



Gralen Noslen

Abilities

Agility: 12
Charisma: 12
Endurance: 12
*Intelligence: 15
Strength: 11
Wisdom: 9

Sorceror 1
Ordered Good

Home: Crosspoint
Age: 20
Height: 6'6"
Weight: 217 lbs
Experience:

Movement: 11
Mojo: 14

Defense: +1

Hand Attack: +0

Thrown Attack: +0

Propelled Attack: +0

Survival: 6

Injuries:
Verve: 6

Reactions

Evasion: 6
Fortitude: 4
Health: 5
Perception: 5
*Reason: 7
Willpower: 4

Skills

Fighting Art +0
simple weapons

Language Science +1
Anglish, literacy

Native Culture +2
sorceror etiquette

Historical Science +1
Ancient history

Specialty

Cantrips: You can cast lesser versions of any spell you have memorized without expending the spell or verve; ingredients are required but not used up. Your wand is also required. Cantrips are at most one-tenth of the full spell's power; they can't take effect more than three yards away; if three-dimensional cannot affect more than a one-foot radius or if two-dimensional a one-yard radius; cannot last longer than ten minutes or directly cause damage.





Equipment



Carry: 8

1. 15 shillings
2. holly wand
3. spellbook
- 4.
- 5.
- 6.
- 7.
- 8.



Archetypal Abilities



Spell Slots: 3



Casting a spell costs one verve.



Memorization takes 10 minutes of prep time and then 2 minutes for each spell.



Background



Gralen is self-taught; since twelve he has spent most of his time in the Illustrious Library in Biblyon. He occasionally works for Stratford Caravan Security.



“Even though there is so much to study, I will explore the ruins because there is so much to find.”

