



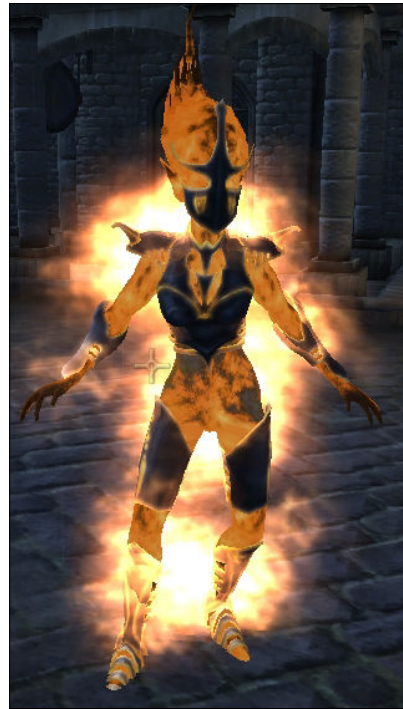
CHARACTER SHEET

Name **Flame Atronach**  
 Ht 6' Wt  
 Appearance

Player  
 Size Modifier 0 Age

Point Total **131**  
 Unspent Points **19**

ST	8	[ -20 ]	HP	8	[ 0 ]
DX	12	[ 40 ]	Will	12	[ 0 ]
IQ	12	[ 40 ]	Per	12	[ 0 ]
HT	9	[ -10 ]	FP	19	[ 0 ]



BASIC LIFT 13 DAMAGE Thr 1d-3 Sw 1d-2  
 BASIC SPEED 5.75 [ 10 ] BASIC MOVE 5 [ 0 ]

<b>ENCUMBRANCE</b>	<b>MOVE</b>	<b>DODGE</b>
None (0) = BL <b>13</b>	BM x 1 <b>5</b>	Dodge <b>8</b>

DAMAGE RESISTANCES							
Loc.	DR	HP	Notes	Loc.	DR	HP	Notes
Eyes	0+2	1		Groin	0+2	--	
Neck	0+2	--		Arms	0+2	4	
Skull	2+2	--		Hands	0+2	3	
Face	0+2	--		Legs	0+2	4	
Torso	0+2	8		Feet	0+2	3	

SKILLS			
Name	Level	Rel. Level	Cost
Brawling	12	DX+0	[ 1 ]
Innate Attack (Projectile)	12	DX+0	[ 1 ]

SPELLS			
Name	Level	Rel. Level	Cost
Create Fire (Elemental)	12	IQ+0	[ 1 ]
Fireball (Elemental)	12	IQ+0	[ 1 ]
Flame Jet (Elemental)	15	IQ+3	[ 8 ]
Ignite Fire (Elemental)	12	IQ+0	[ 1 ]
Shape Fire (Elemental)	12	IQ+0	[ 1 ]

ADVANTAGES	
Damage Resistance 2 (Limited Defense: Very Common (Melee attacks); Reflection (As fire damage))	[ 18 ]
Magicka Points Bonus (Energy Reserve Only; Special Recharge)	[ 9 ]
Power Investiture 2	[ 20 ]
Resistant (Disease) (Occasional) (Immunity)	[ 10 ]
Resistant (Fire) (Common) (Immunity)	[ 15 ]
Resistant (Poison) (Common) (Immunity)	[ 15 ]

DISADVANTAGES	
Vulnerability (Frost) (Common) (x2)	[ -30 ]

ARMOR & POSSESSIONS				
Qty	Item	Location	Cost	Weight
1	Fire Salts (Fire Damage, Resist Frost, Restore Magicka, Fire Shield)		100	.1

MÉLÉE WEAPONS									
Qty	Weapon	Skill	Damage	Reach	Pry/Blk	ST	Notes	Cost	Weight
	Brawling	12	1d-4 cr	C	9	--			
	Flame Jet (Elemental)	8	~1d burn	~1	No	--	~1-3en		

RANGED WEAPONS														
Qty	Weapon	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes	Cost	Weight
	Fireball (Elemental)	12	~1d burn	1	25 / 50							~1-3en		