



Mofir -Zamorian

Human; Heroic (60 XP)

Male; Age: 41; Height: 5' 6"; Weight: 141 lb.

Languages: Brythunian, Hyrkanian, Kothic, Zamorian

Attributes

Agility 8 Strength .. 6
Smarts..... 6 Vigor 6
Spirit 12

Derived Traits

Pace 8 Charisma 1
Parry 6 Sanity 4
Toughness ... 5
Encumbrance ... 8 / 30 Load Limit 30x1

Skills

Fighting..... 8 Riding 4
Notice 10 Throwing 8
Knowledge: Arcana 4
Knowledge: Occult 4
Spellweaving (Arcane) 10

Hindrances

Delusional (He is the prophet of the Earth) μ
Phobia (Cactus) Irrational fear; -2/-4 Trait tests
Touched Sanity starts 1 or 2 less than normal

Edges

Arcane Sorcery Gain the Sorcery arcane background
Dodge Attackers are -1 to hit; +1 Agility vs. area effect attacks
Extraction Ignore 1 foe's free attack when withdrawing
Fleet-Footed +2 Pace; Roll d10 when running



Arcane Drawbacks

Sorcerer's Backlash Shaken on Spellweaving die of 1

Arcane Powers (25 Points)

	Cost	Range	Dur/Maint	Trappings
Blast	2-6	24/48/96	Inst	Sandblast Targets in Medium Blast Template take 2d6 damage; Double points adds +d6 damage OR Large Burst
Blind	2-6	12/24/48	Inst	Eyes of Madness Target makes Agility roll at -2 (-4 on a Raise) or be Shaken and -1 to Parry until their next action
Dispel	3	Sma	Inst	Hand Gestures Negate enemy arcane powers (at -2 if different type); No effect on innate powers
Jet	2	12"	Inst	Telekenetic Slam All targets in a 1" wide 12" long make opposed Agility vs arcane skill or take 2d10 damage
Light	1	Touch	10min	Glowing rock Illuminate area equal to Large Burst Template

Activated Adjustments

Sanity -3 Charisma +1

Injuries
-None-

Wounds	Fatigue
-1 -2 -3 INC	-2 -1

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Validation Report (0 issues): Nothing identified

Weapons

	Attack	Damage	AP	Range
Unarmed Strike	d8	Str	-	-
Staff	d8	Str+d4	-	-

« Parry +1, Reach 1, Requires two hands

Gear (Cash: \$0)

Clothing (Normal)