Fire</b>	<b>Area</b> Fire	<b>2</b> Half	<b>1 sec</b> 1 min	<b>14</b>	<b>IQ+1</b>	<b>1</b>	<b>M72</b>
<b>Slow Fire</b>	<b>Regular</b> Fire	<b>Varies</b> Varies	<b>1 sec</b> 1 min	<b>14</b>	<b>IQ+1</b>	<b>1</b>	<b>M73</b>
<b>Smoke</b>	<b>Area</b> Fire	<b>1</b> Half	<b>1 sec</b> 5 min #	<b>14</b>	<b>IQ+1</b>	<b>1</b>	<b>M73</b>
<b>Warmth</b>	<b>Regular</b> Fire/Protection	<b>2</b> 1	<b>10 sec</b> 1 hr	<b>14</b>	<b>IQ+1</b>	<b>1</b>	<b>M74</b>
▽ Healing							
<b>Great Healing</b>	<b>Regular</b> Healing	<b>20</b> -	<b>1 min</b> Permanent	<b>13</b>	<b>IQ+0</b>	<b>1</b>	<b>M91</b>
<b>Lend Energy</b>	<b>Regular</b> Healing	<b>1/pt</b> -	<b>1 sec</b> Permanent	<b>14</b>	<b>IQ+1</b>	<b>1</b>	<b>M89</b>
<b>Lend Vitality</b>	<b>Regular</b> Healing	<b>1/pt</b> -	<b>1 sec</b> 1 hour	<b>14</b>	<b>IQ+1</b>	<b>1</b>	<b>M89</b>
<b>Major Healing</b>	<b>Regular</b> Healing	<b>1-4</b> -	<b>1 sec</b> Permanent	<b>13</b>	<b>IQ+0</b>	<b>1</b>	<b>M91</b>
<b>Minor Healing</b>	<b>Regular</b> Healing	<b>1-3</b> -	<b>1 sec</b> Permanent	<b>14</b>	<b>IQ+1</b>	<b>1</b>	<b>M91</b>
▽ Knowledge							
<b>Far-Feeling</b>	<b>Regular</b> Knowledge	<b>3</b> 1	<b>3 sec</b> 1 min	<b>14</b>	<b>IQ+1</b>	<b>1</b>	<b>M100</b>
▽ Movement							
<b>Apportation</b>	<b>Regular</b> Movement	<b>Varies</b>	<b>1 sec</b> 1 min	<b>14</b>	<b>IQ+1</b>	<b>1</b>	<b>M142</b>
▽ Earth							
<b>Seek Earth</b>	<b>Info</b> Earth	<b>3</b> -	<b>10 sec</b> Instant	<b>14</b>	<b>IQ+1</b>	<b>1</b>	<b>M50</b>
<b>Shape Earth</b>	<b>Regular</b> Earth	<b>1/25 cu ft</b> Half	<b>1 sec</b> 1 min	<b>14</b>	<b>IQ+1</b>	<b>1</b>	<b>M50</b>
▽ Protection							
<b>Armor</b>	<b>Regular</b> Protection	<b>2 per DR</b> Half	<b>1 sec</b> 1 min	<b>14</b>	<b>IQ+1</b>	<b>1</b>	<b>M167</b>

