\mathcal{J}	Éthorm CHARAG	CTER RECORD SHEET	Player: Beth Campaign: Kúrt Hills						
APs:	Name: Siónu hiTekkól	Race: Human / Tsolyáni	Age: 26 Gender: Straight Female						
	PHYS: 10 Hit Points: 10		Clan: Grey Wand Level: High Contacts: 2	2					
	DEFT: 10 Armored: 10		Clan Rank 7 + Lineage Mod 0 = 7 Clan Influence						
	INTL: 11 EPs: Starting: 13		Job: Sorcerer Rank: Minor Caster = 2 Prof. Influenc						
	WILL: 9 Appearance: 9	1-2 3-8 9-10	God: Keténgku 5 Prestige						
	PSYC: 11 Psychic NRG: 82								
APs:	Personal Tra		-						
1	Quick Thinking (+1 initiative level)								
2	Attribute +1		-						
2	Attribute +1		-						
	Aunoue		-						
-1	Nearsighted		-						
-1	Oathbound (always heal first)		-						
-1	Phobia: fear of filth		-						
-1			-						
	Advantage Points Earned: 2	Unspent: 0	-						
	Contacts:	Contact Points: 8 Cost:	_						
Uraká	sh, Governor's physician, personal frie								
niakas	sii, Governor's physiciali, personal mo	end, Grey Wand Clair o	-						
			-						
			-						
			-						
		Contact Balance: 0	-						
EPs:	Skill Name & Specialization:	Base: Bonus: Mod: Skill:							
21	Sorcery: Both Sorcery Level: 9	<u>INTL + 5 + = 16</u>							
1	Rituals: Keténgku	$\underline{INTL} + 0 + \underline{= 11}$	Equipment: Donated to Temple: 200k						
3	Physician	<u>INTL + 1 + = 12</u>	medical kit 000000000000, bandages						
6	Melee: Blades	<u>DEFT + 2 + = 12</u>							
6	Dodge	<u>DEFT</u> + <u>2</u> + <u>= 12</u>							
		++=	_ Weapon: Skill: Mod: Total: Range: Damage: 1-2 3-8 9-	-10					
		++=	<u>Sword 12 + 1 = 13</u> <u>3 / 5 / 7</u>	7					
		++=	+= //						
		++=	+= //						
		++=	+=///						
		++=	_						
		+ + =	_ Defenses: Skill Name: Skill: Modifiers: Tot	tal					
		+ + =	Melee: <i>Dodge 12</i> -10 = 2	2					
		+ + =	Missile: <u>Dodge 12</u> -10 = 2	2					
			Magic: Resist Sorcery 8 -10 = -2						
		+ + =							
			Shield: none + Hits:						
		++=	Avoid Physical Energy						
		++=		ergy					
		++=	Natural Armor: none /						
		++=	Worn Armor: <u>Heavy Crystal</u> -3 12 4 / 4 (+1/+3, -1 PHYS)						
37	= <u>13</u> + <u>24</u> Spent = Starting +	Earned EPs	Total Armor: <u>4 / 4</u>	4					

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Béthorm Spellbook Shee	t	Owner:	Siónu	hiTekkól				Page:	1
Deity: Keténgku	EPs:	21	Types:	Both	Level:	9	Spell Pts Rem	aining:	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 fa	ils, a - 2	2 penalty appli	es to fu	irther atte	mpts at magica	l healir	ng		
10b Heal Serious Wnds (R)	13	1 action	yes	touch	1	yes	-	no	18
Heals 2/4/6 lost hit points. If it fa	ils, a -1	l penalty appli	es to fu	irther atte	mpts at magica	l healir	ng		
1a Neutralize Poison (R)	7	1 round	yes	touch	1	no	-	no	4
Neutralizes life-endangering tox	ins (po	ison & venom) in a liv	ving body	, but not alcoho	ol, dise	ase, or non-letl	hal drug	ys
25a Web (R)	13	1 action	yes	5"	1" area	no	12/15/18 rnds	no	10
Target unable to take any physic	cal acti	on except try	to esca	pe. 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	ves	2"	1	ves	-	no	11
		TTouria	yes	2		ycs		no	
14A Nutrify (R)	13	1 action	yes	2"	3" area	yes		no	24
1 meal p/target in stomach	13	I action	yes	2	5 area	yes	-	110	24
	40	4 11			4.8				
49A Heal Major Wounds (R)	13	1 action	yes	1"	1" area	yes	-	no	20
Heals 4/6/8 lost hit points. Can i	1		1	1		1	s at magical nea		
49B Heal Severe Wounds (R)	15	1 action	yes	1"	1" area	yes	-	no	12
Heals 6/8/10 lost hit points, cure	s withe	ering, blindnes	s & dea	afness, di	spels paralysis,	hypno	osis & 37A/B de	eranger	nent
30A Neutralize Substance (R)	13	1 action	yes	5"	1" area	yes	-	no	16
Neutralizes poisons, drugs (exc	ept Zu'	ur), alcohol, ai	nd para	lysis					
35A Blessing vs Magic (R)	11	1 action	yes	2"	1" area	no	1 hour	no	18
Adds +4 to recipient's Resist So	rcery s	kill & Magic D	efense.						
10C Mend (R)	24	1 action	yes	touch	1 target	yes	-	no	19
Restores lost / seriously injured	body a	area or limb, re	pairs e	eyesight, h	nearing, etc1 o	on furtl	her 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 rour	d. Doe	s 2/3/4 dmg to	all it to	ouches, 6/	9/12 if they fail	to resis	st.		
							1		
				1					
				1					
				Γ		1			
				Γ		1			
				1	1	1		1	