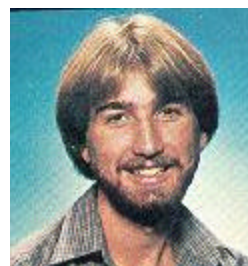


Bartholomew



Value	Characteristic	Points
8	STR	-2
14	DEX	12
14	CON	8
14	BODY	8
13	INT	3
8	EGO	-4
8	PRE	-2
8	COM	-1
6	PD	4
3	ED	0
4	SPD	16
8	REC	6
32	END	2
25	STUN	0
	Total	50

Points	Powers	END
2	Running (+1", 7", NC: 14"); Non-Combat Multiplier: $\times 2$, +0; Has Turn Mode: No, +0; Special Effect: Magic	1
9	Telekinesis: Call Life To Object (STR 10); Range: 185; Manipulation: Fine, +10; Affects All Parts: $-\frac{1}{4}$; Special Effect: Magic; Requires Skill Roll: $-\frac{1}{2}$; Concentrate: $\frac{1}{2}$ DCV, $-\frac{1}{4}$; Gestures: Instant Power, $-\frac{1}{4}$; Incantation: Instant Power, $-\frac{1}{4}$; Limited Power: Only on household items: -1; IAF: $-\frac{1}{2}$; Focus Applicability: Personal; Reduced END: Zero, $\frac{1}{2}$	0
	The focus is a bit of material that the object is made from. To animate a broom requires a bit of wood and straw. (Magic Roll @ -4.)	
6	Detect Spell Component with Discriminatory; Special Effect: Magic; Requires Skill Roll: $-\frac{1}{2}$; Concentrate: Throughout & 0 DCV, -1; Extra Time: 1 min., $-1\frac{1}{2}$; Extra Time Required: Only At Startup, $\frac{1}{2}$; IAF: $-\frac{1}{2}$; Fragile Focus: $-\frac{1}{4}$; Focus Applicability: Personal; Focus Expendability: Extremely Hard to Acquire, $-\frac{1}{2}$; Gestures: Instant Power, $-\frac{1}{4}$; Incantation: Instant Power, $-\frac{1}{4}$; Area Effect (Radius): 250" radius, +1; Increased Area: $\times 250$, 2; Reduced END: Half, $\frac{1}{4}$; Costs END: $-\frac{1}{2}$	
	The focus is a bit of the material that you are trying to detect.	

	(Magic Roll @ -3.)	
6	Change Environment: Light Up A Room With Glowing Ball Over Your Hand (4" rad.); Effect: Fixed, +0; Description: Light Spell; Special Effect: Magic; Concentrate: ½ DCV, -¼; IAF: -½; Fragile Focus: -¼; Focus Applicability: Personal; Gestures: Instant Power, -¼; Incantation: Instant Power, -¼; No Range: -½; Requires Skill Roll: -½; Reduced END: Zero, ½	0
5	2d6 Flash: Bright Light When Light Spell Turns On (Normal Sight); Range: 0; Special Effect: Magic; Concentrate: ½ DCV, -¼; IAF: -½; Fragile Focus: -¼; Focus Applicability: Personal; Gestures: Instant Power, -¼; Incantation: Instant Power, -¼; No Range: -½; Linked (Goes off with start of Light Spell): -½; Requires Skill Roll: -½	4
	The focus is a small glass bead. (Magic Roll @ -4.)	
28	Total Powers	

Points	Skills, Talents, Perks	Roll
3	Concealment	12-
3	First Aid	12-
1	Animal Handler	8-
3	Knowledge Skill: Basic Magic Theory	12-
3	Knowledge Skill: Gathering Spell Components	12-
3	Knowledge Skill: Summoning Spells	12-
3	Knowledge Skill: Herb and Component Shops	12-
1	Harnese (Native Accent); Literacy: Literate (if not standard), 1	
3	Professional Skill: Bonded Apprentice	12-
3	Survival	11-
3	Trading	11-
2	Weapon Familiarities	
(1)	Swords	
(1)	Quarterstaff	
5	+1 level w/Summoning Spells	
11	Magic	16-
47	Total Skills, Talents, Perks	

Cost	Equipment
0	Boiled Leather (Coverage: Full, PD 3, ED 3); Weight: 7
0	Quarterstaff (4d6N, OCV: +1); DC: 4; STUNx: --; STR Min: 13; Weight: 0

0	Dagger (1/2d6K, OCV: +1); DC: 2; STUNx: 0; STR Min: 8; Weight: 0 ; Can Be Thrown
	Shoulder Bag (Full of Random Stuff, please fill this out.)
0	Total Equipment (7 kg)

75+	Disadvantages
5	Phys. Lim.: Young Boy (Infrequently, Slightly)
10	Psych. Lim.: Naive (Common, Moderate)
5	Psych. Lim.: Tries To Please (Uncommon, Moderate)
5	Reputation: Obris' Apprentice (8-)
10	2d6 Unluck
15	Watched: Obris' Enemies (14-); Capabilities: More Powerful, 15; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Actions: Only Watching, ×1/2; Punishment: Harsh, 0
50	Total Disadvantages

COSTS: **Char.** **Powers** **Total** **Total** **Disadv.** **Base**
 50 + 75 = 125 125 = 50 + 75

OCV	DCV	ECV	Mental Def.	PD/rPD	ED/rED	Phases
5	5	3	0	9/3	6/3	3, 6, 9, 12

Notes: The Apprentice