

1 Overview

Name: Dryn
Race: Common Man - Mariner
Profession: Magician

Level: 1
XP: 10000
Hits: 31
PPs: 20
DB bonus: 9
Fate Points: 0

Appearance: 76

Stat	Temp	Potential	Basic	Racial	Special	Total
Ag	67	72	+0	+0	+0	+0
Co	65	75	+0	+0	+0	+0
Me	88	93	+4	+0	+0	+4
Re	95	95	+7	+0	+0	+7
SD	73	83	+1	+2	+0	+3
Em	98	99	+9	+0	+0	+9
In	83	91	+3	+0	+0	+3
Pr	59	67	+0	+0	+0	+0
Qu	81	81	+3	+0	+0	+3
St	44	60	+0	+2	+0	+2

RR-Bonus vs. Essence +27
RR-Bonus vs. Channeling +9
RR-Bonus vs. Mentalism +0
RR-Bonus vs. Poison +0
RR-Bonus vs. Disease +0
Healing (while active) 1 per 3 hours
Healing (resting) 1 per hour
Healing (sleeping) 3 per 3 hours

Notes: a +1 spell adder Night Vision

Skills and Skill Categories	Stats	Costs	Ranks	Rank Bonus	Stat Bonus	Special Bonus	Total
Armor•Light Rigid Leather	Ag+St+Ag	9	2 2	+4 +6	+2	+0 +0	+6 +12
Athletic•Endurance Rowing Swimming	Co+Ag+St	3 E	1 1 5	+2 +6 +15	+2	+0 +0 +0	+4 +10 +19
Athletic•Gymnastics Diving	Ag+Qu+Ag	3	1 1	+2 +3	+3	+0 +0	+5 +8
Awareness•Perceptions Alertness	In+SD+In	6	0 2	+0 +2	+9	+0 +0	+9 +11
Awareness•Searching Locate Hidden Observation	In+Re+SD	3	1 1 1	+2 +3 +3	+13	+0 +0 +0	+15 +18 +18
Awareness•Senses Direction Sense Time Sense	In+SD+In	3/7 E	1 1 1	+2 +3 +6	+9	+0 +0 +0	+11 +14 +17
Body Development Body Development	Co+SD+Co	15	0 3	+0 +18	+3	+0 +0	+3 +21
Communications Language spoken: Common-speech Language spoken: High-speech Language spoken: Sea-speech Language written: Common-speech Language written: High-speech Language written: Sea-speech	Re+Me+Em	2/2/2	1 10 8 10 8 6 10	+2 +25 +21 +25 +21 +17 +25	+20	+0 +0 +0 +0 +0 +0 +0	+22 +47 +43 +47 +43 +39 +47

Crafts	Ag+Me+SD	4/10	0	+0	+7	+0	+7
Rope Mastery		E	1	+10		+20	+37
Influence	Pr+Em+In	2/6	1	+2	+12	+0	+14
Bribery			1	+3		+0	+17
Lore•General	Me+Re+Me	1/3	3	+6	+15	+0	+21
Culture Lore: Reandor			3	+9		+0	+30
Region Lore: Reandor			3	+9		+0	+30
Outdoor•Environmental	SD+In+Me	3	1	+2	+10	+0	+12
Star-gazing		E	1	+6		+20	+38
Weather Watching			1	+3		+20	+35
Power Awareness	Em+In+Pr	1/4	1	+2	+12	+10	+24
Attunement			1	+3		+0	+27
Power Manipulation	Em+In+Pr	4/10	0	+0	+12	+10	+22
Spell Trickery			1	+5		+0	+27
Power Point Development	Em	4	0	+0	+9	+5	+14
Power Point Development			1	+6		+0	+20
Spells•Own Realm Open	Em+Em+Em	4/4/4	0	+0	+27	+5	+32
Elemental Shields			1	+1		+0	+33
Spells•Own Realm Own Base	Em+Em+Em	3/3/3	0	+0	+27	+5	+32
Delving Ways			1	+1		+0	+33
Essence Hand			1	+1		+0	+33
Ice Law			1	+1		+0	+33
Lesser Illusions			1	+1		+0	+33
Light Law			1	+1		+0	+33
Lofty Bridge			1	+1		+0	+33
Water Law			1	+1		+0	+33
Wind Law			1	+1		+0	+33
Technical-Trade•Vocational	Me+In+Re	5/12	0	+0	+14	+0	+14
Boat Pilot			1	+5		+20	+39
Navigation			1	+5		+20	+39
Weapon•1-H Edged	St+Ag+St	9	4	+8	+4	+0	+12
Rapier			4	+12		+0	+24
Weapon•Missile	Ag+St+Ag	20	2	+4	+2	+0	+6
Short bow			2	+6		+0	+12
Weapon•Thrown	Ag+St+Ag	20	2	+4	+2	+0	+6
Dagger			2	+6		+0	+12

2 Spells

Lofty Bridge

1 Leaping

Area of Effect: 1 target Duration: 1 rnd Range: 100' Type: U*

Ice Law

1 Freeze Liquid

Area of Effect: 1 cu'/lvl Duration: C Range: 10' Type: E

Light Law

1 Projected Light

Area of Effect: 50' beam Duration: 10 min/lvl Range: self Type: E

Water Law

1 Condensation

Area of Effect: 1 cu' water Duration: P Range: touch Type: E

Wind Law

1 Breezes

Area of Effect: 10'R/lvl Duration: C Range: 10'/lvl Type: E

Delving Ways

Elemental Shields

1 Resist Light

Area of Effect: 1 target **Duration:** 1 min/lvl **Range:** 10' **Type:** U

Essence Hand

1 Vibrations I

Area of Effect: 1 lb **Duration:** 1 rnd/lvl **Range:** 100' **Type:** F

Lesser Illusions

- If more than one option can be added to the Illusion or Phantasm spell, the same option may be chosen more than once. For example, with an Illusion III, two options are available. The range could be doubled once to 200' and then doubled again to 400'.
- The sense aspects of the illusion (mirage or phantasm) are actually created (no RR) and detecting that it is an illusion can normally be accomplished only through spells or through the use of conflicting sense. Even after the illusion is detected, it still exists (but the detector knows that it is not real).

1 Ventriloquism

Area of Effect: 1 point **Duration:** C **Range:** 100' **Type:** E