

Character Armalla

Profession Mage

name

Home culture & locale Morensia

Physical description

Handedness Right

Background & Family I showed magic prowess from a young age. My parents knew this, so when I was old enough, they sent me away with a bag of coins, a hug and a warning never to come back. I wandered for a year or so until I found a mage who taught me the basics. He soon died, however, so I went wandering again. It seemed that I couldn't stay in any one place for more than a few weeks; I was always being pulled along by the promise of new knowledge, new nodes and new places, and pushed by a lack of people who really cared about me.

Religion & Power None ("There are no gods stronger than magic.")

Reputations

Traits

Trait	Rating
Questioning: if I will ever find true companionship	2
Introverted	1
Cautious about others' motivations	1
Curious	1

Characteristics

	Permanent	Current
Strength (STR)	1	
Endurance (END)	2	
Agility (AGL)	2	
Dexterity (DEX)	2	

	Permanent	Current
Perception (PER)	2	
Logic (LOG)	2	
Will (WIL)	3	
Memory (MEM)	2	

	Permanent	Current
Eloquence (ELO)	2	
Aura (AUR)	3	
Divine Favor (DF)	0	
Social Class (SC)	6	

Secondary Characteristics

Toughness (TGH)	1
Carrying Capacity (CC)	6
Size (SZ)	10
Composure (CMP)	4
Learning Ability (LA)	5
Current Wealth (WLT)	6
Experience points (XP)	

Skills

Skill	Rating	Usual characteristic
Awareness	2	PER
Crystal magic	2	MEM
Dagger/Knife	1	DEX
Dark magic	2	MEM
Earth magic	2	MEM
Etiquette: Burghers	1	ELO
Fishing	2	LOG
Folklore: Morensian	2	MEM
Foraging	1	PER
History: Morensian	1	MEM

Skill	Rating	Usual characteristic
Language: Morensian	1	ELO
Navigation	1	LOG
Node alignment	3	WIL
Node sensitivity	2	AUR
Pottery	1	DEX
Script: Morensian	1	MEM
Staff	1	DEX
Swimming	1	AGL
Water magic	2	MEM

Variation Die general results:

- 1-3: Style
- 4-6: Time
- 7-9: Quantity
- 10-12: Quality

Equipment & possessions

CC: 6 Current highest bulk carried: 5

Item	Bulk	Modifiers	Notes
Backpack	2		
Beltpouches	2		
Fishhooks	2		
Fishing cord	2		
Walking stick	5		Doubles as fishing pole
Paper	4		About 25 sheets, loose
Ink	3		In a small copper vial

Spells and Nodes

Current total magnitude of nodes: 8

Node element	Magnitude	Container	Aligned spell	Notes
Earth	2	Pottery spoon	Hills' Path	Finds best path through hills or rocky terrain
Crystal	2	Quartz crystal	True Clarity	Sees reality free of illusions
Dark	1	Piece of obsidian	Snuffed Candle	Extinguishes a candle, torch, etc.
Dark	1	Black quill pen	Mage's Ink	Writing visible only to other mages
Water	2	Agate	Swift Stream	Makes a natural, flowing body of water suddenly gush with force

Weapons

Item	Skill	Bulk	Quality	Minimum STR	Optimal range	Maximum range	Damage Factors			Breakage Value	Notes
							Blunt	Cut	Pierce		
Knife	Dagger/Knife 1 + DEX 2	1	+0	0	0-1	1	3	5	3	8	
Walking stick	Staff 1 + DEX 2	5	+	1	1-2	2	3	n/a	n/a	6	

Armor & clothing

Size (SIZ): 10

Item	Area(s) Covered	Bulk	Quality	Protection vs.						Notes
				Blunt	Cut	Pierce	Burn	Shock	Acid	
Leather shirt	Chest, arms	6	+0	3	3	2	2	2	2	
Leather pants	Legs	5	+0	3	3	2	2	2	2	
Leather boots	Legs	4	+0	3	4 (5)	2 (3)	2 (3)	2	2 (3)	
Heavy cloth cloak	Chest & legs, from back	3	+0	2	3	1	2	2	2	
Leather cap	Head	3	+0	3	3	2	2	2	2	

Armor protection summary

Current exhaustion:

Current Initiative Phase:

Bleeding?

Location	Protection vs.					
	Blunt	Cut	Pierce	Burn	Shock	Acid
12. Head	3	3	2	2	2	2
9-11. Chest	3	3	2	2	2	2
7-8. Left arm	3	3	2	2	2	2
5-6. Right arm	3	3	2	2	2	2
3-4. Left leg	3	4 (5)	2 (3)	2 (3)	2	2 (3)
1-2. Right leg	3	4 (5)	2 (3)	2 (3)	2	2 (3)

