

Name: **Orko**



Strength: 13
Agility: 55
Intelligence: 36
Life Force: 46
Magic: 53

Movement Points: 5

Skill	Rating	Magic Spell	Rating
Legends/History	5	Offensive Blast	1
Medical	3	Shield	1

		Viewing	1
		Flying	1
		Illusion Creation	1

Magic Spell	Rating		
Animate	1	Telekinetics	1
Seek	1	Teleport	1
Control Being	1	Counter Spell	1
Project Thought	1	Space Portal	1
Summoning	1	Disguise/Transform	1
		Object Movement	1
		Growth/Shrink	1

Life Force: ☐☐☐☐☐☐☐☐☐☐
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Special Abilities: Automatic: teleport and fly; these abilities act like the spells with no cost

Possessions: None

Name: **Fisto**



Strength: 61
Agility: 52
Intelligence: 41
Life Force: 51
Magic: 11

Movement Points: 5

Skill	Rating	Magic Spells	Rating
Sword	4	None	
Medical	2		
Hand-to-Hand	5		
Animal Riding	3		
Machine Use	3		

Life Force: ☐☐☐☐☐☐☐☐☐☐
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Magic Points: ☐☐☐☐☐☐☐☐☐☐
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Special Abilities: Fist attack +3 bonus when making a hand-to-hand attack
Damage 12

Possessions: None

Name: **Ram-Man**



Strength: 61
Agility: 31
Intelligence: 16
Life Force: 62
Magic: 23

Movement Points: 3

Skill	Rating	Magic Spells	Rating
Hand-to-Hand	5	None	
Club	4		
Animals	3		

Life Force: ☐☐☐☐☐☐☐☐☐☐
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Magic Points: ☐☐☐☐☐☐☐☐☐☐
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Special Abilities: Ram-attack: 20 points damage;
Ram-attack also does 4 points to Ram-Man;
can be launched from 3 squares away

Possessions: None
