

<b>Character's Name:</b>				<b>Player's Name:</b>			
<b>Character's Vocation:</b>	Conjuration			<b>Character's Level:</b>	3		
<b>Character's Race:</b>	Human	<b>Gender:</b>	Male	<b>Height:</b>	6' 1"	<b>MR%:</b>	0
<b>Birth Aspect:</b>	Well	<b>Age:</b>	25	<b>Weight:</b>	185	<b>Social Status:</b>	23
<b>Birth Sign</b>	Leo	<b>Belief:</b>	10	<b>LCAP:</b>	227	<b>Build:</b>	Heavy
<b>Honor Points:</b>		<b>INF:</b>	15	<b>CCAP:</b>	114	<b>Jump:</b>	10

<b>Attributes:</b>	<b>Attribute</b>	<b>AR%</b>	<b>Body:</b>	43	<b>Total Rest: 4</b>	<b>Lt. Act: 2</b>	<b>Active: 1</b>
<b>Agility (AGL):</b>	15	76%	<b>Fatigue:</b>	33	<b>FRR: 10</b>	Sleep for one hour	<b>FFR: 7</b> Rest for 10 minutes
<b>Strength (STR):</b>	15	76%	<b>BAP:</b>	19	<b>ML:</b>	4	<b>Character Description:</b>
<b>Constitution (CON):</b>	18	85%			<b>PMF:</b>	37	
<b>Intellect (INT):</b>	20	90%			<b>PFF:</b>		
<b>Wisdom (WIS):</b>	18	85%	<b>Father's Social Class:</b>	Guild Master			
<b>Discipline (DISC):</b>	15	76%	<b>Father's Vocation:</b>	Mage		<b>Hair Color:</b>	<b>Eye Color:</b>
<b>Bardic Voice (BV):</b>	10	58%	<b>Sibling Rank:</b>	1 <sup>st</sup>		<b>Hair Feature:</b>	
<b>Appearance (APP):</b>	10	58%	<b>Family Status:</b>	Credit		<b>Skin Texture:</b>	
<b>Piety (PTY):</b>	10	58%	<b>Resist Disease:</b>	96%		<b>Unusual Features:</b>	

CORE SKILLS								Special Abilities	
Skill Name:	TYPE	DF	Level	BSC%	ATT Bonus	PSF%	TSC%	Extra Magical Spells	
<b>Alertness: Sight</b>	C	7	0	07%	-	-	7%	Born with an aptitude for	
<b>Alertness: Sound</b>	C	7	0	07%	-	-	7%	A Skill	
<b>Alertness: Smell</b>	C	7	0	07%	-	-	07%		
<b>Alertness: Taste</b>	C	8	0	03%	-	-	03%		
<b>Alertness: Touch</b>	C	9	0	02%	-	-	02%		
<b>Brawling</b>	C	3	0	40%	6	6	46%		
<b>Dodge</b>	C	3	0	40%	10	10	50%		
<b>Stamina</b>	C	3	0	40%	10	10	50%		
<b>Willpower</b>	C	3	0	40%	6	6	46%		
<b>Faith</b>	C	5	0	20%	0	0	20%		
<b>Local Geography</b>	C	1	0	60%	20	20	80%		
<b>Language: Spoken (Own)</b>	C	1	2	60%	6	26	86%		

<b>Optional Attributes:</b>	<b>Attri bute</b>	<b>AR%</b>	<b>Curses:</b>		<b>Experience Points</b>
<b>Natural Charisma (NCR):</b>	12	66%	<b>Phobias:</b>	Minor Phobia	<b>Accumulated Exp:</b>
<b>Dexterity (DEX):</b>	17	82%		Acrophobia	<b>Total Exp: 10500</b>
<b>Ferocity (FER):</b>	18	85%	<b>Defects</b>		
<b>Absolute STR Rating (ASR):</b>	15	76%			
<b>Luck:</b>	18	85%			

Armor Type (Worn)	Slash	Crush	Pierce	Missile	Energy	AP Cost	FP Cost	Descriptions

Combat Matrix Chart							Damage						
		Att.					Damage	Str	Lvl	Damage	Crit	Chance of	
Weapon Name	DF	BSC%	Lvl	Bonus	PSF%	TSC%	Base	Bonus	Bonus	Total	Mod	Bash	AP
<b>Dagger</b>	<b>3</b>	<b>40%</b>	<b>3</b>	<b>+6</b>	<b>15</b>	<b>55%</b>	<b>2 P</b>	<b>3</b>	<b>1</b>	<b>6P</b>	<b>0</b>	<b>10</b>	<b>6</b>

<b>Type of Bow:</b>			<b>Name of Bow:</b>			<b>Reload AP:</b>			<b>Quick Draw AP:</b> (-20% TSC%)			
<b>Hunting Arrows</b>				<b>War Arrows</b>				<b>Armor Piercing Arrows</b>				<b>Range</b>
TSC% Modifier	Distance in feet	Damage	Crit	TSC% Modifier	Distance in feet	Damage	Crit	TSC% Modifier	Distance in feet	Damage	Crit	





Spell List								
Spell Name	Method	MR	PSF	FP Cost	AP Cost	Range	Duration	Description of Effect
<b>Enchant Materials</b>	Common	2	25	3	19	touch	Special	30 minutes per quantity
<b>Transfer</b>	Common	3	25	5	9			
<b>Link</b>	Common	1	25	2	9			
<b>Extend</b>	Common	3	25	special				
<b>Prepare combination</b>	Common	1	25	2				Immediate
<b>Trigger</b>	Common	3	25	5	19			Immediate
<b>Channeling</b>	Common	3	25	5	9			
<b>Detach</b>	Common	1	25	2	9			
<b>Affix</b>	Common	1	25	2	9			
<b>Accelerate</b>	Common	2	25	3	9			
<b>Slow</b>	Common	2	25	4	9			
<b>Dispel</b>	Common	4	25	7	9			
<b>BASIC MAGICK-AIR</b>								
<b>Create Command Air</b>	AIR	1	18	1	9			See charts
<b>Remove Air</b>	AIR	1	18	1+	19	400'		1 FP per level
<b>Concentrate</b>	AIR	1	18	1	29	80'	1 min *vol	1 fp per 2 levels
<b>Warm / Cool</b>	AIR	2	18	1	29	400'	1 fp / 3 c	
<b>Air Wall</b>	AIR	3	18	2+	29	400'	12 minutes	
<b>Divination Magick</b>								
<b>Detect Hidden Door</b>	Divination	1	25	2	29	4'	15 minutes	
<b>Detect Life</b>	Divination	1	25	2	19	80'	28 minutes	
<b>Detect Illusion</b>	Divination	1	25	2	120	40'	4 minutes	
<b>Detect Evil</b>	Divination	2	25	3	120	20'	4 minutes	
<b>ILLUSION MAGICK</b>								
<b>Detect Illusion</b>	Illusion	1	25	2	4	40'	12 minutes	
<b>Blurred Image</b>	Illusion	1	25	1	29	Touch	3 minutes	-12% to all attackers TSC on blurred object
<b>Cloak Self</b>	Illusion	1	25	4	29	Self	40 minutes	
<b>Greater Cloak</b>	Illusion	2	25	5	29	40'	2 hours	
<b>PLANT MAGICK</b>								
<b>De meter's Touch</b>	Plant	1	21	11	1 Day	12 acres	1 Season	The yield of the harvest is doubles
<b>Restore Plant</b>	Plant	1	21	5	1 Day	4 acres	7 Days	Restores plants to life that have been killed
<b>Hedge of Thorns</b>	Plant	2	21	2	29	40'		Page 2-71
<b>Tangle Weed</b>	Plant	1	21	3	29	40'	40 minutes	
<b>Grow in Haste</b>	Plant	2	21	5	29	Touch	1 week	Page 2-70
<b>Restorative Cordial</b>	Plant	1	21	2	13 min	Drink	immediately	Page 2-73
<b>SUMMONING</b>								
<b>Circle of Binding</b>	Summoning	1	25	2	7 min			Page 2-73
<b>Call Familiar</b>	Summoning	1	25	1	3 hrs			Page 2- 75
<b>Summon small Animal</b>	Summoning	1	25	1	29	4 miles		Page 2-76
<b>Summon Large animal</b>	Summoning	1	25	2	29	4 miles		Page 2-76
<b>Transmutation Magick</b>								
<b>Armour of Stout Leather</b>	Transmutation	1	28	1	8	Touch	2 minutes	Adds +3 to all armor protection
<b>Cat Eyes</b>	Transmutation	1	28	2	8	Touch	120 min	
<b>Dark Sight</b>	Transmutation	2	28	6	8	Touch	40 minutes	
<b>Far Sight</b>	Transmutation	1	28	1	8	Touch	40 minutes	
<b>Breath Water</b>	Transmutation	1	28	2	8	Touch	40 minutes	
<b>Pain</b>	Transmutation	1	28	3	26	Touch	40 minutes	
<b>Calm Pain</b>	Transmutation	1	28	5	26	Touch	4 hours	
<b>Speed</b>	Transmutation	1	28	4	8	Touch	1 minute	





## Character's History

The Character is the son of Alden the head of the Master of the Mages Guild in Kallon and Ainsley who was the head cook for the Baron of Kallon. The Character spent his days learning from both his parents. During mid spring to late summer months he worked with his mother in the kitchens preparing for the great feasts that were held at the Keep of Kallon. During the later fall after the harvest (Everyone worked on bringing in the harvest) and the winter he spent his time working with his father who taught him the art of Conjuraction Magick. During the early spring he would travel with his father to all of the fields in the Kallon Region to assist in casting the fertility spells upon the land. During the royal hunts that were held in Kallons forests he would be assigned to assist the cook assistants in butchering and preparing the kills. The Character was getting adept in cooking and in magick.

Then the dark times came to Kallon. Just before the burning began his parents sent him to live with his aunt and uncle who lived in Azin. The brisk morning that he left was the last time he saw his parents. They were killed during the burning.

The character continued his education in the kitchen's of the Crown of Azin. He applied to the mages guild and was approved. In TK 1038 when the horde unleashed their offensive he offered his services to the Army of Azin. There he spent most of his time cooking. He was injured in TK 1040 and was sent back to Azin. He recovered and began to study again. His Uncle managed to acquire him three acres of land leased from Lady Ellime' near the southern hills. There in a cave he has set up his caldron and began working on his brew. The Brew soon gained the attention of a "Spook" a spirit of a fallen mage who fought against the horde.

### Spooks Attributes:

Int:	20	90%
Wis:	18	85%
Willpower:		80%
PMF:		55%

He has knowledge in all of the magical lore, Materia Magica lore and Healing Lore with a PSF of 60% in each of the lores. The Spook and the character have become fast friends. Recently the Spook has seen a great darkness coming to the world.