



CHARACTER SHEET

Name **Xivilai**
Ht 6' Appearance

Wt 12st

Player Size Modifier 0 Age

Point Total 286
Unspent Points -136

ST	16	[60]	HP	16	[0]
DX	13	[60]	Will	14	[0]
IQ	14	[80]	Per	14	[0]
HT	12	[20]	FP	12	[0]

BASIC LIFT 51 DAMAGE Thr 1d+1 Sw 2d+2
BASIC SPEED 7 [15] BASIC MOVE 7 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 51	BM x 1 7	Dodge 10

DAMAGE RESISTANCES							
Loc.	DR	HP	Notes	Loc.	DR	HP	Notes
Eyes	0 +6	2		Groin	0 +6	--	
Neck	0 +6	--		Arms	0 +6	8	
Skull	2 +6	--		Hands	0 +6	5	
Face	0 +6	--		Legs	0 +6	8	
Torso	0 +6	16		Feet	0 +6	5	

SKILLS			
Name	Level	Rel. Level	Cost
Axe/Mace	14	DX+1	[4]
Innate Attack (Projectile)	15	DX+2	[4]
Two-Handed Axe/Mace	14	DX+1	[4]
Two-Handed Sword	14	DX+1	[4]

SPELLS			
Name	Level	Rel. Level	Cost
Dispel Magic (Clerical)	15	IQ+1	[2]
Explosive Fireball (Clerical)	15	IQ+1	[2]
Explosive Lightning (Clerical)	15	IQ+1	[2]
Fireball (Clerical)	15	IQ+1	[2]
Lightning Weapon (Clerical)	15	IQ+1	[2]
Shield (Clerical)	15	IQ+1	[2]
Shocking Touch	15	IQ+1	[2]

ADVANTAGES	
Damage Resistance 3 (Absorption (Restores Magicka) (One trait); Limited Defense: Very Common (Magic))	[24]
Damage Resistance (Fire Resistance) 3 (Limited Defense: Common (fire))	[9]
Power Investiture 2	[20]

DISADVANTAGES	
Mute	[-25]
Vulnerability (Shock, electricity) (Rare) (x1.5)	[-7]

MÊLÉE WEAPONS										
Qty	Weapon	Skill	Damage	Reach	Pry/Blk	ST	Notes	Cost	Weight	
	Bite	13	1d cr	C	No	--				
1	Great Axe	14	2d+5 cut	1,2*	10U	12‡		100	8	
1	Greatsword							800	7	
	swing	14	2d+5 cut	1,2	10	12‡				
	thrust	14	1d+3 cr	2	10	12‡				
	Kick	11	1d+1 cr	C,1	No	--				
	Punch	13	1d cr	C	9	--				
	Shocking Touch	13	~1d+1 burn	C	No	--	~1-3en			
1	Warhammer	14	2d+5 imp	1,2*	10U	12‡	[2]	100	7	

RANGED WEAPONS														
Qty	Weapon	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes	Cost	Weight
	Explosive Fireball (Clerical)	15	~1d burn ex 1		25 / 50							~2-6en		
	Explosive Lightning (Clerical)	15	~1d-1 burn ex	3	50 / 100							~2-6en		
	Fireball (Clerical)	15	~1d burn	1	25 / 50							~1-3en		

