

Name: Zuri	Age: 29	Coat: Zebrine	Race: Zebra
Career: Sciaman (Arcane)	Height: 180 cm	Mane: Black and White	Cutie Mark: None
Rank: Competent	Weight: 73 kg	Eyes: Ocher	Sex: Male

	Value	Bonus	Hit Points	13		Character Points Spent	50
Strength	8	-1	Magic Points	29(34)		Available Character Points	0
Dexterity	12	+1	Movement	9		Career Points	40
Constitution	12	+1	Initiative	+12		Max. Light Encumbrance	13 kg
Cunning	12	+1	Base ThR	+2		Max. Medium Encumbrance	26,5 kg
Willpower	13	+1	Dodge	+4		Max. Heavy Encumbrance	40 kg
Wisdom	12	+1	Base Parry	+2		Hand to Hand (Str/Dex)	+4/+6
Mana	16		Toxicity Limit	13		Shock Test	33%

Primary Armor				DR	Weight	Secondary Armor				DR	Weight	Total DR
Material		Reinforced		Masterwork		Penalty		Enchanted		Category		Special Rules

Weapon				Base ThR	Feats	Penalty	Varies	Total ThR	Damage	Critical	Weight		
Sciaman's Staff				+2				+2	1d6	21%	1,8 kg		
Material	Wood	Balanced		Masterwork		Sharpened		Enchanted		Category	Polearm	Special Rules	Reinforced

Weapon				Base ThR	Feats	Penalty	Varies	Total ThR	Damage	Critical	Weight	
Material		Balanced		Masterwork		Sharpened		Enchanted		Category		Special Rules

Shield		Base Parry		Penalty	Shield	Varies	Total Parry		Weight		
Material		Reinforced		Enchanted		Masterwork		Hardiness		Durability Points	

CB	GB
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Traits:	Exotic Culture, Good Observer, Lowlight Vision
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Known Languages:	Canterlottian, Sowhali
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[illegible]

Spellbook:

	1+ Will Bonus	Feats	Penalty	Varies	Total
To Hit Roll (Magic)	2	+1			+3

	Base	1+ Will Bonus	Feats	Penalty	Varies	Total
Spellcasting Attack Value	10	2	+1			13

	½ Will Value + Career	Feats	Penalty	Varies	Total
Hand to Hand (Magic)	7				+7

Extra spellcasting cost for wearing Armors	0
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Spell Name	Rank	Cost	Page	Notes, Effects and/or Duration
Comfortable Bedroll	Apprentice	4		
Detect the Arcane	Apprentice	1		
Floating Light	Apprentice	1		Illuminates a 3 mt Area around the caster for 1d3+1 Hours
Hop	Apprentice	1		Upgraded. +5% to Jump Checks
Arboreal Arrow	Competent	7		1d3+3 Piercing Damage within 9 meters. Crit 22%
Lesser Enchant	Competent	9		The touched weapon became Balanced for 1d3+2 Rounds
Burnt	Competent	4		1 Fire Damage within 4,5 meters, 1 Direct Damage for 1d3+1 Rounds
Spirit Guide	Competent	9		