Character Name:		Citra Stormhamm	ner		_	71 .	~~~~	,								
Player Name: TJ						<u>Z</u> P	gends									
Path: Sor	cerer		Level	: 6		CHARACTER SHEET										
Bloodline:	North			Level Title	: Eldritch Sorc	Eldritch Sorcerer										
Gender:	Gender: Female Ag		ge: <u>20</u>	ŀ	Height: 5' 10"	Weight: 150 lbs										
Skin color: Pale, grey, white		Hair color	air color: white/blue		Eye color:	bright light cr	ystal blue									
PHYSICAL ATTRIBUTES MENTAL ATTRIBUTES		39		 s												
STR ENGTH		KNO WLEDGE	INIT	IATIVE	MOVE	HEALTH POINTS	FATIGUE	POWER POINTS								
4 ⁵ MC	0	4 MOD -1		3/+5		22	7	43 33								
4 MC)D -1	8 MOD +3		+9	REPUTATION 19											
ENDURANCE	סנ	WILLPOWER MOD	FOR	TITUDE	STATUS											
	+1	8 +3		+7	18	HEALTH	ARMOR									
PRE SENCE		CHARISMA	# OF	PARRYS	FATE POINTS	POD	AR	ТҮРЕ								
6 7 MOD 2 4 5 MOD 0				1	3	32	3/8 E	lemental Armor								
SKILL LISTING			RANK	ATT MOD	 2ND MOD	TOTAL BONUS	LANGUA	AGES LIT								
Perception			+2	+3		+5	Draconio	c [X]								
Stealth			+1	-1	+2	+2	Arcacian	n [X]								
Nature			+1	+3	+4	+8	Daemon	ic [X]								
Animal Handl	ing		+1	+3		+4	Noresh	[]								
Athletics			+1	+0	+1	+2		[]								
Castina (man	hung hou)					. 1 1	_									
Casting (wave Dodge	breaker)		+5 +5	+3	+3 +4	+11 +8										
Spear			+5 +1	-1	14	то		[]								
Spear			11	-1												
								[]								
								[]								
								[]								
								[]								
								[]								
								ll								

WEAPO	N		TO HIT	PARRY	DAMAGE	MAX DMG	RANGE/NOTES
Wavebreaker			+3	+3	1d6-1	12	
۱ I							
	Immunity Cold						
	DR 5 Fire						

COMPANIONS

Frost Dragon Egg

PATRON/RELIGION

CONTACTS

. . . .

Member of the Harbingers (border guard - Maradon)

Deed to air ship

Trouser of Speed - fit, +1 move

Coldbrook -

NOTES

Hammerfall -

Lamouran with spear of saphira

Shock (ignores metal AR rating)

FAMILY/GROUP AFFILIATIONS

Cold (-1 to all actions for 1 round)

BLOODLINE ABILITIES			COST		PATH BONUS/DEVOTIONAL ABILITIES						
Survivalist (+1 nature a	nd athletics)		1	1 DR 5 vs Fire 1							
Cold Resistance (Immu	nity ADV)		1								
Thick/Icy Hide (ADV +1	AR)										
EDGES			cost		FLAWS & STRICTURE		COST				
Aquatic Adaptation (br	eath water. swi	im at base	2		Arrogant		1				
move, underwater visio					Callous		1				
Elemental Focus (Wate			2			ld, aquatic adaptation,	1				
Strong Bloodline (x2 life			1		-2 social ineraction when visible/apparent)						
racial language (Noresh			_			(skin color, aquatic adap)	1				
	-				•••						
TALENTS			RANK		TALENTS (CONT.)		RANK				
Power Point Recovery	(4PP/hour)		3								
Melding (8 pp)			2								
Combat Magic (0 penal	lty, +2 to dodge	2)	5								
Critical Magic (17-20)			3								
Magic Combat Spec (+1	1 damage)		1								
Power Hardening (+1)			1								
MAGIC	АСТ	PWL	СЅТ	RNG	DUR	DESCRIPTION	СМР				
Elemental Armor	S	5	instant	self	2 hours	5 AR, pg 121					
Freeze	С	3	instant	50'	1 minute	TN 16, pg 122					
Frost Blast	С	4	instant	100'	instant	2d8 +4, pg 122					
Frost Bolt	С	4	instant	100'	instant	2d10 +4, pg 122					
Swath of Cold	S	5	instant	self	1 minute	2d8 +4, pg 125					
Ride the Wind	С	4	1 round	self	2 hours	move x4, +2 m sized, pg 123					
Air Form	C	1	1 round	self	1 hour	page 120					

						,10
Freeze	С	3	instant	50'	1 minute	TN 16, pg 122
Frost Blast	С	4	instant	100'	instant	2d8 +4, pg 122
Frost Bolt	С	4	instant	100'	instant	2d10 +4, pg 122
Swath of Cold	S	5	instant	self	1 minute	2d8 +4, pg 125
Ride the Wind	С	4	1 round	self	2 hours	move x4, +2 m sized, pg 123
Air Form	С	1	1 round	self	1 hour	page 120
Whispering Wind	С	1	1 round	special	perm	10 words/level, 1 target/level 126
Shock Bolt	С	3	instant	100'	instant	2d8 +4, pg 124
Long Burning Flame (cold)	R	1	1 minute	30'	perm	20' radius light

EQUIPMENT	WT	EQU	IPMEN	T (STORE	ED/OI	N MO	UNT)				WT
set of clothes	2	bedroll								3		
hooded cloak	2	small tent										5
boots	1	sylvan rope, 50'										3
water skin	1	spyglass									1	
flint & steel		climbing gear								5		
2 candles												
knife	1	Exot	ic Leath	her pelt (+1 AF	۲)						
small pouch				Cold Box								
		Masl	k of Dig	guise	-							
			orand P									
		Bowl of Elemental Summoning										
fine set of clothes (fey weave, blue and white,	2											
robe, dress, +1 AR)												
light stick (100 hr)												
ring of evasion (+2 to dodge)												
sylvan boots (+2 to stealth)												
trousers of speed (+1 to move)												
Surcoat of Heroism (immune to fear, displays	1											
any banner)												
Saphire Cloak (+1 AR, x2 PP regen, wearer does	1											
not get wet)												
Medallion of the North (+1 CHA and PRE,												
immune to mind influencing, snowflake												
compass rose)												
Silver Torc (8 gc)		ARM	IOR									
Platinum broach (11 gc)												
Warsmith Kit (+1 skill)												
Buckle of Strength (+1 STR)		SHIE	LDS									
Ring of Initiative (+2 INI)												
Greater Lamouran Crystal (16)		WEA	PONS									
		Wav	ebreak	er (+3 sp	ear, +	-3 Foo	ci, Me	elding	(8),			1.5
2 healing potions (1d10)		+1 le	vel wit	h water :	spells	, spea	ak wit	th aqu	atic b	eings		
1 nightvision potion		unbreakable, 1/2 weight)										
		AMN	NO									
											тот	AL WEIGHT
												12.5
					_							
COPPER PENNIES SILVER TALONS	GOLD CROWN	OWNS GOLD LIONS ENCUMBRA					BRAN	CE				
9	4578			13	1	LIGHT	-1	MED -	2	HEAVY	′-3	MAX
5	4370					5	50	7	5	10	0	125