



Name: Josef ben Eliyahu	
Title/Rank: Doctor	
Affiliation: none	
Age/Date of Birth: 25	
Place of Birth: West Tredroy, al-Haz	
Eye Color: Brown	Height: 5'8"
Hair Color: Dark Brown	Weight: 150lbs
Skin Color: Fair, light tan	Sex: Male
Handedness: Right	Race: Jewish
Religion: Jewish	

Player: William J. Keith
Campaign: Yrth by IRC, BeUrgaust GM
Created: Saturday, July 8, 2006
Modified: Sunday, July 9, 2006

Area	PD	DR	Point Summary	
Head			Attributes:	50.0
Body			Advantages:	84.0
Arms			Disadvantages:	-50.0
Legs			Quirks:	-2.0
Hands			Skills:	45.0
Feet			Spells:	23.0
Shield			Unspent:	
			Total:	150.0

Points	ST	10
	DX	9
	IQ	13
	HT	11
Thrust/Swing: 1d-2/1d		

Fatigue	Hit Points	Vision	Hearing	Taste/Smell	Will
11	10	13	13	13	13

Status	Encumbrance	Penalty	Weight Carried	Speed	Move	Dodge	Parry	Block	
0	None	0	0 - 20 lbs.	5.0	5	5	8	8	Speed Adj: 0
	Light	1	21 - 40 lbs.	4.0	4	4	7	7	Move Adj: 0
	Medium	2	41 - 60 lbs.	3.0	3	3	6	6	Defense Adj: 0
	Heavy	3	61 - 120 lbs.	2.0	2	2	5	5	Parry Base: 8
	Extra-Heavy	4	121 - 200 lbs.	1.0	1	1	4	4	Block Base: 8

Advantages, Disadvantages & Quirks	Ref	Pts	Skills	Ref	Diff	Pts	Adj	Lvl
Magery, Level 3	B66	35	Diagnosis/TL3	B187	IQ/H	4	+2	13
Talent: Healer 1	B89	10	First Aid/TL3	B195	IQ/E	4	+4	15
Language: Ladino (Native, free)	B23	0	Surgery/TL3	B223	IQVH	4	+1	12
Language: Arabic (Accented)	B23	4	Pharmacy/TL3 (Herbal)	B213	IQ/H	4	+2	13
Language: English (Accented)	B24	4	Naturalist	B211	m/h	2		12
Less Sleep (needs 6 hours/day)	B65	4	Astronomy/TL	B179	m/h	1		11
Wealth: Wealthy (5x average starting wealth)	B16	20	Mathematics/TL3 (Applied)	B207	m/h	1		11
Reputation: +1 reaction, everyone in Tredroy, all the time ("that Jewish doctor mage in West Tredroy"; skilled, takes poor patients)	B26	5	Brawling	B182	DX/E	2		10
200 \$ extra starting equipment	B26	2	Cloak	B184	DX/A	4	-1	10
Social Stigma: Minority Group (Jew in al-Haz)	B155	-10	Staff	B208	DX/A	4	-1	10
Charitable (resists on 12 or less)	B125	-15	Herb Lore/TL3	B174	IQVH	8		12
Dependent: wife, Rebekah (50% Points, Loved one, appears on 6 or less)	B131	-5	Elixir: Water Breathing	M216	-	3	+2	12
Sense of Duty: the enslaved	B153	-10	Elixir: Healing	M217	-	2	+2	12
Secret: (aids escaping slaves) (Possible imprisonment, possibly he would simply pay large fines or to move to Cardiel)	B152	-10	Elixir: Sleep	M218	-	2	+2	12
Quirk: Alcohol Intolerance	B165	-1						
Quirk: Trivial Vow (never misses weekly Temple)	B165	-1						

Spells	Ref	Class	Diff	Cast Time	Duration	Energy	Pts	Adj	Lvl
Sense Life	M28	Inform/Area	m/h	1 sec.	Instant	1/2 (min 1)#	1		14
Body-Reading	G51	Info R-IQ	m/h	30 sec.	Instant	2	1		14
Lend Energy	M49	Regular	m/h	1 sec.	Perm.	varies#	1		14
Lend Vitality	M49	Regular	m/h	1 sec.	1 hr.	1 per HT	1		14
Relieve Sickness	G54	Regular	m/h	10 sec.	10 min.	2	1		14
Minor Healing	M50	Regular	m/h	1 sec.	Perm.	1 to 3#	2		15
Major Healing	M50	Regular	m/vh	1 sec.	Perm.	1 to 4#	2		14
Cure Disease	M50	Regular	m/h	10 min.#	Instant	4#	2		15
Test Food	M48	Information	m/h	1 sec.	Instant	1 to 3#	1		14
Neutralize Poison	M50	Regular	m/h	30 sec.	Perm.	5#	2		15
Restoration	M51	Regular	m/vh	1 min#	Perm.	15#	1		13
Regeneration	M51	Regular	m/vh	Special#	Perm.	20#	2		14
Season	G43	Reg R-Spec	m/h	10 sec.	Perm	2/meal	1		14

Spells	Ref	Class	Diff	Cast Time	Duration	Energy	Pts	Adj	Lvl
Mature	M48	Regular	m/h	10 sec.	1 hr.	1 per lb	1		14
Counterspell	M121	Reg R-spell	m/h	5 sec.	Instant	varies#	1		14
Magelock	M166	Regular	m/h	4 sec.	6 hrs.	3/2	1		14
Dispel Magic	M126	Area/R-spell	m/h	sec.=cost	Perm.	3	2		15

Equipment Description	Qty	Value	Weight	Ext Value	Ext Weight
▼ On Person		0	0	1,200.0	22.8
Clothes, Middle-Class	1	40	1	40.0	1.0
Powerstone (5 points)	1	595	0.1	595.0	0.1
Light Cloak	1	20	2	20.0	2.0
Doctor's black bag (adds 2 to First Aid skill; -2 to Surgery skill without at least this much)	1	300	15	300.0	15.0
Ointment, Sleep	1	95	0.2	95.0	0.2
Potion, Healing	1	95	0.5	95.0	0.5
Quarterstaff (2-handed; swung [cr; sw+2]; thrust [cr; thr+2]; reach 1,2; ST 6; +2 to Parry base of Skill/2+3, for effective 10)	1	10	4	10.0	4.0
Cash	1	45	n/a	45.0	0.0
80% of starting wealth in settled goods: home, household servant, professional medical equipment at practice, etc.	1	4000	0	4,000.0	0.0

Josef ben Eliyahu is a Jewish mage living in West Tredroy with his wife and elderly parents. He runs a medical practice (well, his wife takes care of the books, he just sees the patients) that has done well for him. He is able to open the clinic to poor patients on occasion, and can spend time learning herb lore and pursuing an amateur interest in astronomy as part of the scientific scene in Tredroy's Mage Guild.

Josef is open about his feelings on slavery in al-Haz, speaking of the Exodus and the responsibility of tikkun. His reputation and wealth may one day open the opportunity for a place on Tredroy's Council and even the Mayoralty, from which posts he would amplify his call for abolition. Until then, he puts words into action, maintaining contact with the liberation movement and surreptitiously supplying slaves in al-Haz with occasional Water-Breathing potions to swim the Lorien into Cardiel and freedom. Through this business he has met several interesting people and learned a few lesser-known tidbits about the city, such as the existence of a group of underground engineers in Cardiel, possibly even Chinatown.

Josef is glad to have the assistance of one Farooq at his practice, a former member of the al-Haz border patrol and a free Muslim once in bondage himself. Farooq's presence has doubtless discouraged many small annoyances before they began, and gives him valuable reassurance in case anything serious should happen. The Balikites are from al-Haz, after all.

GM:

Regarding Josef's Secret (obviously, known to previous escapees and possibly others in the liberation movement): I'm guessing as to the legal penalties for what he does. More serious penalties may require fixing the Disadvantages to stay under the limit.

Regarding Herb Lore, some notes. I'm assuming Mature accelerates elixir brewing time -- if not I'll ditch it and Season and use the points elsewhere. I've further assumed a \$1,000 lab *isn't* required for herbal preparations, or at least nothing more than what Josef has invested in his medical practice anyway. In adding the ointment to Josef's equipment I've used the "common magic" final cost of the recipes, reduced by half the materials cost as given under the description of Herb Lore. (We might even be able to reduce that further assuming Mature lessens the labor time we have to account for.) If this is all good to go, Josef's done.