Béthorm — *CHARACTER RECORD SHEET*

Player: Beth | Campaign: Kúrt Hills

APs: | Name: Siónu hiTekkól | Race: Human / Tsolyáni | Age: 26 | Gender: Straight Female

APs:				
	PHYS: 10	Hit Points: 10		
	DEFT: 10	Armored: 10	Move: 6	
	INTL: 11	EPs: Starting: 13		
	WILL: 9	Appearance: 9	Initiative: 1-2: 1 / 3-8: 2 / 9-10: 3	
	PSYC: 11	Psychic NRG: 82		

Clan: Grey Wand | Level: High | Contacts: 2

Clan Rank 7 + Lineage Mod 0 = 7 Clan Influence

Job: Sorcerer | Rank: Minor Caster = 2 + Prof. Influence /2 rnd up =

God: Keténgku | 5 Prestige

PORTRAIT

APs:	Personal Traits:
1	Quick Thinking (+1 initiative level)
2	Attribute +1
2	Attribute +1
-1	Nearsighted
-1	Oathbound (always heal first)
-1	Phobia: fear of filth

Advantage Points Earned: 2 | Unspent: 0

Contacts:	Contact Points: 8	Cost:
Hrakásh, Governor's physician, personal friend, Grey Wand clan		8
	Contact Balance:	0

EPs:	Skill Name & Specialization:	Base:	Bonus:	Mod:	Skill:
21	Sorcery: Both — Sorcery Level: 9	INTL	5		16
1	Rituals: Keténgku	INTL	0		11
3	Physician	INTL	1		12
6	Melee: Blades	DEFT	2		12
6	Dodge	DEFT	2		12

Money: 6853k (+1015 Manda's | Family Income:

Equipment: Donated to Temple: 200k

medical kit OOOOOOOOOOOOO, bandages

Amulet of Power over the Undead (#8)

Weapon:	Skill:	Mod:	Total:	Range:	Damage: 1-2	3-8	9-10
Sword	12	1	13		3	5	7

Defenses:	Skill Name:	Skill:	Modifiers:	Total:
Melee:	Dodge	12	-10	2
Missile:	Dodge	12	-10	2
Magic:	Resist Sorcery	8	-10	-2

Shield: none + Hits:

		Avoid	Physical	Energy	Physical	Energy
Helmet:	Chlén Helm	-5	3	2		
Natural Armor:	none					
Worn Armor:	Heavy Crystal (+1/+3, -1 PHYS)	-3	DEFT Limit 12		4	4
Total Armor:					4	4

37 = 13 + 24 Spent = Starting + Earned EPs

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Béthorm Spellbook Sheet **Owner:** Siónu hiTekkól **Page:** 1

Deity: Keténgku **EPs:** 21 **Types:** Both **Level:** 9 **Spell Pts Remaining:** 14

No.	Spell Name (R/P)	NRG	Prep Time	Aim	Rng	Target(s)	Resist	Duration	Conc	Cost
10a	Heal Minor Wounds (R)	9	1 action	yes	touch	1	yes	-	no	12
Heals 1/2/3 lost hit points. If it fails, a -2 penalty applies to further attempts at magical healing										
10b	Heal Serious Wnds (R)	13	1 action	yes	touch	1	yes	-	no	18
Heals 2/4/6 lost hit points. If it fails, a -1 penalty applies to further attempts at magical healing										
1a	Neutralize Poison (R)	7	1 round	yes	touch	1	no	-	no	4
Neutralizes life-endangering toxins (poison & venom) in a living body, but not alcohol, disease, or non-lethal drugs										
25a	Web (R)	13	1 action	yes	5"	1" area	no	12/15/18 rnds	no	10
Target unable to take any physical action except try to escape. DEFT check at -3 per round to escape.										
9A	Blessing (R)	16	1 minute	yes	touch	1 human	no	1 hour	no	11
target gains 4 hit points										
5A	Dispel Universal (R)	11	1 round	yes	2"	1	yes	-	no	11
14A	Nutrify (R)	13	1 action	yes	2"	3" area	yes	-	no	24
1 meal p/target in stomach										
49A	Heal Major Wounds (R)	13	1 action	yes	1"	1" area	yes	-	no	20
Heals 4/6/8 lost hit points. Can include self. If it fails, a -1 penalty applies to further attempts at magical healing										
49B	Heal Severe Wounds (R)	15	1 action	yes	1"	1" area	yes	-	no	12
Heals 6/8/10 lost hit points, cures withering, blindness & deafness, dispels paralysis, hypnosis & 37A/B derangement										
30A	Neutralize Substance (R)	13	1 action	yes	5"	1" area	yes	-	no	16
Neutralizes poisons, drugs (except Zu'ur), alcohol, and paralysis										
35A	Blessing vs Magic (R)	11	1 action	yes	2"	1" area	no	1 hour	no	18
Adds +4 to recipient's Resist Sorcery skill & Magic Defense.										
10C	Mend (R)	24	1 action	yes	touch	1 target	yes	-	no	19
Restores lost / seriously injured body area or limb, repairs eyesight, hearing, etc. -1 on further attempts if it fails.										
69A	Wall (of Grey Mist) (R)	26	1 action	no	1/2"	2m x 2m x 1m	partial	3 minutes	no	21
Wall moves away by 1" per round. Does 2/3/4 dmg to all it touches, 6/9/12 if they fail to resist.										