

D6 Fantasy

ELF MAGE

Name:

Race: Elf

Age: Height:

Gender:

Weight:



AGILITY: 2D+1

Acrobatics
Climbing
Contortion
Dodge
Fighting
Jumping
Melee
Riding
Stealth

COORDIN: 2D+1

Charioteering
Lockpicking
Marksmanship
Pilotry
Sleight of Hand
Throwing

PHYSIQUE: 2D

Lifting
Running
Stamina
Swimming

MAGIC: 3D

Alteration
Apportation
Conjuration
Divination

CHARISMA: 2D+1

Animal Handling
Bluff
Charm
Command
Intimidate
Mettle
Persuasion

INTELLECT: 3D

Cultures
Devices
Healing
Navigation
Read/Write
Scholar
Speaking
Trading
Traps

ACUMEN: 3D

Artist
Crafting
Disguise
Gambling
Hide
Investigate
Know-How
Search
Streetwise
Survival
Tracking

Description: It is said that Elvin magic is the oldest and most powerful. You wield this magic having been learned at the foremost Elf college of Magic.

Advantages: Contacts (R1); Wizard Colleges and Guilds

Disadvantages: Cultures (R1); Hindrance (R1); Arrogant

Special Abilities: Longevity (1): 250 years

Equipment: Staff (+1D+2); Satchell with spell book and components; Blanket

Move: 10

Body Points: 27

Strength Damage: 1D

Funds: 3D

Silver: 180

Fate Points: 1

Character Points: 5

Template By: David (grubman) Bezio

Art by: Thomas D. Reidy III