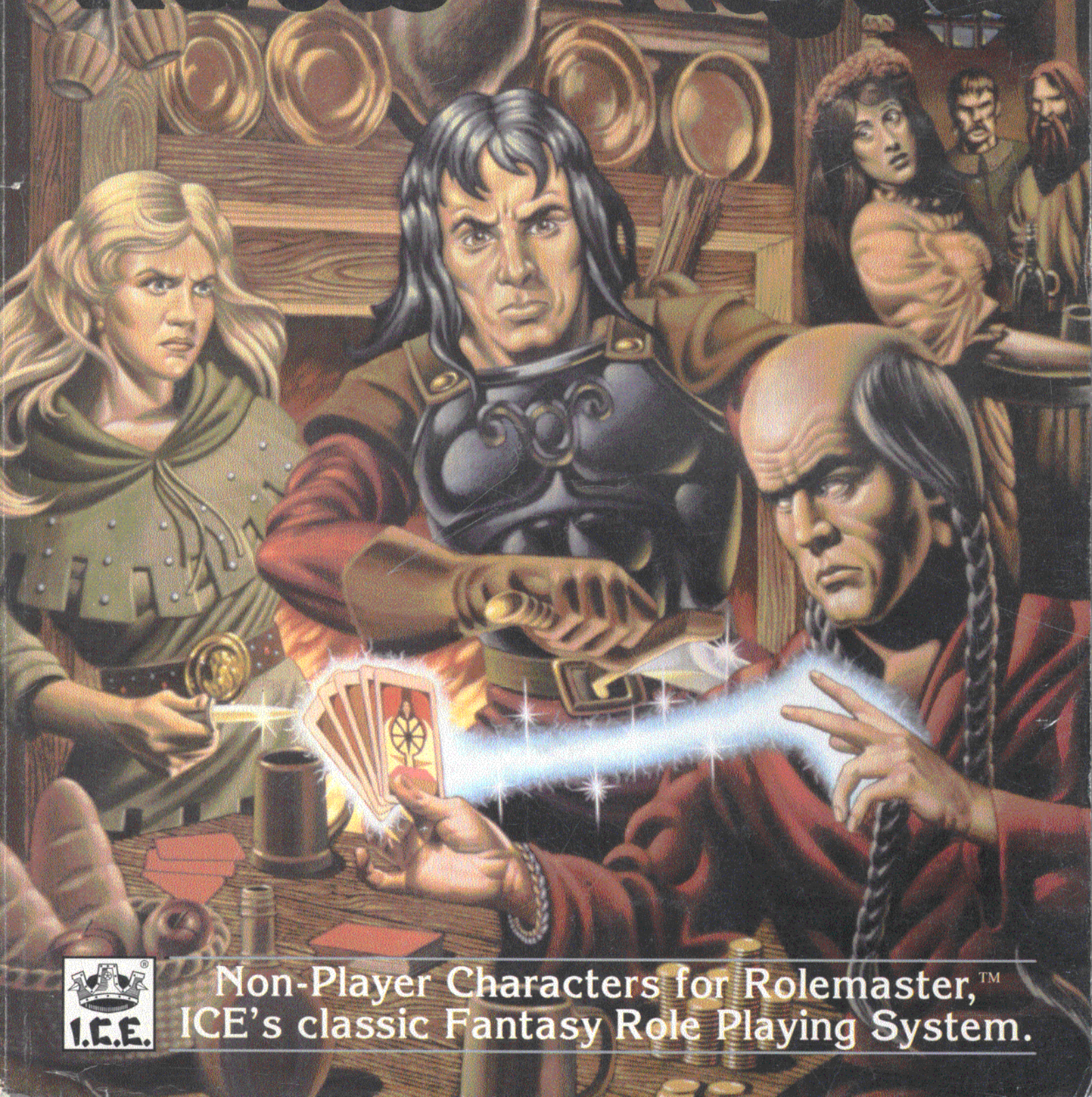


Rolemaster

Heroes and Rogues™



Non-Player Characters for Rolemaster,™
ICE's classic Fantasy Role Playing System.

Rolemaster

Heroes and Rogues™

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INTRODUCTION

Welcome to *Rolemaster Heroes and Rogues*. This work is designed to supply the Gamemaster with an extensive listing of non-player characters that can be personalized with a single toss of the dice and used in a number of ways, as opponents or simply as personalities within his campaign.

The book can also be used to facilitate the players in generating high-level characters. If the GM desires to start an advanced-level campaign, the option of choosing one of the characters listed in the book as a player character easily can be accomplished.

The book is divided into three sections:

- (1) **Character Generation Conventions** (Section 2.0) — a section devoted to outlining the method of generating the characters within this volume, and methods to alter the character if particular rules are not used. This section will also contain information on converting *Rolemaster* stats to other major roleplaying games.
- (2) **Character Listing** (Sections 3.0 to 8.0) — these sections, the major part of the book, are devoted to the listing of the character professions covered within this volume. *Rolemaster Heroes and Rogues* covers the first, third, fifth, seventh, tenth, fifteenth, twentieth level characters, including the Fighter, Thief, Rogue, Warrior Monk, Magician, Illusionist, Alchemist, Cleric, Animist, Mentalist, Lay Healer, Healer, Seer, Sorcerer, Mystic, Astrologer, Monk, Ranger, Bard, and the No Profession professions. If this book is found to be useful to players and GMs, ICE may produce further character compendiums detailing the various professions given in the *Rolemaster Companions*.

All non-spell users have been given two different characters developed from first to twentieth level. Spell-users have only one character per profession, but have been given a Primary Spell List and a Secondary Spell List which allows the GM or player to choose between the two lists as desired.

- (3) **Personalizing Charts** (Section 9.0) — a section providing a number of open-ended charts to determine the actual quirks of the character's personality, traits, mood, desires, lusts, and hates, his outlook on life, views of other character professions, and other mannerisms.

1.1 NOTATION

The material in *Rolemaster Heroes and Rogues* uses the standard notation from the *Rolemaster* products: *Arms Law* (AL), *Spell Law* (SL), *Character Law and Campaign Law* (ChL&CaL), *Rolemaster Companion I*, (RMC I), etc. Those products should be consulted for specific references.

1.2 DESIGNER NOTES

Rolemaster Heroes and Rogues has been organized both for the Gamemaster and the player. All of the character listings have been developed according to the specifications and rules of second edition *Character Law*. Each character was developed as a player character, and any programs or character generators were stringently avoided, as they often give too much randomness to a character, or create one that isn't useable as a PC.



All the information has been provided to easily play the character as either an NPC or as a player character. And as much as possible, abbreviations have been avoided, unless the convention is well-known (e.g., lvl for level, DB for Defensive Bonus, D100 for rolling percentile dice, etc...).

The character listing will be easily recognized by both player and GM, allowing for quick recognition of important character data, freeing the player from referencing a number of other books, and freeing the GM from a large abbreviation reference, which can slow a game to a halt when it is necessary to determine unknown letter combinations (such as are found in the skills sections) too often.

I hope you enjoy this book as much as I enjoyed creating the characters (whew!).

Note: For readability purposes, these rules use the standard masculine pronouns when referring to persons of uncertain gender. In such cases, these pronouns are intended to convey the meanings: he/she, her/him, etc.

CHARACTER GENERATION

The characters in this book were designed using the rules and specifications listed in the second edition *Character Law* manual, though, for those GMs and players still utilizing the older books, very little has been changed and you should be able to use this compendium with only slight modifications. What follows is a breakdown of the methods used in generating the characters within this compendium.

2.1 CHARACTER STATISTICS

For each statistic a D100 was tossed both for the temporary and potential stat, with the option of substituting the profession's prime requisites with 90s. The statistics were generated in order of their listing, thus stats could not be placed according to the designer's preference (at times this gave certain professions an interesting twist to their character — an astrologer with 94 Strength, for example). Any roll, temporary or potential, that generated a score of 30 or less was re-rolled. If the option of substituting the prime requisites was chosen, it was allowed to interchange one or both scores. All statistical bonuses were derived from Section 15.1.3 on page 38 of *Character Law*. A more defined breakdown of the stat bonuses can be found in the *Rolemaster Compendium I* on page 49, for those who are interested. For each level attained, the character's stats were checked for the potential of increasing or decreasing, using the rules outlined in Section 15.1.2.

Players assuming one of the listed characters may, at the GM's option, be allowed to switch scores as desired. As noted above, many of the characters developed below may have a greater score in statistics other than their prime requisites. If this is done, however, note that all the stat bonuses must be re-figured with the new scores.

2.2 DEFENSIVE BONUS

The Defensive Bonus, listed as DB, for each character can be found on the Armor Type row. The basic bonus was derived from the character's total Quickness stat bonus. Next to the score, when applicable, several modifiers may be found. Modifications to the DB may come from Adrenal Defense (AD), Tumbling Evasion (TE), or from a shield (S). These bonuses should be used only when the character is using the appropriate skill or a shield.

2.3 MOVEMENT

Movement was determined by using the stat bonuses of Quickness, then referring to the Movement Rate Chart. In parentheses, a second movement score is listed with modifications already made for the characters' listed height — this may change depending on the use of the personalizing charts found in section 9.0. Movement information is found next to the Armor Type and maneuver penalties.

2.4 BACKGROUNDS

Each character was allowed to have 6 Background options, as described in *Character Law* Section 14.2.3 and spent them on either:

- Set Options Category (SOC)
- Special Abilities Category (SAC)
- Special Items Category (SIC)
- Special Status Category (SSC)
- Special Wealth Category (SWC)
- Skill At Arms (SAA)
- Skill At Magic (SAM).

The first six are found in *Character Law* Section 14.2.3 and the last two are sections found in *Rolemaster Companion I* (pages 50-51), with the latter two charts being restricted to one background option each, unless a result on either chart generated a 10 or less, in which case an extra roll would be allowed (costing a background option, of course). When using the SOC, a character was prohibited from increasing any one stat; that is, it wasn't possible to use SOC #5 to increase Quickness 2 points then chose #5 again to increase it 2 additional points. NOTE, it was permissible to choose option #5 twice to increase two different stats. If the GM or player desires to change the character to a different race, he must deduct a number of options, choosing those listed, in order, on the character listing, a number of options to which the new race is allowed (e.g. a Fair Elf receives only 2 options, thus losing the first four backgrounds listed).

2.5 DEVELOPMENT POINTS AND SKILLS

Once the character's profession had been chosen, first-level characters were allowed to expend their development points twice. These points were not combined, and each "level" was considered a separate development phase. On the topic of levels, it should be noted that none of the characters listed in this book have been given the ability to gain half levels; thus, all skills listed are correct for their particular level. Each character listed has also been given two hobbies, each at three ranks, which could be applied to any skill that has a cost of 20 development points or less. A hobby could be any skill, but the same skill couldn't be chosen twice other than Spell Acquisition for pure spell users or Body Development for non-spell casters. Those skills given as hobbies are denoted with a "+" after the skill's title.

The skills used in this reference have been divided into two basic divisions. The first set of skills are all skills found in *Character Law*, including the Secondary Skills found on page 86. This development used 100% of the indicated development points allowed for the character. The second set of skills, designed for all the skills in the game, gives a 50% bonus of development points to spend on secondary or tertiary skills found in *Rolemaster Companion II*. With the two sets of skills, then, it is possible to play strictly from *Character Law* or to play with the *RMC II* skills.

In those instances where a character's skill is in both sets, such as Frenzy, the second set of skills will denote only the level bonus increase. A (**) star will denote the duplication, and the GM or player should simply add the level bonus to its first listing to determine its true score (This was done to alleviate confusion when using both skill sets to determine what the final total of such skills will be).

To determine the stat bonus for a skill, the optional rule has been used (*ChL* Section 15.2.1) (e.g. Riding is based on Em/Ag rather than simply Em). In determining the stat bonus for a particular stat, the stat bonuses have been averaged rather than the stats themselves (i.e., *ChL* Section 14.1.2 was used). In most cases, *Rolemaster Companion II* Table 11.5 was used to reference what stats applied to each skill, with the exception of Maneuvering in Armor, for which Strength and Agility were used (as per *Character Law*), and the Thrown Weapons Category, which averaged Strength, Agility and Agility.

The total skill bonus, has been derived from the skill's rank (skill level to those of first edition *Rolemaster*), the stat bonus as described above, and any special bonuses, including magic items, special background options, or a particular event that occurred during his/her career (each are denoted with a symbol that can be referenced back to starting background options).

Under the special bonus column is a set of three bonuses within parentheses. The rules you use will determine which number is used from the set. The first bonus is gained from the profession's inherent combat bonus; this bonus has been added into the total bonus column. The second number, the first number found within the parentheses, is derived from *Character Law* Section 15.7.2 Level Bonus Table; this bonus has not been added to the total bonus column. The second number within the parentheses is the bonus from 11.6 Master Level Bonus Table in *RMC II*; this number, too, has not be calculated into the total skill bonus column.

If you use the basic rules, all skills have been adjusted according to the character's beginning items and background options, including any combat bonuses attained from his profession. If you are using the more advanced rules in Section 15.7.2, add the first bonus within the parentheses to the final score. If you are using *RMC II*, the last bonus should be added to the skill's total bonus.

The second set of skills, used only if you are using *Rolemaster Companion II*, has but one set of option bonuses, found within parentheses. This bonus should be added in if you are using the rules set forth in 11.6 Master Level Bonus Table; otherwise ignore the numbers in the parentheses. The bonuses in the parentheses have not been added to the total.

2.6 REALMS AND MAGIC

All characters, no matter the profession, have been given a realm of power and spell points based on the respective stat. This has been done in case various non-spell casting characters wish to channel points to other party members. Spell Acquisition has been based on a non-open ended D100 roll modified by the number of Spell Acquisition ranks (x5) developed and the respective stat bonus applied. A total greater than 100 yields a new spell list according to the rules listed in *Spell Law* and *Character Law*.

Any bonus to the spell points (e.g., a spell multiplier) is calculated in and listed as (*X) next to the score. A spell adder is listed next to the score as (+X), indicating the number of bonus spells that can be cast per day.

2.7 CHARACTER DESCRIPTIONS

Each character has been given a background story of his advancement from first to twentieth level. All of the stories have been drawn from the Shadow World setting, but can easily be adopted to any world, including the GM's personal creation. A GM who is planning to use the stories may wish to purchase one or more of the following Shadow World books: *Jaiman, the Land of Twilight*; *Demons of the Burning Night*; *Star Crown Empire and the Seas of Fate*; *Quellbourne, the Land of the Silver Mist*; and *Kingdom of the Desert Jewel*.

Listed below are the professions, the individual characters' names, and the Shadow World books that have been used in his/her story.

[Fighter]

Fre'y CqerQ': *Star Crown Empire and the Seas of Fate*

Melkym Daevys: *Jaiman, The Land of Twilight*

[Thief]

Llyssa Ho'Truda: *Jaiman, The Land of Twilight*; *Quellbourne, the Land of Silver Mist*

Sien Vae'Qru: *Quellbourne, the Land of the Silver Mist*

[Rogue]

Shamel Hasom: *Kingdom of the Desert Jewel*

Yath Arakar: *Demons of the Burning Night*

[Warrior Monk]

Chasini Thalsta: *Star Crown Empire and the Seas of Fate*

Phrazth Burr: *Demons of the Burning Night*

[No Profession]

Svekk Myrtaamys: *Jaiman, the Land of Twilight*

[Magician]

Naev Tamarkus: *Star Crown Empire and the Seas of Fate*

[Illusionist]

Ryssa Tyrpal: *Star Crown Empire and the Seas of Fate*

[Alchemist]

Mosmth Werk: *Star Crown Empire and the Seas of Fate*

[Cleric]

Dagulus "Dag" Sabor: *Kingdom of the Desert Jewel*

[Animist]

DradQ' Yulp'uk: *Quellbourne, the Land of Silver Mist*

[Healer]

Tammin Duum: *Kingdom of the Desert Jewel*

[Mentalist]

Shrav Melikai: *Star Crown Empire and Seas of Fate*; *Demons of the Burning Night*

[Lay Healer]

Messa JiQkru: *Jaiman, the Land of Twilight*

[Seer]

Maug Ki'Poda: *Kingdom of the Desert Jewel*

[Sorcerer]

Akila Sojiirn: *Demons of the Burning Night*

[Mystic]

Fresta Q'Kruulki: *Star Crown Empire and the Seas of Fate*

[Astrologer]

Delmu Thrank: *Star Crown Empire and the Seas of Fate*

[Monk]

Riiji Cha'so: *Kingdom of the Desert Jewel*

[Ranger]

Dalas Saaltak: *Tharda*; *Jaiman, the Land of Twilight*

[Bard]

Micki Poolys: *Jaiman, the Land of Twilight*

In many of the backgrounds, a land called Tharda is mentioned, suggesting a place far away from normal travel or trade routes. It is an island on the very edge of the world, where only a few adventurers have ever dared to go. It is a place of mystery and wonders; you may use this locale as a mythical island (e.g., Atlantis) or as a place so far off from the beaten track that only the richest adventurers can ever venture there (via Navigators costing thousands of gold).

2.8 THE COMMON MAN

All of the character listings have been designed utilizing the Common Man as their race. To change a character's race is simple;

select the new race, subtracting the appropriate number of background options as described in *Character Law* 14.2.3. From the Pre-Calculated Racial Modifier Chart below, obtain the race bonus, pre-calculated for the specific skill, and apply it. This bonus or penalty has already been figured with the Common Man's bonus and can be simply added to the character's total.

That is, a Common Man turned Halfling would gain a +0 modification to Perception, +8 in disarming traps, while attaining a -13 in Adrenal Moves, and so forth. Greater Orcs and Trolls have not been included, since it is unlikely they would ever become a player character nor attain any appreciable level in any of the included professions (save possibly Fighter or Rogue).

PRE-CALCULATED RACIAL MODIFIER CHART

Skill	High Man	1/2 Elf	High Elf	Fair Elf	Dwarf	Half-ling	Lesser Orc	Wood Elf	Skill	High Man	1/2 Elf	High Elf	Fair Elf	Dwarf	Half-ling	Lesser Orc	Wood Elf
Acrobatics	-5	8	8	10	-5	13	-	8	Demon Lore	-	-	3	3	-	-	-8	3
Acting	5	5	8	10	-10	-10	-5	5	Detect Traps	-	-	-	-	-	-	-10	-
Administration	5	5	5	8	-10	-8	-5	3	Diagnostics	-	-	-	-	-	-	-8	-
Adrenal Moves									Diplomacy	5	5	5	8	-5	-8	-8	3
—Balance	2	-3	-8	-6	-6	-16	-11	-11	Directed Spells	-5	5	5	5	5	15	-	10
—Landing	2	-3	-8	-6	-6	-16	-11	-11	Direction Sense	-	-	-	-	-	-	-8	-
—Leaping	2	-3	-8	-6	-6	-16	-11	-11	Disarm Foe	-5	5	5	5	5	15	-	10
—Quick Draw	2	-3	-8	-6	-6	-16	-11	-11	Disarm Traps	-3	3	3	3	-3	8	-5	5
—Speed	2	-3	-8	-6	-6	-16	-11	-11	Disguise	2	-3	-8	-6	-6	-16	-11	-11
—Strength	2	-3	-8	-6	-6	-16	-11	-11	Distance Run	10	5	-	-	15	15	5	-
Advanced Math	-	-	3	3	-	-	-8	3	Diving	3	3	-5	-3	-	-8	3	-
Advertising	-	-	-	-	-	-	-5	-	Divination	-6	-6	-11	-11	-3	-	-8	-8
Alchemy	-	-	3	3	-	-	-8	3	Dowsing	-	5	5	-10	-5	-5	5	-
Animal Handle	5	5	8	10	-10	-10	-5	5	Drafting	-	-	3	3	-	-	-8	3
Animal Healing	-	-	3	3	-5	-3	-5	3	Dragon lore	-	-	3	3	-	-	-8	3
Animal Training	5	5	8	10	-10	-10	-5	5	Driving	-3	8	8	10	-5	13	-	8
Anthropology	-	-	3	3	-5	-3	-8	3	Drug Tolerance	2	-6	-13	-13	7	-	-6	-13
Appraisal	-	-	3	3	-	-	-8	3	Duping	10	10	10	15	-10	-15	-5	5
Architecture	-	-	3	3	-	-	-8	3	Engineering	-	-	3	3	-	-	-8	3
Armor Eval	-	-	-	-	-	-	-10	-	Faerie Lore	-	3	3	-	-	-	-8	3
Astronomy	-	-	3	3	-	-	-8	3	Falsification	-3	-8	-13	-13	0	-8	-11	-13
Athletic Games	-2	5	3	5	-4	-	-	3	Fauna Lore	-	3	3	-	-	-	-8	3
Attunement	-	-	3	3	-5	-3	-8	3	First Aid	-3	-3	-11	-11	-6	-11	-11	-11
Basic Math	-	-	3	3	-	-	-8	3	Fletching	-6	-6	-11	-11	-3	-	-8	-8
Beast Mastery	5	5	8	10	-10	-10	-5	5	Flora Lore	-	-	3	3	-	-	-8	3
Begging	5	5	8	10	-10	-10	-5	5	Flying/Gliding	-5	5	5	5	-5	15	-	10
Biochemistry	-	-	-	-	-	-	-8	-	Foraging	-	-	3	3	-	-	-10	3
Boat Pilot	-3	3	5	5	-3	8	-5	8	Frenzy	-3	-3	-11	-11	-6	-11	-11	-11
Body Dam Stab	-3	-3	-11	-11	-6	-11	-11	-11	Gambling	5	5	8	10	-5	-3	-8	5
Body Dev	10	5	-	-	15	15	5	0	General Percep	-	-	-	-	-	-	-13	-
Brawling	-	-	-	-	-	-	-8	-	Gimmickry	-	-	-	-	-	-	-8	-
Bribery	5	5	5	8	-5	-8	-5	3	Grapple hook	-5	5	5	5	-5	15	10	-
Camouflage	-	-	-	-	-	-	-8	-	Heraldry	-	-	3	3	-	-	-8	3
Caving	-3	-8	-13	-13	-	-8	-11	-13	Herb Lore	-	-	3	3	-	-	-8	3
Channeling	-	-	-	-	-	-	-10	-	Herding	5	5	8	10	-10	-10	-5	5
Circle lore	-	-	3	3	-	-	-8	3	Hide Item	-	-	-	-	-	-	-8	-
Climbing	-5	5	5	5	-5	15	-	10	Horticulture	-	-	3	3	-	-	-8	3
Contortions	-	-6	-11	-11	-3	-	-8	-8	Hostile Envir	-6	-6	-11	-11	-3	0	-8	-8
Control Lycan	-5	-15	-25	-25	-	-15	-15	-25	Hypnosis	2	-3	-8	-6	-6	-16	-11	-11
Cooking	-3	3	3	3	-3	8	-3	5	Iai	-3	8	8	10	-5	13	-	8
Crafting	-6	-6	-11	-11	-3	-	-8	-8	Interrogation	-3	3	3	3	-3	8	-3	5
Dance	-3	3	3	3	-3	8	-5	-5	Juggling	-3	3	3	3	-3	8	-5	5

PRE-CALCULATED RACIAL MODIFIER CHART

Skill	High Man	1/2 Elf	High Elf	Fair Elf	Dwarf	Half-ling	Lesser Orc	Wood Elf	Skill	High Man	1/2 Elf	High Elf	Fair Elf	Dwarf	Half-ling	Lesser Orc	Wood Elf
Jumping	-	2	-	-	-3	-6	-	2	San Heal Lore	-	-	5	5	-5	-3	-8	5
Lancing	-6	2	-	-	-3	-6	-	2	Sculpting	-3	3	3	3	-3	8	-5	5
Leadership	5	5	5	8	-5	-8	-5	3	Scrounge	-	-	-	-	-	-	-8	-
Leather Work	-3	3	3	3	-3	8	-3	5	Second Aid	-2	-5	-7	-7	-4	-7	-10	-7
Lie Perception	-	-	-	-	-	-	-8	-	Seduction	5	5	8	10	-10	-10	-5	5
Lip Reading	-	-	-	-	-	-	-8	-	Siege Engineer	-	-	-	-	-	-	-8	-
Loading	-	-	3	3	-5	-3	-5	3	Sense Ambush	-	-	-	-	-	-	-8	-
Loc Sec Open.	-	-	-	-	-	-	-8	-	Sense Rlty Wrp	-	-	-	-	-	-	-8	-
Lock Lore	-	-	3	3	-	-	-8	3	Set Traps	-3	3	3	3	-3	8	-3	5
Magical Ritual	-	-	3	3	-	-	-8	3	Signaling	-3	-8	-11	-11	-	-8	-13	-11
Man In Armor	-5	5	5	5	-	-5	15	10	Singing	5	5	5	8	-5	-8	-8	3
MA (Striking)	5	2	-1	-1	-1	-11	-	-	Silent Kill	-3	3	3	3	-3	8	-5	5
MA (Sweeps)	-2	3	1	1	-4	1	-	5	Skating	-6	-6	-11	-11	-3	-	-8	-8
Mapping	-	-	3	3	-	-	-8	3	Skiing	-6	-6	-11	-11	-3	-	-8	-8
Machination	-3	3	3	3	-3	8	-3	5	Skinning	-3	3	3	3	-3	8	-5	5
Meditation	-	-	-	-	-	-	-	-	Smithing	-	2	-	-	-3	-6	-	2
—Cleansing	-3	-3	-11	-11	-6	-11	-11	-11	Spatial Loc A.	-	-	-	-	-	-	-10	-
—Death	2	-3	-8	-6	-6	-16	-11	-11	Sprinting	-5	10	10	15	-5	10	-	5
—Healing	-3	-3	-11	-11	-6	-11	-11	-11	Stalking	-5	5	5	5	-5	15	-	10
—Ki	2	-3	-8	-6	-6	-16	-11	-11	Hiding	-	-	-	-	-	-	-	-
—Sleep	-3	-8	-13	-13	-	-8	-13	-13	Star Gazing	-	-	3	3	-	-	-10	3
—Trance	2	-3	-8	-6	-6	-16	-11	-11	Stilt Walking	-	5	-1	-	-3	-	-6	-2
Metal Lore	-	-	-	-	-	-	-8	-	Stone Crafts	-6	-6	-11	-11	-3	-	-8	-8
Metal Eval	-	-	-	-	-	-	-8	-	Stone Eval	-	-	-	-	-	-	-8	-
Midwifery	3	3	-3	-	-2	-8	3	-	Stone Lore	-	-	3	3	-	-	-8	3
Military Org	5	5	5	8	-5	-8	-5	3	Streetwise	5	5	5	8	-5	-8	-8	3
Mimicry	-3	-8	-13	-13	-	-8	-13	-13	Stunned Man	-	-10	-20	-20	-5	-10	-10	-20
Mimery	-6	-6	-11	-11	-3	-	-8	-8	Subduing	-3	8	8	10	-5	13	-	8
Mining	-3	-3	-8	-8	-	3	-5	-5	Surfing	-6	-6	-11	-11	-3	2	-8	-8
Missile Artil	-3	3	3	3	-3	8	-5	5	Surgery	-2	-5	-7	-7	-4	-7	-10	-7
Mnemonics	-3	-8	-11	-11	-	-8	-13	-11	Surveillance	-3	-8	-13	-13	-	-8	-13	-13
Music	-3	3	5	5	-8	5	-3	8	Swimming	-5	5	5	5	-5	15	-	10
Navigation	-	-	-	-	-	-	-8	-	Symbol Lore	-	-	3	3	-	-	-8	3
Painting	-3	3	3	3	-3	8	-5	5	Tactical Games	-	-	3	3	-	-	-8	3
Phil/Religion	-	3	3	-	-	-	-8	3	Tactics	-	-	-	-	-	-	-8	-
Physics	-	3	3	-	-	-	-8	3	Tale Telling	5	5	8	10	-5	-8	-8	5
Pick Lock	-2	2	2	2	-2	5	-5	3	Targeting Skill	-3	3	3	3	-3	8	-5	5
Pick Pocket	-3	3	3	3	-3	8	-5	5	Tightrope Walk	-6	-6	-11	-11	-3	-	-8	2
Planetology	-	-	3	3	-5	-3	-5	3	Time Sense	-	-	3	3	-	-	-10	3
Play Instrument	-3	3	5	5	-3	8	-5	8	Tracking	-	-	-	-	-	-	-8	-
Poetic Improv	-	-	-	-	-	-	-8	-	Trading	-	-	3	3	-5	-3	-5	3
Poison Lore	-	3	3	-	-	-	-8	3	Trade Lore	-	-	3	3	-	-	-8	3
Poison Percep	-	-	-	-	-	-	-8	-	Trap Building	-	-	3	3	-5	-3	-5	3
Pole Vaulting	-	2	-	-	-3	-6	-	2	Trickery	3	10	10	15	-8	-3	-3	5
Propaganda	-	3	3	-5	-3	-8	3	-	Tumbling	-6	-6	-11	-11	-3	-	-8	-8
Public Speaking	5	5	8	10	-10	-10	-5	5	Tumbling Att	-	2	-	-	-3	-6	-	2
Racial History	-	3	3	-	-	-	-8	3	Tumbling Evas	-3	8	8	10	-5	13	-	8
Repelling	-5	5	5	5	-5	-	15	10	2 Weap Comb	5	-	-5	-5	-	-25	-	-5
Read Tracks	-	-	-	-	-	-	-8	-	Use/Rem Pois	-3	3	3	3	-3	8	-5	5
Region Lore	-	3	3	-	-	-8	3	-	Ventriloquism	-3	-8	-13	-13	-	-8	-13	-13
Reverse Stroke	-3	3	3	3	-3	8	-3	5	Ward Lore	-	-	-	3	3	-8	3	-
Riding	-3	3	5	5	-8	5	-3	8	Weather Watch	-	-	3	3	-	-	-10	3
Rope Mastery	-3	3	5	5	-3	8	-5	8	Weapon Eval	-	-	-	-	-	-	-8	-
Rowing	-2	-	-2	-2	-5	-8	-2	-	Weapon Skills	5	2	-1	-1	-1	-11	-	-
Runes	-	-	3	3	-5	-3	-8	3	Wood Crafts	-3	3	5	5	-8	5	-3	8
Sailing	-3	3	3	3	-3	8	-5	5	Yado	-3	8	8	10	-5	13	-	8

STANDARD RACIAL MODIFIERS CHART

Stat	High Man	1/2 Elf	High Elf	Fair Elf	Dwarf	Half-ling	Lesser Orc	Wood Elf
St	10	5	-	-	5	-20	5	-
Qu	-5	10	10	15	-5	10	-	5
Pr	10	10	10	15	-10	-15	-5	5
In	-	-	-	-	-	-	-10	-
Em	5	5	-10	-5	-5	5	-	-
Co	10	5	-	-	15	15	5	-
Ag	-5	5	5	5	-5	15	-	10
SD	-10	-20	-20	5	-10	-10	-20	-
Me	5	5	-	-	-10	5	-	-
Re	-	-	-	-	-	-5	-	-

2.9 ITEMS AND OBTAINABLES

Each character listed below also will have a number of items particular to them, which were either gained through a background option or purchased with money. Further equipment can be generated by using the tables found in Section 9.0.

Each character was also given a number of items through their development from 1st to 20th level. It was assumed that these items were obtained from adventures, combats, and from purchasing them. They have been added to the character sheet under the title of New Equipment with all effects listed next to them. The items have been kept separate from the skill listings to allow the GM to either easily add them or ignore them. If the items listed under New Equipment are used, the GM may opt to disallow players from generating further equipment, using the charts found in Section 9.0.

A number of items have magical bonuses. For most of the items, a simple bonus is added to a related skill or group of skills. For other items, special magical abilities are presented. All of these abilities are described thoroughly in Section 9.3. If the GM is not using particular magical abilities (e.g., using Critical Negation, Slaying Weapons, etc...) a suitable substitute ability should be given to the character.

ABBREVIATIONS

The most commonly used abbreviations are listed here alphabetically according to character listings information and general game terms.

CHARACTER LISTINGS

AD	Adrenal Defense	Me	Memory
Ag	Agility	PP	Power Points
AT	Armor Type	Pr	Presence
Co	Constitution	SD	Self-Discipline
DB	Defensive Bonus	Stat	Statistic
Em	Empathy	St	Strength
In	Intuition	S	Shield
Lvl	Level	TE	Tumbling Evasion

GAME TERMS

bp	bronze piece(s)	MA	Martial Arts
cp	copper piece(s)	Mod	Modification
NPC	Non-Player Character	D100	percentile die roll
OB	Offensive Bonus	'D	Die or dice
PC	Player Character	GM	Gamemaster
FRP	Fantasy Roleplaying	Rnd/rd	Round
gp	gold piece(s)	RR	Resistance Roll
ip	iron piece(s)	tp	tin piece(s)

SYMBOL TERMS

+	Hobby
**	RMC II skill duplication; denotes skill is listed in <i>Character Law</i> skill section above
†	1st Special/Background Option
‡	2nd Special/Background Option
§	3rd Special/Background Option

OTHER TERMS

SOC	Set Options Category
SWC	Special Wealth Category
SAC	Special Abilities Category
SAA	Skill At Arms section
SIC	Special Items Category
SAM	Skill at Magic section
SSC	Special Status Category

NON-SPELL USERS

FREY CQERQ', FIGHTER

Fre'y was born in 6025 in the obscure northern realm of the G'thal empire known as the Trammel Highlands. On night of his birth, an Essence Storm raged, which imparted strange thoughts and powers into Fre'y.

When he was only three seasons old, a long-lasting dispute between the Ch'quryl village and the peaceful stado Myllaro erupted in a short but terribly bloody conflict. In the route that ensued for the highlanders, Fre'y was left for dead in the burning village. He was found by a stado stallion, Stash, and taken back to the Centaur community. It is unclear why Stash took a highlander baby. This is where Fre'y lived most of his early years, and for most of those quiet peaceful summers he thought of himself as a two-legged Centaur. At ten years of age, Stash, now his beloved father, gave him a marvelously crafted shirt of mail and an old but usable two-handed sword. Stash also showed his son the art of 'Kypo!' more commonly known as the Frenzy attack.

LEVEL 3

Fre'y learned more than combative skills from his adopted Centaur family, for although not well known for its architecture or libraries, the stado had a long lasting oratory of history, legends, skills, and techniques. Fre'y learned about the peoples of G'thal, their heroes, wars, heraldry, and history. He listened to the older Centaurs recite knowledge not heard in Fydon Fey in a thousand years. He absorbed all of this knowledge and craved even more.

In his thirteenth year he proved his worth in battle when a Ground Wyvern, ravenously hungry after a long winter, slithered out of the Moreg's Brow and set upon the stado. Arming himself in chain and two-handed sword he attacked the beast.

While the air hummed with well-aimed shots from his Centaur brethren, he cleaved huge gashes into the beast. His worth was even more evident when the creature plowed through the ranks of Centaur archers into the small hut of the stado leader and was about to consume a yearling. From the creature's rear the roar of a frenzied highlander echoed in his ears. In a single fluid motion, Fre'y CqerQ' bore down on the beast, severing its head from its long snaky neck.

LEVEL 5

Upon turning fifteen Fre'y left his beloved stado to see the world for himself. He travelled north through the Elfost and stayed for a summer or two with the Folen Elves, enjoying their wines and songs before continuing northward and entering the Forbek Steppes, where he journeyed about until he came upon the village of Borbinak.

LEVEL 7

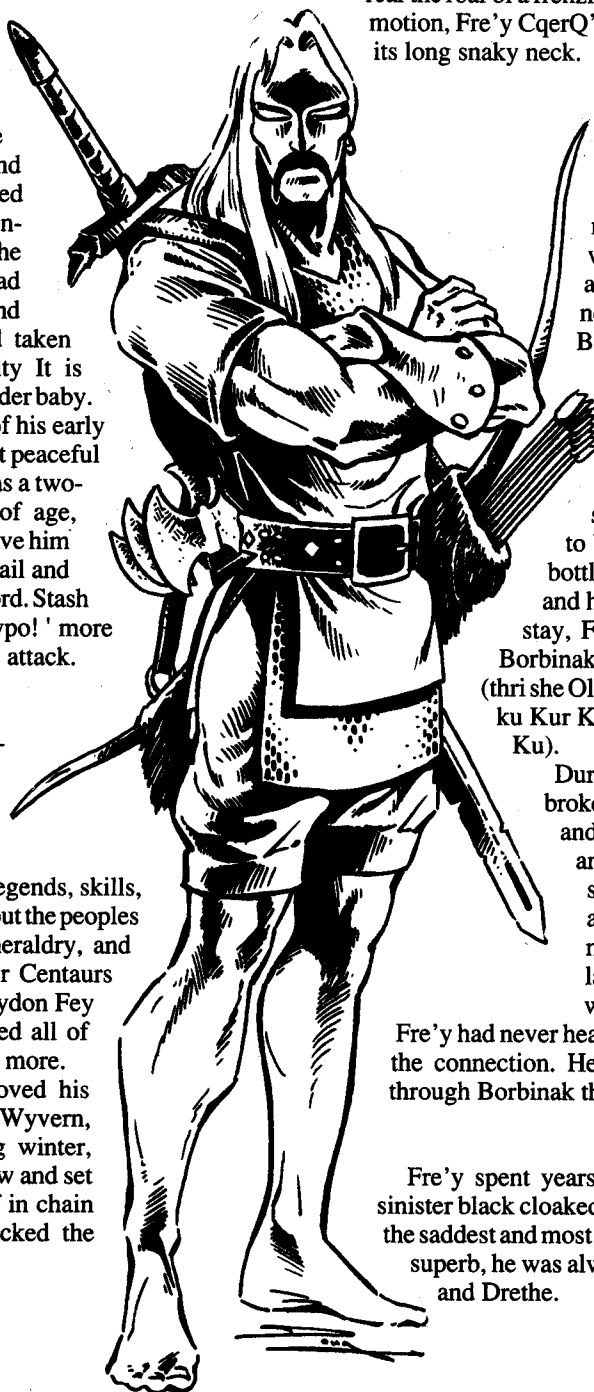
Fre'y lived in Borbinak for several years, hiring on with the elite mercenary force of Dren Verone. During those days he saw many small skirmishes and learned more than one way to bring a man down. He learned to use a broken bottle and a clenched fist, to throwing flailing bodies and how to kick to bring any man prone. During his stay, Fre'y built a small cottage on the outskirts of Borbinak, married a local lass named Thry'shay Olgkqur (thri she Olkur), and had a son named Grye'Qu CqreQ' (Gri ku Kur Ku) and a girl named Lyrsae CqreQ' (Lirse Kur Ku).

During one of the many bar busts in Borbinak, Fre'y broke up a dispute between a Dwarf, Drek Stonebeard, and a dark and dangerous man of unknown origin and name. After Fre'y had quelled the fight, the sinister man swore to take revenge on the Dwarf and Fre'y. Drek was found dead the following morning; Fre'y returned home to find Thry'shay laying in a pool of blood, his children gone. His wife's last words were, "Drethe Imsh'Q."

Fre'y had never heard the name but he had the intelligence to make the connection. He later learned that a band of slavers moved through Borbinak the night before and took on two young slaves.

LEVEL 10

Fre'y spent years searching for his son and daughter and the sinister black cloaked man named Drethe Imsh'Q. These years were the saddest and most desperate for Fre'y, for though his tracking was superb, he was always a day behind or missed the band of slavers and Drethe.



LEVEL 15

Fre'y was now twenty-eight, having searched for more than seven years for his son and daughter. They were now nearly fourteen and twelve, respectively. On the night of a hellish Essence Storm, he entered a small pub in the tiny river town called Crimson Falls. He sought shelter and warmth, away from the rain and crackling thunder. As he entered the bar, he saw the black-cloaked man of his seven year search. Fre'y looked forward to seeing the fear in the dark man's eyes, but when he turned the man saw a stranger. The sinister man didn't even remember him; those seven years were not a hunt but simply a weary lottery that he finally had won. This angered Fre'y even more, and he struck the man down in a single blow from behind. More than one slug fell during that night, for Fre'y had found the secret hideout of the Slavers. After fighting through waves of twisted daggers and darts dipped in vile purple poisons, he confronted the slaver's godfather, and with a few kindly placed punches the oversized man spilled his guts of every account he had in the last ten years. With that information, Fre'y set off for Ordenol Kerq.

LEVEL 20

With ample gold and riches, acquired during a short foray into an ancient citadel located in the bleak wastelands of the Bola, Fre'y entered the city of Ordenol Kerq and searched for the spice merchant Impr'Qye (Impra Kiu). In his possession were two slaves now nearly sixteen years of age, both beautiful beyond description. Fre'y, paying nearly eight times their worth, bought their freedom. The son and daughter couldn't remember their father or mother, but they did recall, in small snippets of childhood memory, long summer nights and a man singing ballads of Centaurs and Elves.

Fre'y CqreQ returned to his stado, to see Stash still kicking and raising a storm with the young mares. The festivities of those first days will be sung and told for a thousand thousand generations. There Fre'y again settled down, eventually marrying a young Elven girl that he encountered in his early years of journeying. His son went on his own crusades and quests, and his daughter married a strapping young boy from the Ch'quryl village.

DESCRIPTION

Fre'y is a strong, not overly handsome man, standing a brawny six feet tall, layered in muscle and sinew. His long brown hair is unkempt and wild, flowing down to the middle of his back. His eyes, a deep earthen brown, stare relentlessly outward, scanning the world around and taking in all that moves and flitters.

He armors himself in a well-knit chain mail shirt that is just a little too large for him, but has been slit up to his waist on both sides. Over his mail he wears a loose fitting leather tunic and a wide, hard boiled leather belt; a buckle of solid bronze weighing nearly two pounds clasps the two ends together. Where permissible, he enjoys wearing short baggy pantaloons that end above the knee. In winter or colder climates he wears furred pants or leather britches.

Across his shoulder he totes a large and ancient two-handed sword, notched in more than a dozen places, the edge of which, honed to near perfection, reflects scintillating beams of multi-hued light. Along the edge of the blade, runes of an unknown nature are inscribed. He also uses a large yew bow, that he carries rolled in oiled sheep skin, and well-crafted arrows hammered from the best steel. Around his waist, three broad bladed throwing axes rest, tied with a slip knot to allow easy removal while resisting great jostling. On his back a small backpack carries a few days' rations, flint and steel, a small water flask, and a number of small utensils.

LEVEL 1

Prof: Fighter. **Level:** 1. **Experience Points:** 10,000.

Eyes: Brown. **Hair:** Brown. **Build:** Average.

Height: 6'. **Weight:** 180 lbs. **Hits:** 29/34.

Realm: Mentalism. **Power Points:** 0 (+1 \$).

St-101 (101); Qu-95 (95); Pr-65 (96); In-74 (79); Em-59 (59);

Co-90 (90); Ag-72 (90); SD-84 (94); Re-43 (70); Me-51 (81).

Background Options: SOC-5 +2 points to St; SOC-5 +1 point to Co, Ag, SD; SAA-72 +15 Co bonus; SAM-19; § Aura (PC gets 1 additional power point); ‡ SOC-1 +15 to secondary skill Frenzy; † SIC-91 +20 non-magic chain shirt (+15 maneuver/+5 Quickness bonus).

AT: 13; **DB:** 15; **Armor Penalty:** 0/0/0. **Move:** 65.

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acrobatics	1	8	0, (0,2)	13	Brawling	3	—	(3)	15
Ambush+	3	—	—	+/-3	First Aid	1	**	**	15
Body Development	4	1.25	0, (3,3)	29/34	Frenzy	1	**	**	30
Climbing	1	—	0, (1,2)	5	Heraldry	1	—	(0)	5
First Aid	1	5	0, (0,0)	10	Herding	2	—	(0)	10
Frenzy	1	5	0, (0,0), 15 ‡	25	Sailing	2	—	(2)	10
General Perception	3	—	0, (0,0)	15	Streetwise	2	—	(1)	10
Maneuver Chain+	8	18	0, (0,3), 15 †	73	Tracking	2	—	(0)	10
Riding	2	—	0, (1,1)	10	Trading	1	—	(0)	5
Swimming	2	—	0, (1,2)	10					
Thrown Weapon (Axe)	1	12	3, (-,-)	17					
Two-handed sword	4	23	3, (-,-)	43					

LEVEL 3

Prof: Fighter. **Level:** 3. **Experience Points:** 30,000.
Eyes: Brown. **Hair:** Brown. **Build:** Average.
Height: 6'. **Weight:** 185 lbs. **Hits:** 49/61.
Realm: Mentalism. **Power Points:** 3 (+1 §).

St-101 (101); Qu-95 (95); Pr-76 (96); In-76 (79); Em-59 (59);
Co-90 (90); Ag-79 (90); SD-94 (94); Re-57 (70); Me-56 (81).
AT: 13; DB: 15; Armor Penalty: 0/0/0. Move: 65.

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acrobatics	1	10	0, (0,6)	15	Heraldry	1	—	(0)	5
Ambush+	4	—	—	+/- 4	Sailing	2	5	(6)	15
Body Development	8	1.25	0, (9,9)	49/61	Brawling	5	3	(6)	28
Climbing	2	5	0, (3,6)	15	Frenzy	2	**	**	48
First Aid	3	5	0, (0,0)	10	Herding	2	3	(3)	13
Foraging	2	—	0, (0,0)	10	First Aid	3	**	**	38
Frenzy	3	8	0, (0,0), 15 ‡	38	Tracking	3	3	(0)	28
General Perception	5	3	0, (0,0)	28	Streetwise	2	5	(0)	15
Maneuver Chain+	12	20	0, (0,9), 15 †	89	Trading	1	—	(0)	5
Riding	3	3	0, (3,3)	18	Cookery	1	3	(0)	8
Rope-mastery	2	3	0, (0,0)	13	Trap Building	1	—	(0)	5
Swimming	3	5	0, (3,6)	20	Herb Lore	2	—	(0)	10
Thrown Weapon (Axes)	3	15	9, (0,0)	39					
Tracking	2	3	0, (3,0)	13					
Trading	1	—	0, (0,0)	5					
Two-handed sword	8	25	9 (0,0)	74					
Weather Watching	1	3	0, (3,0)	8					

LEVEL 5

Prof: Fighter. **Level:** 5. **Experience Points:** 50,000.
Eyes: Brown. **Hair:** Brown. **Build:** Average.
Height: 6'. **Weight:** 185 lbs. **Hits:** 73/91.
Realm: Mentalism. **Power Points:** 5 (+1 §).

St-101 (101); Qu-95 (95); Pr-86 (96); In-79 (79); Em-59 (59);
Co-90 (90); Ag-90 (90); SD-94 (94); Re-68 (70); Me-73 (81).

AT: 13; DB: 15; Armor Penalty: 0/0/0. Move: 65.

New Equipment: +10 High Steel Two-handed Sword with extra 'A' critical.

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acrobatics	1	13	0, (0,10)	18	Armor Evaluation	1	3	(0)	8
Ambush+	4	—	—	+/- 4	Brawling	5	3	(15)	28
Body Development	12	1.25	0, (15,15)	73/91	Cookery	1	5	(0)	10
Broad Sword	2	27	15 (-,-)	52	First Aid	3	**	**	+15
Climbing	3	10	0, (5,10)	25	Frenzy	2	**	**	+10
First Aid	3	8	0, (0,0)	23	Heraldry	1	—	(0)	5
Foraging	2	3	0, (5,5)	13	Herb Lore	2	—	(0)	10
Frenzy	3	8	0, (0,0), 15 ‡	38	Herding	2	3	(5)	13
General Perception	6	3	0, (0,0)	33	Reverse Stroke	4	5	(15)	25
Long Bow	2	18	15, (-,-)	43	Sailing	2	8	(10)	18
Maneuver Plate	10	23	0, (0,15)	73	Streetwise	2	5	(0)	15
Maneuver Chain+	12	23	0, (0,15), 15 †	98	Stunned Maneuvers	4	15	(15)	35
Morning star	2	27	15 (-,-)	52	Tracking	3	**	**	+15
Pike	1	27	15 (-,-)	47	Trading	1	**	**	+5
Riding	3	5	0, (5,5)	20	Trap Building	1	—	(0)	5
Rope-mastery	2	5	0, (0,0)	15	Weapon Evaluation	1	3	(0)	8
Swimming	3	10	0, (5,10)	25					
Thrown Weapon (Axes)	3	18	15, (-,-)	48					
Tracking	2	3	0, (5,0)	13					
Trading	1	—	0, (0,0)	5					
Two-handed sword	12	27	15, (-,-)	96					
Weather Watching	1	3	0, (5,0)	8					

LEVEL 7

Prof: Fighter. **Level:** 7. **Experience Points:** 90,000.
Eyes: Brown. **Hair:** Brown. **Build:** Average.
Height: 6'. **Weight:** 190 lbs. **Hits:** 98/123.
Realm: Mentalism. **Power Points:** 14 (+1 §).

St-101 (101); Qu-95 (95); Pr-96 (96); In-79 (79); Em-59 (59);
Co-90 (90); Ag-90 (90); SD-94 (94); Re-70 (70); Me-81 (81).

AT: 13; **DB:** 15; **Armor Penalty:** 0/0/0. **Move:** 65.

New Equipment: +10 Steel Two-handed Sword with extra 'A' critical; 6 applications of Gefnul (heals 100 concussion hits).

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acrobatics	1	13	0, (0,14)	18	Armor Evaluation	1	3	(0)	8
Ambush+	6	—	—	+/- 6	Brawling	5	3	(21)	28
Body Development	12	1.25	0, (21,21)	98/123	Cookery	1	5	(0)	10
Broad Sword	2	27	21, (-,-)	58	First Aid	3	**	**	+15
Climbing	5	10	0, (7,14)	35	Frenzy	6	**	**	+30
Disarm Traps	2	8	0, (0,0)	18	Heraldry	1	3	(0)	8
First Aid	3	8	0, (0,0)	23	Herb Lore	2	3	(0)	13
Foraging	2	3	0, (7,7)	13	Herdng	2	8	(7)	18
Frenzy	3	8	0, (0,0), 15 ‡	38	Reverse Stroke	4	5	(21)	25
General Perception	6	3	0, (0,0)	33	Sailing	2	8	(14)	18
Long Bow	2	18	21, (-,-)	49	Streetwise	2	10	(0)	20
Maneuver Plate	16	23	0, (0,21)	91	Stunned Maneuvers	8	15	(21)	55
Maneuver Chain+	12	23	0, (0,21), 15 †	98	Tracking	3	**	**	+15
Maneuver Soft Leather	2	23	0, (0,21)	33	Trading	1	**	**	+5
Morning star	2	27	21, (-,-)	58	Trap Building	1	—	(0)	5
Pick Locks	2	5	0, (0,0)	15	Tumbling				
Pike	1	27	21, (-,-)	53	Attack	2	23	(21)	33
Riding	7	5	0, (7,7)	40	Evasion	2	13	(21)	23
Rope-mastery	2	10	0, (0,0)	20	Weapon Evaluation	1	3	(0)	8
Swimming	3	10	0, (7,14)	25					
Thrown Weapon (Axes)	3	18	21, (-,-)	54					
Tracking	2	3	0, (7,0)	13					
Trading	1	3	0, (0,0)	8					
Two-handed sword	16	27	21, (-,-)	110					
Weather Watching	1	3	0, (7,0)	8					

LEVEL 10

Prof: Fighter. **Level:** 10. **Experience Points:** 150,000.
Eyes: Brown. **Hair:** Brown. **Build:** Average.
Height: 6'. **Weight:** 191 lbs. **Hits:** 120/150.
Realm: Mentalism. **Power Points:** 21 (+1 §).

AT: 18; **DB:** 15; **Armor Penalty:** 5/10/20. **Move:** 65.

New Equipment: +10 High Steel Two-handed Sword with extra 'A' critical; 6 applications of Gefnul (heals 100 concussion hits); +15 Enchanted Steel Breast Plate and Greaves (+15 against Minimum Maneuver Modifiers).

St-101 (101); Qu-95 (95); Pr-96 (96); In-79 (79); Em-59 (59);
Co-90 (90); Ag-90 (90); SD-94 (94); Re-70 (70); Me-81 (81).

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Long Bow	3	18	30, (-,-)	63
Strength	1	15	0, (0,0)	20	Maneuver Chain+	12	23	0, (0,30), 15 †	98
Speed	1	15	0, (0,0)	20	Maneuver Plate	25	23	0, (0,30)	148
Balance	1	15	0, (0,0)	20	Maneuver Soft Leather	2	23	0, (0,30)	33
Leaping	1	15	0, (0,0)	20	Morning star	3	27	30, (0,0)	72
Landing	1	15	0, (0,0)	20	Pick Locks	2	5	0, (0,0)	15
Acrobatics	1	13	0, (0,20)	18	Pike	1	27	30, (-,-)	62
Ambush	9	—	—	+/- 9	Riding	7	5	0, (10,10)	40
Body Development	12	1.25	0, (30,30)	120/150	Rope-mastery	2	10	0, (0,0)	20
Broad Sword	3	27	30, (-,-)	72	Stalk & Hide	3	13/15	0, (0,0)	28/30
Climbing	5	10	0, (10,20)	35	Swimming	3	10	0, (10,20)	25
Disarm Traps	2	8	0, (0,0)	18	Thrown Weapon (Axes)	4	18	30, (-,-)	68
First Aid	3	8	0, (0,0)	23	Tracking	2	3	0, (10,0)	13
Foraging	2	3	0, (10,10)	13	Trading	1	3	0, (0,0)	8
Frenzy	3	8	0, (0,0), 15 ‡	38	Two-handed sword	22	27	30, (-,-)	129
General Perception	9	3	0, (0,0)	48	Weather Watching	1	3	0, (10,0)	8

(Level 10 continued on next page)

Skill	Rank	Stat Bonus	Special Bonus	Total				
Armor Evaluation	1	3	(0)	8	Poison Perception	1	3	(0) 8
Brawling	5	3	(30)	28	Reverse Stroke	7	5	(30) 40
Contortions	1	13	(20)	18	Sailing	2	8	(20) 18
Cookery	1	5	(0)	10	Sense Ambush	1	3	(0) 8
Detecting Traps	1	5	(0)	10	Silent Kill	3	8	(10) 23
Direction Sense	1	3	(0)	8	Streetwise	2	10	(0) 20
First Aid	4	**	**	+20	Stunned Maneuvers	11	15	(30) 67
Frenzy	11	**	**	+52	Tracking	4	**	** +20
Heraldry	1	3	(0)	8	Trading	1	**	** +5
Herb Lore	2	3	(0)	13	Trap Building	1	—	(0) 5
Herding	2	8	(10)	18	Tumbling			
Locate Secret Opening	1	3	(0)	8	Evasion	5	13	(30) 38
					Attack	5	23	(30) 48
					Weapon Evaluation	1	3	(0) 8

LEVEL 15

Prof: Fighter. Level: 15. Experience Points: 300,000.

Eyes: Brown. Hair: Brown. Build: Average.

Height: 6'. Weight: 196 lbs. Hits: 120/150.

Realm: Mentalism. Power Points: 31 (+1 \$).

St-101 (101); Qu-95 (95); Pr-96 (96); In-79 (79); Em-59 (59);

Co-90 (90); Ag-90 (90); SD-94 (94); Re-70 (70); Me-81 (81).

AT: 18; DB: 15; Armor Penalty: 5/10/20. Move: 65.

New Equipment: +20 Mithril Two-handed Sword with extra 'C' critical and Wyvern Slaying; 6 applications of Gefnul (heals 100 concussion hits); +15 Enchanted Steel Breast Plate and Greaves with 50% negation to Head Criticals).

Spell List:

Self-Heal 1-5 (Open Mentalism List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Animal Handle (Horse)	3	8	(0)	23
Strength	4	15	0, (0,0)	35	Armor Evaluation	1	3	(0)	8
Speed	3	15	0, (0,0)	30	Athletic Game (Hurdle)	5	20	(30)	45
Balance	3	15	0, (0,0)	30	Brawling	5	3	(0)	28
Leaping	3	15	0, (0,0)	30	Contortions	1	13	(30)	18
Landing	4	15	0, (0,0)	35	Cookery	1	5	(0)	10
Acrobatics	1	13	0, (0,30)	18	Detecting Traps	1	5	(0)	10
Ambush+	12	—	—	+/- 12	Direction Sense	1	3	(0)	8
Body Development	12	1.25	0, (45,45)	120/150	Distance Running	3	25	(30)	40
Broad Sword	3	27	45, (-,-)	87	Drug Tolerance	2	20	(0)	30
Climbing	5	10	0, (15,30)	35	First Aid	4	**	**	+20
Disarm Traps	2	8	0, (0,0)	18	Frenzy	11	**	**	+52
First Aid	3	8	0, (0,0)	23	Heraldry	3	3	(0)	18
Foraging	2	3	0, (15,15)	13	Herb Lore	2	3	(0)	13
Frenzy	9	8	15 ‡	68	Herding	2	8	(15)	18
General Perception	12	3	0, (0,0)	57	Jumping	3	23	(30)	38
Long Bow	3	18	45, (-,-)	78	Locate Secret Opening	1	3	(0)	8
Maneuver Plate	25	23	0, (0,45)	148	Poison Perception	1	3	(0)	8
Maneuver Chain+	12	23	0, (0,45), 15 †	98	Reverse Stroke	7	5	(45)	40
Maneuver Soft Leather	2	23	0, (0,45)	33	Rowing	2	25	(30)	35
Martial Arts					Sailing	2	8	(0)	18
Striking R-1	3	27	45, (-,-)	87	Sense Ambush	1	3	(0)	8
Throws R-1	3	18	45, (-,-)	78	Silent Kill	3	8	(15)	23
Morning star	3	27	45, (-,-)	87	Smithing				
Pick Locks	2	5	0, (0,0)	15	Armorer	1	23	(0)	28
Pike	1	27	45, (-,-)	77	Blacksmith	1	23	(0)	28
Riding	10	5	0, (15,15)	55	Fire Starter	1	23	(0)	28
Rope-mastery	2	10	0, (0,0)	20	Iron Smith	1	23	(0)	28
Spell Acquisition	1	15	0, (0,0)	-	Weapon Smith	1	23	(0)	28
Stalk & Hide	3	13/15	0, (0,0)	28/30	Streetwise	2	10	(0)	20
Swimming	3	10	0, (15,30)	25	Stunned Maneuvers	16	15	(45)	77
Thrown Weapon (Axes)	4	18	45, (-,-)	83	Tracking	4	**	**	+20
Tracking	2	3	0, (15,0)	13	Trading	1	**	**	+5
Trading	1	3	0, (0,0)	8	Trap Building	1	—	(0)	5
Two-handed sword	32	27	45, (-,-)	153	Tumbling				
Weather Watching	1	3	0, (15,0)	8	Attack	15	23	(45)	83
					Evasion	8	13	(45)	53
					Weapon Evaluation	1	3	(0)	8

LEVEL 20

Prof: Fighter. **Level:** 20. **Exp Points:** 500,000.

Eyes: Brown. **Hair:** Brown. **Build:** Average.

Height: 6'. **Weight:** 196 lbs. **Hits:** 120/150.

Realm: Mentalism. **Power Points:** 41 (+1 §).

St-101 (101); Qu-95 (95); Pr-96 (96); In-79 (79); Em-59 (59);
Co-90 (90); Ag-90 (90); SD-94 (94); Re-70 (70); Me-81 (81).

AT: 18; **DB:** 15; **Armor Penalty:** 5/10/20. **Move:** 65.

New Equipment: +20 Mithril Two-handed Sword with extra 'C' critical and Wyvern Slaying; 6 applications of Gefnul (heals 100 concussion hits); +15 Enchanted Steel Breast Plate and Greaves with 50% negation to Head Criticals (+15 against Minimum Maneuver Modifier); Amulet of Orientation (never needs to make orientation rolls and +15 bonus to Stunned Maneuvers).

Spell List:

Self-Heal 1-5 (Open Mentalism List)

Brilliance 1-5 (Open Mentalism List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Animal Handle (Horse)	3	8	(0)	23
Strength	14	15	0, (0,0)	73	Armor Evaluation	1	3	(0)	8
Speed	3	15	0, (0,0)	30	Athletic Game (Hurdle)	5	20	(40)	45
Balance	3	15	0, (0,0)	30	Beast Master (Wyvern)	1	8	(20)	13
Leaping	3	15	0, (0,0)	30	Brawling	5	3	(60)	28
Landing	4	15	0, (0,0)	35	Contortions	6	13	(40)	43
Acrobatics	1	13	0, (0,40)	18	Cookery	1	5	(0)	10
Ambush+	17	—	—	+/- 17	Detecting Traps	1	5	(0)	10
Body Development	12	1.25	0, (60,60)	120/150	Direction Sense	1	3	(0)	8
Broad Sword	3	27	60, (-,-)	102	Disguise	2	15	(0)	25
Climbing	10	10	0, (20,40)	60	Distance Running	3	25	(40)	40
Disarm Traps	2	8	0, (0,0)	18	Drug Tolerance	2	20	(0)	30
First Aid	3	8	0, (0,0)	23	Duping	3	15	(0)	30
Foraging	2	3	0, (20,20)	13	First Aid	4	**	**	+20
Frenzy	14	8	15 ‡	81	Frenzy	11	**	**	+52
General Perception	17	3	0, (0,0)	67	Heraldry	3	3	(0)	18
Long Bow	3	18	60, (-,-)	93	Herb Lore	2	3	(0)	13
Maneuver Plate	25	23	0, (0,60)	148	Herding	2	8	(20)	18
Maneuver Soft Leather	2	23	0, (0,60)	33	Hypnosis	1	15	(0)	20
Maneuver Chain+	12	23	0, (0,60), 15 †	98	Jumping	3	23	(40)	38
Martial Arts					Locate Secret Opening	6	3	(0)	33
Striking R-1	3	27	60, (-,-)	102	Meditation				
Throws R-1	3	18	60, (-,-)	93	Healing	1	8	(0)	13
Morning star	3	27	60, (-,-)	102	Midwifery	1	3	(0)	8
Pick Locks	2	5	0, (0,0)	15	Military Organization	2	8	(0)	18
Pike	1	27	60, (-,-)	92	Poison Perception	1	3	(0)	8
Riding	10	5	0, (20,20)	55	Reverse Stroke	7	5	(60)	40
Rope-mastery	2	10	0, (0,0)	20	Rowing	2	25	(40)	35
Signaling	5	10	0, (20,0)	35	Sailing	2	8	(40)	18
Stalk & Hide	13	13/15	0, (0,0)	69/71	Sense Ambush	11	3	(0)	55
Swimming	8	10	0, (20,40)	50	Silent Kill	3	8	(20)	23
Thrown Weapon (Axes)	4	18	60, (-,-)	98	Smithing				
Tracking	2	3	0, (20,0)	13	Armorer	1	23	(0)	28
Trading	1	3	0, (0,0)	8	Blacksmith	1	23	(0)	28
Two-handed sword	42	27	60, (-,-)	173	Fire Starter	1	23	(0)	28
Weather Watching	1	3	0, (20,0)	8	Iron Smith	1	23	(0)	28
					Weapon Smith	1	23	(0)	28
					Streetwise	2	10	(0)	20
					Stunned Maneuvers	21	15	(60)	86
					Tactics	2	3	(0)	13
					Tracking	4	**	**	+20
					Trading	1	**	**	+5
					Trap Building	1	—	(0)	5
					Tumbling				
					Attack	20	23	(60)	93
					Evasion	8	13	(60)	53
					Weapon Evaluation	1	3	(0)	8



(*Malkim Devii*)

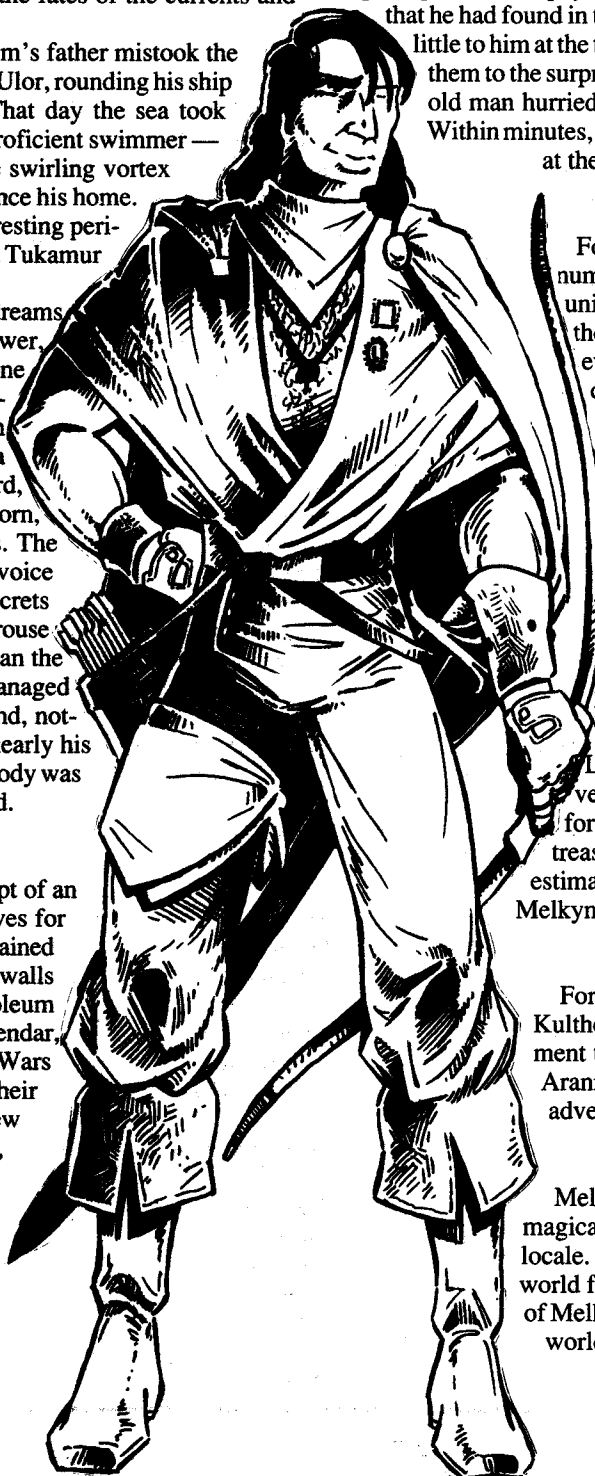
Melkym was born in 6040 off the coast of Jaiman, near the peninsula of Xa-Ar, in what might have been called a pirate vessel. He was son to the captain, whose ineptitude as a seaman was surpassed only by his ineptitude as a Fighter and a Rogue. His mother was the cook and many of the ship's sailors would have preferred to drink the sea water than her soup. With this sort of beginning, one might think that Melkym would be doomed to the fates of the currents and 'very' undefended ships.

But for luck or curse, Melkym's father mistook the cape of Lyaran for the island of Ulor, rounding his ship square into troubled waters. That day the sea took many lives, but Melkym — a proficient swimmer — managed to get away from the swirling vortex that had swallowed what was once his home. He swam for more than a day, resting periodically on a bale of contraband Tukamur leaves.

During his brief rests, he had dreams of six helms of incredible power, one with the motif of a griffin, one with that of a winged horse, another of a sea dragon, one with powerful wings like that of a Wyvern, another of a flaming bird, and finally, one with a silver horn, such as are found on Unicorns. The dreams persisted and he felt a voice inside him tell of their many secrets and powers. Each time he would rouse from the rest more refreshed than the time before. Eventually he managed ground himself on a small island, noting that his hair now clung to nearly his elbows, and his wet, shivering body was water logged, yet deeply tanned.

LEVEL 3

On the island he found a crypt of an ancient king, and though his eyes for written tongue were lacking, he gained small bits of knowledge from its walls and many glyphs. The mausoleum dated back to 6231, the old calendar where knights of the Dominion Wars came to rest for eternity. From their graves, Melkym obtained a new breastplate, a marvelous helm, and a yew bow that still had drawing power even after thousands of years in a crypt.



He explored the island thoroughly, hoping to find a stand of trees old enough to make a raft. All the trees on the island, however, were young saplings or brush. Melkym was about to resign himself to living on the island forever when he found a black obelisk. Upon touching it, he made an amazing attunement to the object. A Navigator from legend appeared in front of him. The stony, stoic sailor of the Essence asked for Melkym's intended destination and terms of payment. Frightened, Melkym blurted out the first thing to come to mind — Haalkitane — which was strange since he had never been there, and had heard of it perhaps once. For payment, Melkym offered the hundreds of gold ingots that he had found in the tomb. He had left them since they were worth little to him at the time, but he retrieved them quickly and presented them to the surprised Navigator. With that much gold offered, the old man hurriedly allowed him to saddle into his sky machine. Within minutes, the young pirate turned adventurer found himself at the gates of Haalkitane.

LEVEL 5

For the next several years, Melkym served in a number of military guilds or small military guard units. Growing weary of that life, he sought to leave the grey-masked province of Haalkittane. On the eve of leaving the city, he met up with a grim-faced dwarf named Lacxt Blacktoe. After sharing several draughts with him, the dwarf began to tell Melkym of treasure beyond belief and magical baubles that would turn the six helms of power into charm ornaments for a provincial princess. With his ears burning from rum and mead, Melkym listened on. Before he knew what he was doing, he had signed a contract to become one of a band of seven adventurers traversing into the lost catacombs of Haalkitane.

Of the seven that entered the black underworld of the catacombs, only three returned: Lacxt, Melkym, and a young woman called Llyssa. It was with her skills that the brave adventurers were able to penetrate so deeply into the fortified labyrinths of the undead world. From the treasure and booty that they brought back, which was estimated to be worth thirty or forty thousand gold, Melkym became a hero overnight.

LEVEL 7

For years he travelled all across the great world of Kulthea, using magical trinkets and baubles as payment to the Navigators. On these visits to places like Aranmor, G'Thal, Gethryn, and Tharda, he found adventure galore.

LEVEL 10

Melkym always seemed to have enough golden and magical items to get him to his next, newest far flung locale. He spent more than twenty years searching the world for adventure and fame, and as he did the legend of Melkym Daevys spread to every corner of the known world (and even to parts not known).

LEVEL 15

In the year 6075 Melkym retired to a small chain of archipelago islands far out beyond the farthest known island, to a small set of green dots called Tharda. The small island chain traded with a number of other islands far to the east and north for various luxury items including textiles, rare spices and herbs, and glassware. In return, Tharda sent ampules of rare fish oils, whale blubber, and processed seaweed and sea grass (used in creating blue, green, and yellow dyes).

In this far, forgotten realm, Melkym set up his castle and keep. With boxes of glittering gems, gold, and magical treasures, he brought the luxuries of the four corners of Kulthea to him, with the help of the Navigators, who by this time knew him by sight. It was even rumored, though never proven, that the Navigators actually set up a special crew just for Melkym's tours around the globe.

From the ranks of the nobility of Tharda he married the most beautiful woman of the isles. Once his queen, she bore Melkym four sons and three daughters. For more than twenty years the legends of Tharda and its king spread to every inn and pub where sailors came to drink and carouse.

LEVEL 20

As Melkym grew older, entering his late fifties, he grew sick of Tharda and their petty quarrels of fish rights and net cuttings. His sons, in their twenties, were eager to take rule of the tiny empire.

On what he figured was close to his sixtieth birthday, Melkym held a huge feast, breaking his empire into seven equal-sized portions, giving one to each child and handing down all rights to govern Tharda. Sometime that night, he took his wife to a Black Obelisk, specifically designed for him by the Navigators, and disappeared. No one knows where the great adventurer disappeared to, only that every now and then news of his adventures filter in from the most distant unsettled parts of Kulthea.

DESCRIPTION

Melkym is a short warrior of average build, with cascading black hair and earth-tone eyes. He stands about five foot, seven inches and weighs 167 pounds. He tends to wear loose-fitting shirts and pantaloons, and favors scarlet or purple in color. If he ventures out socially, he also tends to wear scarfs and bandanas. He likes visible riches such as rings, brooches, necklaces, and perfumes. He is known to wear as many as seven rings on his fingers at once.

Melkym seems to cast the shadow of a luckless vagabond, almost ludicrous in appearance. Aside from his constant brushing of long strands of black hair out of his eyes, he also trips over his own feet, giving the demeanor of a simpleton. It is assumed that some of this is an act, since Melkym is also known for a number of daring exploits.

The Fighter sports a well oiled broadsword and longbow and wears a black breast plate.

LEVEL 1

Prof: Fighter. **Level:** 1. **Experience Points:** 10,000.

Eyes: Brown. **Hair:** Black. **Build:** Average.

Height: 5'7". **Weight:** 157 lbs. **Hits:** 50/55.

Realm: Channeling. **Power Points:** 0.

St-97 (98); Qu-95 (95); Pr-53 (65); In-65 (65); Em-41 (41);

Co-90 (90); Ag-84 (91); SD-86 (94); Re-34 (57); Me-44 (44).

Background Options: SOC-5 +2 points to St; SOC-2 +10 to Bows †; SOC-1 +15 to Tracking; SAA-30 Animal Friend; SWC-71 50 gps; SIC-55 +10 Helm of missile protection; Reduces missile criticals by 10.

AT: 5; **DB:** 15; **Armor Penalty:** 0/0/0. **Move:** 65 (60).

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Ambush+	5	—	—	+/- 5	Boat Pilot	2	3	(0)	13
Body Development	4	—	0, (3,3)	50/55	Brawling	2	—	(3)	10
Broad Sword	3	15	3, (-,-)	33	Navigation	2	—	(0)	10
Climbing	2	5	0, (1,2)	15	Reverse Stroke	2	3	(3)	13
Dagger	2	15	3, (-,-)	28	Rope Mastery	2	3	(0)	13
Long Bow+	7	10	3, (-,-), 10 †	73	Signaling	2	6	(0)	16
Maneuver Soft Leather	2	13	0, (0,3)	23	Stunned Maneuvers	2	10	(3)	20
Maneuver Plate	3	13	0, (0,3)	28	Tactics	4	—	(0)	20
Martial Arts									
Striking R-1	1	12	3, (-,-)	23					
Riding	2	3	0, (1,1)	13					
Swimming	2	5	0, (1,2)	15					

LEVEL 3

Prof: Fighter. **Level:** 3. **Experience Points:** 30,000.

Eyes: Brown. **Hair:** Black. **Build:** Average.

Height: 5'7". **Weight:** 157 lbs. **Hits:** 70/77;

Realm: Channeling. **Power Points:** 0.

St-96 (98); Qu-95 (95); Pr-63 (65); In-65 (65); Em-41 (41)

Co-90 (90); Ag-91 (91); SD-94 (94); Re-54 (57); Me-44 (44).

AT: 17; **DB:** 5; **Armor Penalty:** 24/0/10. **Move:** 65 (60).

New Equipment: +5 Low Iron Breast Plate with a 10% negation to Chest Criticals.

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Ambush+	6	—	—	+/-6	Boat Pilot	2	5	(0)	15
Broad Sword	7	16	9, (-,-)	60	Brawling	5	—	(9)	35
Climbing	3	10	0, (3,6)	25	Navigation	4	—	(0)	20
Dagger	4	16	9, (-,-)	45	Reverse Stroke	5	5	(9)	26
Frenzy	2	8	0, (0,0)	18	Rope Mastery	2	5	(0)	15
Long Bow+	11	14	9, (-,-), 10 †	85	Signaling	4	8	(0)	28
Maneuver Plate	10	16	0, (0,9)	66	Stun Maneuvers	3	15	(9)	30
Maneuver Soft Leather	2	16	0, (0,9)	26	Tactics	7	—	(0)	35
Martial Arts									
Strikes R-1	3	16	9, (-,-)	40					
Riding	3	5	0, (3,3)	20					
Subdue	1	13	0, (0,9)	18					
Swimming	3	10	0, (3,6)	25					
Tracking	2	—	0, (3,0), 15 §	25					

LEVEL 5

Prof: Fighter. **Level:** 5. **Experience Points:** 50,000.

Eyes: Brown. **Hair:** Black. **Build:** Average.

Height: 5'7". **Weight:** 157 lbs. **Hits:** 105/116.

Realm: Channeling. **Power Points:** 0.

St-98 (98); Qu-95 (95); Pr-65 (65); In-65 (65); Em-41 (41);

Co-90 (90); Ag-83 (91); SD-94 (94); Re-57 (57); Me-44 (44).

AT: 19; **DB:** 0; **Armor Penalty:** 35/30/30. **Move:** 65 (60).

New Equipment: +20 Black Alloy Breast Plate.

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Ambush+	8	—	—	+/- 8	Boat Pilot	2	3	(0)	13
Broad Sword	10	18	15, (-,-)	83	Brawling	7	—	(15)	35
Climbing	5	5	0, (5,10)	30	Navigation	5	—	(0)	25
Dagger	6	18	15, (-,-)	63	Reverse Stroke	9	3	(15)	48
First Aid	1	8	0, (0,0)	13	Rope Mastery	2	3	(0)	13
Foraging	1	—	0, (5,5)	5	Signaling	6	8	(0)	38
Frenzy	4	8	0, (0,0)	28	Stun Maneuvers	5	15	(15)	40
Long Bow+	13	12	15, (-,-), 10 †	93	Tactics	9	—	(0)	45
Maneuver Soft Leather	2	16	0, (0,0)	26					
Maneuver Plate	18	16	0, (0,15)	106					
Martial Arts									
Striking R-1	4	18	15, (-,-)	53					
Riding	3	—	0, (5,5)	23					
Subdue	3	10	0, (0,15)	25					
Swimming	4	5	0, (5,10)	25					
Tracking	2	—	0, (5,0), 15 §	25					

LEVEL 7

Prof: Fighter. **Level:** 7. **Experience Points:** 90,000.

Eyes: Brown. **Hair:** Black. **Build:** Average.

Height: 5'7". **Weight:** 157 lbs. **Hits:** 120/132.

Realm: Channeling. **Power Points:** 0.

St-98 (98); Qu-95 (95); Pr-65 (65); In-65 (65); Em-41 (41);
Co-90 (90); Ag-88 (91); SD-94 (94); Re-57 (57); Me-44 (44).

AT: 19; **DB:** 0; **Armor Penalty:** 35/30/30. **Move:** 65 (60).

New Equipment: +20 Black Alloy Breast Plate; The Ring of the Clenched Fist (Daily I item, Concentration II, Monk Base List; +20 to any Maneuver) +10 to Martial Arts Striking OB.

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Ambush+	10	—	—	10	Boat Pilot	2	3	(0)	13
Broad Sword	12	18	21, (-,-)	93	Brawling	11	—	(21)	52
Climbing	7	5	0, (7,14)	40	Navigation	7	—	(0)	35
Dagger	8	18	21, (-,-)	79	Reverse Stroke	11	3	(21)	55
First Aid	3	8	0, (0,0)	23	Rope Mastery	4	3	(0)	23
Foraging	3	—	0, (7,7)	15	Signaling	8	8	(0)	48
Frenzy	7	8	0, (0,0)	43	Stun Maneuvers	7	15	(21)	50
Long Bow+	15	12	21, (-,-), 10 †	103	Tactics	9	—	(0)	45
Lt Crossbow	1	12	21, (-,-)	39					
Maneuver Plate	20	16	0, (0,21)	86					
Martial Art									
Striking R-1	6	18	21, (-,-)	69					
Rapier	2	18	21, (-,-)	49					
Riding	6	3	0, (7,7)	33					
Rowing	1	20	0, (0,14)	25					
Soft Leather	2	16	0, (0,21)	26					
Subdue	4	10	0, (0,15)	30					
Swimming	4	5	0, (7,14)	25					
Tracking	3	—	0, (15,0), 15 §	30					

LEVEL 10

Prof: Fighter. **Level:** 10. **Experience Points:** 150,000.

Eyes: Brown. **Hair:** Black. **Build:** Average.

Height: 5'7". **Weight:** 157 lbs. **Hits:** 120/132.

Realm: Channeling. **Power Points:** 0.

St-98 (98); Qu-95 (95); Pr-65 (65); In-65 (65); Em-41 (41);
Co-90 (90); Ag-91 (91); SD-94 (94); Re-56 (57); Me-39 (44).

AT: 19; **DB:** 0; **Armor Penalty:** 35/30/30. **Move:** 65 (60).

New Equipment: +20 Black Alloy Breast Plate; The Ring of the Clenched Fist (Daily I item, Concentration II, Monk Base List; +20 to any Maneuver) +10 to Martial Arts Striking OB; +15 White alloy Broad Sword with a 'B' Extra Critical on Same Roll.

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Ambush+	13	—	—	+/- 13	Appraisal	3	—	(0)	15
Broad Sword	15	20	30, (-,-)	110	Boat Pilot	5	5	(0)	30
Climbing	10	10	0, (10,20)	60	Brawling	13	—	(30)	56
Dagger	12	20	30, (-,-)	104	Disarm Foe Armed	4	10	(30)	30
First Aid	3	8	0, (0,0)	23	Navigation	9	—	(0)	45
Foraging	3	—	0, (10,10)	15	Reverse Stroke	14	5	(30)	63
Frenzy	10	5	0, (0,0)	55	Rope Mastery	4	5	(0)	25
General Perception	5	—	0, (0,0)	25	Siege Engineer	2	—	(0)	10
Long Bow+	20	15	30, (-,-), 10 †	125	Signaling	11	8	(0)	60
Lt Crossbow	4	15	30, (-,-)	66	Stunned Maneuvers	10	10	(30)	60
Maneuver Plate	20	18	0, (0,30)	118	Tactics	10	—	(0)	50
Maneuver Soft Leather	2	18	0, (0,30)	28					
Rapier	2	20	30, (-,-)	60					
Riding	9	5	0, (10,10)	50					
Rowing	1	20	0, (0,20)	25					
Subdue	5	13	0, (0,30)	38					
Swimming	7	10	0, (10,20)	45					
Tracking	3	—	0, (10,0), 15 §	30					
Martial Arts									
Striking R-1	9	20	30, (-,-)	95					

LEVEL 15

Prof: Fighter. **Level:** 15. **Experience Points:** 300,000.

Eyes: Brown. **Hair:** Black. **Build:** Average.

Height: 5'7". **Weight:** 157 lbs. **Hits:** 120/132.

Realm: Channeling. **Power Points:** 0.

St-96 (98); Qu-95 (95); Pr-65 (65); In-65 (65); Em-41 (41);

Co-90 (90); Ag-91 (91); SD-94 (94); Re-57 (57); Me-44 (44).

AT: 19; **DB:** 0; **Armor Penalty:** 35/30/30. **Move:** 65 (60).

New Equipment: +20 Black Alloy Breast Plate; The Ring of the Clenched Fist (Daily I item, Concentration II, Monk Base List; +20 to any Maneuver) +10 to Martial Arts Striking OB; +15 White Alloy Broad Sword with a 'B' Extra Critical on Same Roll.

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Appraisal	8	—	(0)	40
Leaping	4	8	0, (0,0)	28	Boat Pilot	10	5	(0)	55
Landing	2	8	0, (0,0)	18	Brawling	13	—	(45)	56
Balance	2	8	0, (0,0)	18	Disarm Foe Armed	10	10	(45)	65
Speed	5	8	0, (0,0)	33	Distance Running	3	10	(30)	25
Strength	1	8	0, (0,0)	13	Driving	1	13	(15)	18
Ambush+	20	—	—	+/- 20	Loading	3	—	(15)	15
Broad Sword	20	17	45, (-,-)	132	Navigation	10	—	(0)	55
Climbing	15	10	0, (15,30)	70	Reverse Stroke	14	5	(45)	59
Dagger	17	17	45, (-,-)	126	Rope Mastery	9	5	(0)	50
First Aid	7	8	0, (0,0)	43	Siege Engineer	7	—	(0)	35
Foraging	7	—	0, (15,15)	35	Signaling	11	8	(0)	60
Frenzy	10	8	0, (0,0)	58	Stunned Maneuvers	15	10	(45)	70
General Perception	10	—	0, (0,0)	50	Tactics	10	—	(0)	50
Long Bow+	25	13	45, (-,-), 10 †	143	Use Poison	5	5	(15)	30
Lt Crossbow	7	13	45, (-,-)	93					
Maneuver Plate	20	17	0, (0,45)	117					
Maneuver Soft Leather	2	16	0, (0,45)	26					
Martial Arts									
Striking R-1	10	17	45, (-,-)	111					
Rapier	6	17	45, (-,-)	92					
Riding	10	5	0, (15,15)	55					
Rowing	4	18	0, (0,30)	38					
Subdue	10	13	0, (0,0)	63					
Swimming	10	10	0, (15,30)	60					
Tracking	9	—	0, (15,0), 15 §	60					

LEVEL 20

Prof: Fighter. **Level:** 20. **Experience Points:** 500,000.

Eyes: Brown. **Hair:** Black. **Build:** Average.

Height: 5'7". **Weight:** 157 lbs. **Hits:** 120/132.

Realm: Channeling. **Power Points:** 0.

St-90 (98); Qu-95 (95); Pr-65 (65); In-65 (65); Em-41 (41);
Co-90 (90). Ag-88 (91); SD-94 (94); Re-57 (57); Me-44 (44).

AT: 19; **DB:** 0; **Armor Penalty:** 35/30/30. **Move:** 65 (60).

New Equipment: +20 Black Alloy Breast Plate; The Ring of the Clenched Fist (Daily I item, Concentration II, Monk Base List; +20 to any Maneuver) +10 to Martial Arts Striking OB; +15 White Alloy Broad Sword with a 'B' Extra Critical on Same Roll; Long Bow of Tharda (50% Range Penalty Reduction, 50% Range Increase, +15 OB, and an Extra 'C' Critical on Same Roll).

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Appraisal	10	—	(0)	50
Leaping	4	8	0, (0,0)	28	Boat Pilot	10	5	—	55
Landing	7	8	0, (0,0)	43	Brawling	13	—	(60)	56
Balance	7	8	0, (0,0)	43	Disarm Foe Armed	10	10	(60)	60
Speed	5	8	0, (0,0)	33	Distance Running	10	10	(40)	60
Strength	5	8	0, (0,0)	33	Driving	9	13	(20)	58
Ambush+	25	—	—	+/- 25	Loading	10	—	(20)	50
Broad Sword	20	12	60, (-,-)	142	Navigation	10	—	(0)	50
Climbing	18	10	0, (20,40)	76	Reverse Stroke	14	5	(60)	40
Contortions	2	13	0, (0,40)	23	Rope Mastery	10	5	(0)	55
Dagger	17	12	60, (-,-)	132	Sense Ambush	3	—	(0)	15
First Aid	12	8	0, (0,0)	62	Siege Engineer	10	—	(0)	50
Foraging	12	—	0, (20,20)	54	Signaling	11	8	(0)	60
Frenzy	10	8	0, (0,0)	58	Silent Kill	3	5	(20)	20
General Perception	15	—	0, (0,0)	60	Stunned Maneuvers	17	10	(60)	74
Hand Axe	5	12	60, (-,-)	97					
Long Bow+	30	12	60, (-,-), 10 †	162					
Lt Crossbow	10	12	60, (-,-)	122					
Maneuver Soft Leather	2	12	0, (0,60)	22					
Maneuver Plate	40	12	0, (0,60)	212					
Martial Arts									
Striking R-1	10	12	60, (-,-)	122					
Meditation	2	8	0, (0,0)	18					
Pick Locks	2	3	0, (0,0)	13					
Rapier	10	12	60, (-,-)	123					
Riding	13	5	0, (20,20)	61					
Rowing	9	15	0, (0,40)	60					
Spear	5	12	60, (-,-)	97					
Subdue	10	12	0, (0,60)	62					
Swimming	10	10	0, (20,40)	60					
Tracking	14	—	0, (20,0), 15 §	73					

(Li' Lisa Ho'Truda)

Llyssa Ho'truda will more than likely go down in the annals of Kulthea as the most proficient lock pick that ever walked the face of the world. She was born in 6047 to a rich metal merchant in Jaiman, in the city of Haalkitane. It was said that if it wasn't for her father's obsession with keeping Llyssa locked in her vaulted tower room, that she would have been nothing more than wife to the son of some merchant or lesser noble.

Llyssa's father hated Haalkitane and its grey walls and grey sky. He loved his daughter so much that he imprisoned her in his mansion of brightly painted walls and bejeweled towers, forbidding her from seeing the real world and its ugliness. Llyssa, however, was a very strong-willed child and by the age of eight she had mastered all the locks in her father's house and frequently played outside.

LEVEL 3

Eventually, her father discovered her actions and quickly hired the best locksmith in Haalkitane to exchange the old locks with the most intricate locks available. This might have stopped Llyssa, for she was only about sixteen at the time, if it wasn't for the locksmith Trence Hij'Druul, who recognized Llyssa's potential. He installed increasingly more complicated locks from her bedroom to the outside. This, in turn, caused a near frenzy in Llyssa who had to spend months mastering one lock at a time. She was bound and determined to see the outside world, and day after day she worked every minute of her free time on the locks that stood in her way.

On her eighteenth birthday she broke free of her prison once again, and to her incredible delight there was a beautiful clear blue sky overhead; not a single cloud marred the sun. The sight was so beautiful that she simply fell to her knees and wept. On that day she swore she would never be locked up again.

LEVEL 5

Her father caught on much more quickly this time and contacted a guild from the far-off land of G'thal to import locks made of high steel and magical metal, crafted by Elves and Dwarves. Her father would squash his little darling's attempt to ever see the horrible grey world outside.

For her nineteenth birthday, Trence, now her friend and worldly teacher, gave her a set of fine 'clock tools' made from the finest steel ever seen in Haalkitane. Her father was curious about this since she never had expressed a love for clocks, but as long as she kept out of trouble, he was satisfied. With her new set of 'clock tools' the Elven and Dwarven locks dropped away with no more than a twist of her delicate wrist.

She set out to make her own fortune that day and ran into a Dwarf talking about easy treasure. With the Dwarf leading, she and five others undertook a perilous descent into the undead world of the catacombs below Haalkitane. It was within this group that she met the heroic figure of Melkym Daevys. At the time she thought he was a hick farmboy, one of the Troll-Fodder to be fed the hungry denizens in the underworld. To her amazement, Melkym, the Dwarf, and she were the only survivors of the expedition. Her share of the loot amounted to more money than her father made in two score years.

With her new-found wealth, Llyssa bought many wonderful objects and a spacious villa overlooking the muddy houses of Haalkitane.

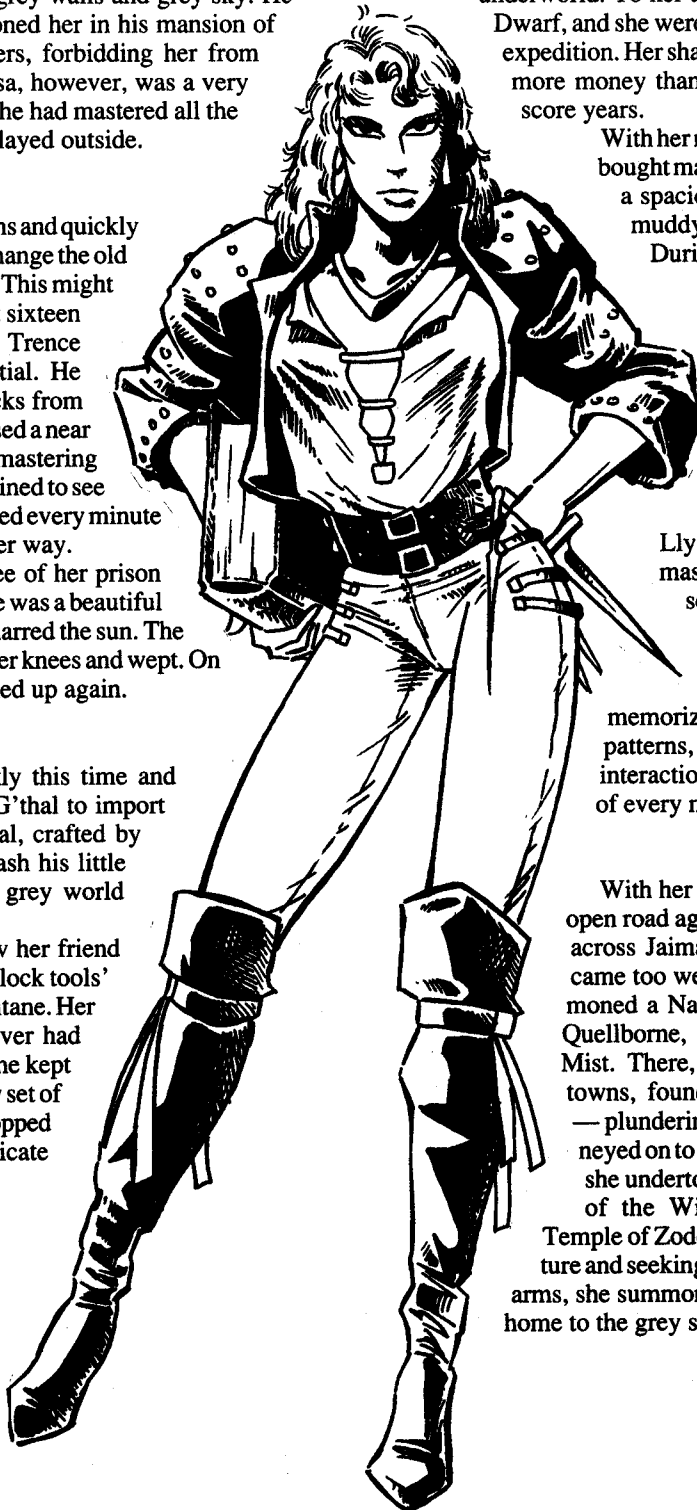
During this interim period she took a number of working vacations with Melkym to far-off lands, but after several adventures she bade him farewell and never saw him again.

LEVEL 7

Llyssa married her old lock master, Trence Hij'Druul, and set about to master the art of lock design and lock picking. She spent several years in intense study, memorizing patterns of locks, key patterns, tumble sequences, bolt interactions, and the composition of every metal available.

LEVEL 10

With her new skill, she took to the open road again and plied her trade all across Jaiman. When her talents became too well known there, she summoned a Navigator and journeyed to Quellborne, the lands of the Silvery Mist. There, she visited many small towns, found long-forgotten citadels — plundering a few — and then journeyed on to Kelfour's Landing, where she undertook a number of robberies of the Wizard's Citadel and the Temple of Zodor. Feeling tired of adventure and seeking comfort in her husband's arms, she summoned a Navigator and went home to the grey skies of Haalkitane.



LEVEL 15

Llyssa then began studying ancient texts and manuscripts on lock designs she had never seen. Her early life as a rich merchant's daughter returned and she craved all sorts of knowledge. Her desire for books and tomes added four rooms to her already spacious mansion. She hired several skilled librarians and researchers and ordered them to categorize and inventory her books and tomes. She undertook several side hobbies during those years and practiced with various new weapons and techniques.

Haalkitane, at that time, was going through a political upheaval. A number of cabinet seats were denounced as puppet figures to the Black Palm (crime) Guild and other illegal interests groups. The scandal rocked the foundations of Haalkitane and brought a short but bloody witch hunt. Trence was unfortunately caught red-handed in a small jewelry heist. He was found guilty that day, unceremoniously hung, and then spitted to the outside wall.

In her great despair, Llyssa summoned a great wizard from the lands of G'thal and bade the spell-caster to destroy the city. The conjurer looked at her in mute silence, then shrugged and cast a Firestorm True upon the city of Haalkitane. On that day, the people of the grey land wept as their mighty city crumbled to black ash. As she watched her home burn, Llyssa came to her senses, somewhat, and stopped the onslaught of fire.

The city of Haalkitane still stood, if not badly marred and blackened. Scores of citizens lay dead in the streets, animals burnt black where they fell. Llyssa, now grieving both for her husband and for her home, left again with a Navigator. Where she went, nobody knows.

LEVEL 20

Llyssa returned to Haalkitane five years later. She seemed a more subdued woman, setting up shop selling top-line locks and metal trinkets and settling down to a life of shopkeeper's drudgery. Lately it has been said that she is keeping an eye on a small youth, the son of a spice merchant, who has the knack of picking any lock that his father puts into the house.

DESCRIPTION

Llyssa is a small, beautiful girl with golden, curly hair and, later in life, a magnificent deep brown tan. She stands five foot four inches tall and weighs a bit over 100 pounds. Her long curls surround a pudgy, but very attractive, face complete with dimples and a spot of freckles on the tip of her nose.

She wears, almost exclusively, tight fitting leather pants with knee high red sable boots. She also wears a green, elk-skin jacket, beaded with white pearls and lapis-lazuli studs. Around her waist a broad black belt, studded with small white diamonds and garnets. Hung from both the left side and a number of slots in the rear of the belt, hang several well-balanced throwing knives.

Llyssa wears only small bits of jewelry, including golden earrings, small silver and golden rings, and a brooch or pendant.

Llyssa has a hard time accepting magic and finds most people who use mystical item or cast spells to be either fools or charlatans. During her voyages and adventures she has found an immense book containing lost knowledge.

LEVEL 1

Prof: Thief. **Level:** 1. **Experience Points:** 10,000.

Eyes: Hazel. **Hair:** Golden. **Build:** Slender.

Height: 5'4". **Weight:** 125 lbs. **Hits:** 31/34.

Realm: Essence. **Power Points:** 0.

St-88 (88); Qu-90 (90); Pr-91 (91); In-71 (71); Em-36 (62);

Co-91 (91); Ag-90 (90); SD-65 (74); Re-100 (100); Me-95 (95).

Background Options: † SOC-2 +10 to Pick Locks skill; SOC-5 +2 points to Re; SAA-29 Unbeliever (resist spells at 3 x level but may not use spells or spell devices); ‡ SAC-54 Spring legs (+10 to all maneuvers/actions, chance of locking hands on 01-05 roll); § +15 non-magic set of pick lock tools; SWC-63 35 gold pieces.

AT: 6; **DB:** 10; **Armor Penalty:** 0/5/0. **Move:** 60 (55).

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acrobatics	1	10	0, (0,2), 10 †	25	Faerie Lore	2	20	(0)	30
Ambush	4	—	—	+/-4	Fauna Lore	2	20	(0)	30
Body Development+	5	1.1	0, (0,0)	31/34	Flora Lore	1	20	(0)	25
Climbing	4	10	0, (1,2), 10 †	40	Herb Lore	1	20	(0)	25
Contortions	1	8	0, (0,2), 10 †	23	Lock Lore	4	20	(0)	40
Disarm Traps	4	5	0, (3,3), 10 †	35	Metal Lore	4	20	(0)	40
Falchion	1	10	2, (-,-)	15	Poison Lore	1	20	(0)	25
General Perception	3	8	0, (2,2)	23	Sprinting	1	10	(2), 10 †	25
Maneuver Soft Leather	2	10	0, (0,2)	20	Stone Lore	1	20	(0)	25
Pick Locks	4	5	0, (3,3)35†‡§	60	Subduing	2	10	(2)	20
Riding	1	5	0, (2,2)	10					
Sling	2	10	2, (-,-)	22					
Stalk/Hide	4	8	0, (3,3)	28					
Swimming	2	10	0, (1,2), 10 †	30					
Thrown+ (Daggers)	6	10	2, (-,-)	42					

LEVEL 3

Prof: Thief. **Level:** 3. **Experience Points:** 30,000.

Eyes: Hazel. **Hair:** Golden. **Build:** Slender.

Height: 5'4". **Weight:** 120 lbs. **Hits:** 41/45.

Realm: Essence. **Power Points:** 0.

St-88 (88); Qu-90 (90); Pr-91 (91); In-71 (71); Em-40 (62);

Co-91 (91); Ag-90 (90); SD-63 (74); Re-100 (100); Me-95 (95).

AT: 6; DB: 10; Armor Penalty: 0/5/0. Move: 60 (55).

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acrobatics	1	10	0, (0,6), 10 †	25	Faerie Lore	4	20	(0)	40
Adrenal Moves					Fauna Lore	4	20	(0)	40
Speed	1	10	0, (0,0)	15	Flora Lore	3	20	(0)	35
Balance	1	10	0, (0,0)	15	Herb Lore	3	20	(0)	35
Leaping	1	10	0, (0,0), 10 †	25	Lock Lore	8	20	(0)	60
Landing	1	10	0, (0,0), 10 †	25	Metal Lore	6	20	(0)	50
Ambush	6	—	—	+/- 6	Poison Lore	5	20	(0)	45
Body Development+	7	1.1	0, (0,0)	41/45	Stone Lore	1	20	(0)	25
Climbing	8	10	0, (3,6), 10 †	60	Sprinting	3	10	(6), 10 †	35
Contortions	1	8	0, (0,4), 10 †	23	Subduing	3	10	(6)	25
Disarm Traps	8	5	0, (9,9), 10 †	55					
Falchion	2	10	6, (-,-)	26					
General Perception	5	8	0, (3,3)	33					
Maneuver Soft Leath	12	10	0, (0,6)	70					
Martial Arts									
Striking R-1	2	10	6, (0,0)	26					
Pick Locks	8	5	0(9,9)35†‡§	80					
Riding	1	5	0, (3,3)	10					
Sling	4	10	6, (-,-)	36					
Stalk/Hide	6	0/5	0, (9,9)	30/35					
Swimming	2	10	10 †	30					
Thrown+ (Daggers)	8	10	6, (-,-)	56					

LEVEL 5

Prof: Thief. **Level:** 5. **Experience Points:** 50,000.

Eyes: Hazel. **Hair:** Golden. **Build:** Slender.

Height: 5'4". **Weight:** 106 lbs. **Hits:** 52/57.

Realm: Essence. **Power Points:** 0.

St-88 (88); Qu-90 (90); Pr-91 (91); In-71 (71); Em-41 (62);

Co-91 (91); Ag-90 (90); SD-65 (74); Re-100 (100); Me-95 (95).

AT: 6; DB: 10; Armor Penalty: 0/5/0. Move: 60 (55).

New Equipment: Book of Nomikos (Reduces Faerie Lore, Fauna Lore, and Flora Lore skills to one less Development cost, with a minimum cost of 1) [Note: This is not a magical device but an incredibly thick tome of knowledge and data].

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acrobatics	3	10	0, (0, 10), 10 †	35	Swimming	2	10	0, (5,10), 10 †	30
Adrenal Moves					Thrown+ (Daggers)	12	10	10, (-,-)	74
Speed	2	10	0, (0,0)	20	Distance Running	2	10	(10), 10 †	30
Balance	2	10	0, (0,0)	20	Dragon Lore	1	20	(0)	25
Leaping	2	10	0, (0,0), 10 †	30	Faerie Lore	6	20	(0)	50
Landing	2	10	0, (0,0), 10 †	30	Fauna Lore	6	20	(0)	50
Ambush	10	—	—	+/- 10	Flora Lore	3	20	(0)	35
Body Development+	9	1.1	0, (0,0)	52/57	Herb Lore	3	20	(0)	35
Climbing	10	10	0, (5,10), 10 †	70	Jumping	2	8	(10), 10 †	28
Contortions	5	8	0, (0,10), 10 †	43	Locate Secret Opening	1	13	(5)	18
Disarm Traps	8	5	0, (15,15), 10 †	55	Lock Lore	12	20	(0)	74
Falchion	3	10	10, (-,-)	35	Metal Lore	8	20	(0)	60
General Perception	9	8	0, (5,5)	53	Poison Lore	5	20	(0)	45
Maneuver Soft Leath	12	10	0, (0,10)	70	Pole Vaulting	2	8	(10), 10 †	28
Martial Arts					Sprinting	3	10	(10), 10 †	35
Striking R-1	2	10	10, (-,-)	30	Stone Lore	1	20	(0)	25
Pick Locks	12	5	0(15,15)35†‡,§	94	Subduing	3	10	(10)	25
Riding	1	5	0, (5,5)	10	Tight Rope Walking	2	5	(10), 10 †	25
Sling	6	10	10, (-,-)	50	Tumbling	1	5	(10), 10 †	20
Stalk/Hide	8	8	0, (15,15)	48					

LEVEL 7

Prof: Thief. **Level:** 7. **Experience Points:** 90,000.

Eyes: Hazel. **Hair:** Golden. **Build:** Slender.

Height: 5'4". **Weight:** 101 lbs. **Hits:** 60/66.

Realm: Essence. **Power Points:** 0.

St-88 (88); Qu-90 (90); Pr-91 (91); In-71 (71); Em-44 (62);
Co-91 (91); Ag-90 (90); SD-66 (74); Re-100 (100); Me-95 (95).

AT: 6; **DB:** 10; **Armor Penalty:** 0/-5/0. **Move:** 60 (55).

New Equipment: Book of Nomikos (Reduces Faerie Lore, Fauna Lore, and Flora Lore skills to one less Development cost, with a minimum cost of 1) [Note: This is not a magical device but an incredibly thick tome of knowledge and data]; +10 High Steel Throwing Daggers [3].

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acrobatics	4	10	0, (0,14), 10 †	40	Swimming	4	10	0, (7,14), 10 †	40
Adrenal Moves					Thrown+ (Daggers)	14	10	14, (-,-)	82
Speed	3	10	0, (0,0)	25	Basic Math	1	20	(0)	25
Balance	3	10	0, (0,0)	225	Distance Running	2	10	(14)	20
Leaping	3	10	0, (0,0), 10 †	35	Dragon Lore	2	20	(0)	40
Landing	3	10	0, (0,0), 10 †	35	Faerie Lore	7	20	(0)	55
Ambush	10	—	—	+/- 10	Fauna Lore	7	20	(0)	55
Body Development+	11	1.1	0, (0,0)	60/66	Flora Lore	4	20	(0)	40
Climbing	14	10	0, (7,14), 10 †	74	Herb Lore	4	20	(0)	40
Contortions	7	8	0, (0,14), 10 †	53	Jumping	2	8	(14), 10 †	28
Disarm Traps	8	5	0, (21,21), 10 †	55	Locate Secret Opening	3	13	(7)	28
Falchion	3	10	14, (-,-)	39	Lock Lore	16	20	(0)	82
General Perception	13	8	0, (7,7)	64	Metal Lore	10	20	(0)	70
Maneuver Soft Leath	12	10	0, (0,14)	70	Poison Lore	5	20	(0)	45
Martial Arts					Pole Vaulting	3	8	(14), 10 †	33
Striking R-1	4	7	14, (-,-)	41	Sprinting	3	10	(14), 10 †	35
Pick Locks	16	5	0(21,21),35 †‡§	103	Stone Lore	1	20	(0)	25
Riding	3	5	0, (7,7)	20	Subduing	3	10	(14)	25
Sling	6	10	14, (-,-)	54	Tight Rope Walking	3	5	(14), 10 †	20
Stalk/Hide	10	8	0, (21,21)	58	Tumbling	3	5	(14), 10 †	30

LEVEL 10

Prof: Thief. **Level:** 10. **Experience Points:** 150,000.

Eyes: Hazel. **Hair:** Golden. **Build:** Slender.

Height: 5' 4". **Weight:** 105 lbs. **Hits:** 71/77.

Realm: Essence. **Power Points:** 0.

St-88 (88); Qu-90 (90); Pr-91 (91); In-71 (71); Em-48 (62);

Co-91 (91); Ag-90 (90); SD-67 (74); Re-100 (100); Me-95 (95).

AT: 6; **DB:** 10; **Armor Penalty:** 0/5/0. **Move:** 60 (55).

New Equipment: Book of Nomikos (Reduces Faerie Lore, Fauna Lore, and Flora Lore skills to one less Development cost, with a minimum cost of 1) [Note: This is not a magical device but an incredibly thick tome of knowledge and data]; +10 High Steel Throwing Daggers; 4 doses of Arkasu (heals 2-12 hits and doubles healing for major wounds); 8 doses of Agaath (breathe with low oxygen for 12 hrs); 12 slices of Cram (Dwarven Way Bread — five day's nutrition per slice).

Skill	Rank	Stat Bonus	Special Bonus	Total	Falchion	3	10	20, (-,-)	45
Acrobatics	8	10	0, (0,20), 10 †	60	General Perception	16	8	0, (10,10)	70
Adrenal Moves					Maneuver Soft Leath	12	10	0, (0,20)	70
Speed	4	10	0, (0,0)	30	Martial Arts				
Balance	4	10	0, (0,0)	30	Striking R-1	8	10	20, (-,-)	90
Leaping	4	10	0, (0,0), 10 †	40	Pick Locks	22	5	0,(30,30),35 †‡§	114
Landing	4	10	0, (0,0), 10 †	40	Riding	7	5	0, (10,10)	40
Ambush	16	—	—	+/- 16	Seduction	4	5	0, (30,0)	25
Body Development+	11	1.1	0, (0,0)	70/71	Sling	6	10	20, (-,-)	60
Climbing	20	10	0, (10,20), 10 †	90	Stalk/Hide	13	5/10	0, (30,30)	61/66
Contortions	13	8	0, (0,20), 10 †	74	Swimming	4	10	0, (10,20), 10 †	40
Disarm Traps	8	5	0, (30,30), 10 †	55	Thrown+ (Daggers)	7	10	20, (-,-)	94

(Level 10 continued on next page)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Advanced Math	1	20	(0)	25	Lock Lore	25	20	(0)	95
Basic Math	4	20	(0)	40	Metal Lore	16	20	(0)	82
Distance Running	3	10	(20)	25	Poison Lore	5	20	(0)	45
Dragon Lore	2	20	(0)	30	Pole Vaulting	4	8	(20), 10 †	38
Faerie Lore	7	20	(0)	55	Sprinting	3	10	(20), 10 †	35
Fauna Lore	10	20	(0)	70	Stone Lore	1	20	(0)	25
Flora Lore	7	20	(0)	55	Subduing	3	10	(20)	45
Herb Lore	4	20	(0)	40	Tight Rope Walking	4	5	(20), 10 †	35
Jumping	3	8	(20), 10 †	33	Tumbling	4	5	(20)	25
Lip Reading	1	13	(0)	18	Wood Craft	1	5	(0)	10
Locate Secret Opening	4	13	(10)	33					

LEVEL 15

Prof: Thief. **Level:** 15. **Experience Points:** 300,000.

Eyes: Hazel. **Hair:** Golden. **Build:** Slender.

Height: 5'4". **Weight:** 111 lbs. **Hits:** 92/101.

Realm: Essence. **Power Points:** 0.

St-88 (88); Qu-90 (90); Pr-91 (91); In-71 (71); Em-62 (62);

Co-91 (91); Ag-90 (90); SD-74 (74); Re-100 (100); Me-95 (95).

AT: 6; **DB:** 10; **Armor Penalty:** 0/5/0. **Move:** 60 (55).

New Equipment: Book of Nomikos (Reduces Faerie Lore, Fauna Lore, and Flora Lore skills to one less Development cost, with a minimum cost of 1) [Note: This is not a magical device but an incredibly thick tome of knowledge and data]; +10 High Steel Throwing Dagger; 4 doses of Arkasu (heals 2-12 hits and doubles healing for major wounds); 8 doses of Agaath (breathe with low oxygen for 12 hrs); 12 slices of Cram (Dwarven Way Bread — five day's nutrition per slice); +25 Laen Lock Picks (+25 to skill bonus).

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acrobatics	12	10	0, (0, 30), 10 †	74	Administration	5	—	(0)	25
Adrenal Moves					Advanced Math	6	20	(0)	50
Speed	4	10	0, (0,0)	30	Basic Math	9	20	(0)	65
Balance	5	10	0, (0,0)	35	Distance Running	3	10	(30), 10 †	35
Leaping	5	10	0, (0,0), 10 †	45	Dragon Lore	2	20	(0)	40
Landing	4	10	0, (0,0), 10 †	40	Faerie Lore	7	20	(0)	55
Ambush	26	—	—	+/- 26	Fauna Lore	15	20	(0)	85
Body Development+	15	1.1	0, (0,0)	92/101	Flora Lore	12	20	(0)	74
Climbing	25	10	0, (15,30), 10 †	95	Herb Lore	4	20	(0)	40
Contortions	17	8	0, (0, 30), 10 †	82	Jumping	3	8	(30), 10 †	33
Disarm Traps	8	5	0, (45,45), 10 †	55	Lip Reading	1	13	(0)	18
Falchion	3	10	30, (-,-)	55	Locate Secret Opening	4	13	(15)	33
General Perception	21	8	0, (15,15)	79	Lock Lore	35	20	(0)	102.5
Maneuver Rigid Leath	12	10	0, (0,30)	70	Metal Lore	21	20	(0)	91
Maneuver Soft Leath	12	10	0, (0,30)	70	Poison Lore	5	20	(0)	45
Martial Arts					Pole Vaulting	4	8	(30), 10 †	38
Striking R-1	8	10	30, (-,-)	80	Sprinting	3	10	(30), 10 †	35
Striking R-2	2	10	30, (-,-)	50	Stone Lore	1	20	(0)	25
Pick Locks	32	5	0,(45,45)35†,‡,§	121	Subduing	7	10	(30)	45
Riding	7	5	0, (15,15)	40	Tight Rope Walking	4	5	(30), 10 †	35
Seduction	10	5	0, (45,0)	55	Tumbling	4	5	(30)	25
Sling	6	10	30, (-,-)	70	Wood Craft	1	5	(0)	10
Stalk/Hide	18	5/10	0, (45,45)	71/76					
Swimming	9	10	0, (15,30), 10 †	65					
Thrown+ (Daggers)	27	10	30, (-,-)	117					

LEVEL 20

Prof: Thief. **Level:** 20. **Experience Points:** 500,000.
Eyes: Hazel. **Hair:** Golden. **Build:** Slender.
Height: 5'4". **Weight:** 113 lbs. **Hits:** 117/129.
Realm: Essence. **Power Points:** 0.
St-88 (88); Qu-90 (90); Pr-91 (91); In-71 (71); Em-62 (62);
Co-91 (91); Ag-90 (90); SD-74 (74); Re-100 (100); Me-95 (95).
AT: 6; DB: 10; Armor Penalty: 0/5/0. Move: 60 (55).

New Equipment: Book of Nomikos (Reduces Faerie Lore, Fauna Lore, and Flora Lore skills to one less Development cost, with a minimum cost of 1) [Note: This is not a magical device but an incredibly thick tome of knowledge and data]; +10 High Steel Throwing Dagger; 4 doses of Arkasu (heals 2-12 hits and doubles healing for major wounds); 8 doses of Agaath (breathe with low oxygen for 12 hrs); 12 slices of Cram (Dwarven Way Bread — five day's nutrition per slice); +25 Laen Lock Picks (+25 to skill bonus).

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acrobatics	17	10	0, (0,40), 10 †	84	Administration	10	—	(0)	50
Adrenal Moves					Advanced Math	6	20	(0)	50
Speed	9	10	0, (0,0)	55	Basic Math	9	20	(0)	65
Balance	7	10	0, (0,0)	45	Distance Running	3	10	(40), 10 †	35
Leaping	8	10	0, (0,0), 10 †	60	Dragon Lore	2	20	(0)	30
Landing	9	10	0, (0,0), 10 †	65	Faerie Lore	8	20	(0)	60
Ambush	36	—	—	+/- 36	Fauna Lore	16	20	(0)	82
Body Development+	20	1.1	0, (0,0)	117/129	Flora Lore	13	20	(0)	76
Climbing	30	10	0, (20,40), 10 †	100	Herb Lore	5	20	(0)	45
Contortions	22	8	0, (0,40), 10 †	90	Jumping	3	8	(40), 10 †	33
Disarm Traps	8	5	0, (60,60), 10 †	55	Lip Reading	2	13	(0)	23
Falchion	5	10	40, (-,-)	75	Locate Secret Opening	5	13	(20)	38
General Perception	27	8	0, (20,20)	85	Lock Lore	44	20	(0)	107
Linguistics	10	—	—	R-10	Meditation				
Maneuver Soft Leath	12	10	0, (0,40)	70	Ki	5	5	(0)	30
Maneuver Rigid Leath	12	10	0, (0,40)	70	Trance	5	5	(0)	35
Martial Arts					Healing	5	—	(0)	25
Striking R-1	8	10	40, (-,-)	90	Sleep	5	—	(0)	25
Striking R-2	7	10	40, (-,-)	85	Metal Lore	22	20	(0)	92
Striking R-3	2	10	40, (-,-)	60	Poison Lore	6	20	(0)	50
Pick Locks	42	5	(60,60), 35 †, ‡, §	126	Pole Vaulting	4	8	(40), 10 †	38
Riding	7	5	0, (20,20)	40	Sprinting	3	10	(40), 10 †	35
Seduction	15	5	0, (60,0)	70	Stone Lore	2	20	(0)	30
Sling	9	10	40, (-,-)	95	Subduing	7	10	(40)	45
Stalk/Hide	24	5/10	0, (60,60)	79/84	Tight Rope Walking	4	5	(40), 10 †	35
Swimming	9	10	0, (20,40), 10 †	65	Tumbling	4	5	(40)	25
Thrown+ (Dagger)	32	10	40, (-,-)	131	Wood Craft	2	5	(0)	15

(shin Ve' Kru)

f all the treacherous villains to ever come to Quellborne, the Land of the Silvery Mist, none can compare to Sien Vae'Oru, born in 6035 somewhere in the lands to the south. His hawkish appearance and high cheek bones indicate he probably hails from Ulyshak.

Around the year 6045 Sien came to the coast of the Silver Mist on a illegal freighter hauling such goods as bales of Tukamur, Hoak-Foer, and other drugs.

LEVEL 3

After tiring with the ways of the sea, Sien took up residence in Kelfour's Landing, one of the many settlements dotted across the rugged land. There he made his living through small criminal acts, including theft, mugging, and swindles. Keeping one step ahead of the law, as well as ahead of the numerous sinister religious sects on the island, imbued Sien with a healthy edge.

He would have continued his life of small crime if it hadn't been for a small incident in a local tavern, in which a travelling merchant offered the young man a sample of Haliish, a foreign narcotic from the distant shores of Tharda. Sien's euphoria and high lasted several days, making him feel like the greatest war general to thunder across the plains of Jaiman.

When he came down, his life shattered (what little life he had), and he sought far and wide for the merchant. His life seemed ebbed away by the Haliish. Sien couldn't even manage to pull off a simple mugging, and soon he was apprehended and incarcerated in the local jail.

There he met up with the merchant who had given him the Haliish, for he too was bound for the guillotine, guilty of selling illegal drugs. It happened that the merchant had one remaining dose of Haliish and, in a desperate gamble, gave it to Sien. The rush of the drug brought incredible strength, vitality, and courage to Sien, who set upon his jailer. After killing a number of guards, bare-handed or with nothing more than a broken bottle, he and his new merchant friend escaped.

LEVEL 5

The merchant, more than relieved to be free, promised to return to Kelfour as often as he could and deliver the Haliish at 'cost' to his young savior. In the mean time, Sien played a low-key role in the city's thieving ring, sticking to begging in the streets. True enough to his words, the merchant often returned with packets of fresh Haliish and sold them to Sien. Each dose gave him great strength and vitality, but also brought an even greater downward crash. During his highs he would carouse the town, his purse full of silver from easy prey, delighting the ladies with drinks and fineries, only to take them from their dead and ravaged bodies in some dark back street. In his pits of depression he would skulk along the streets begging for anything he could get.

LEVEL 7

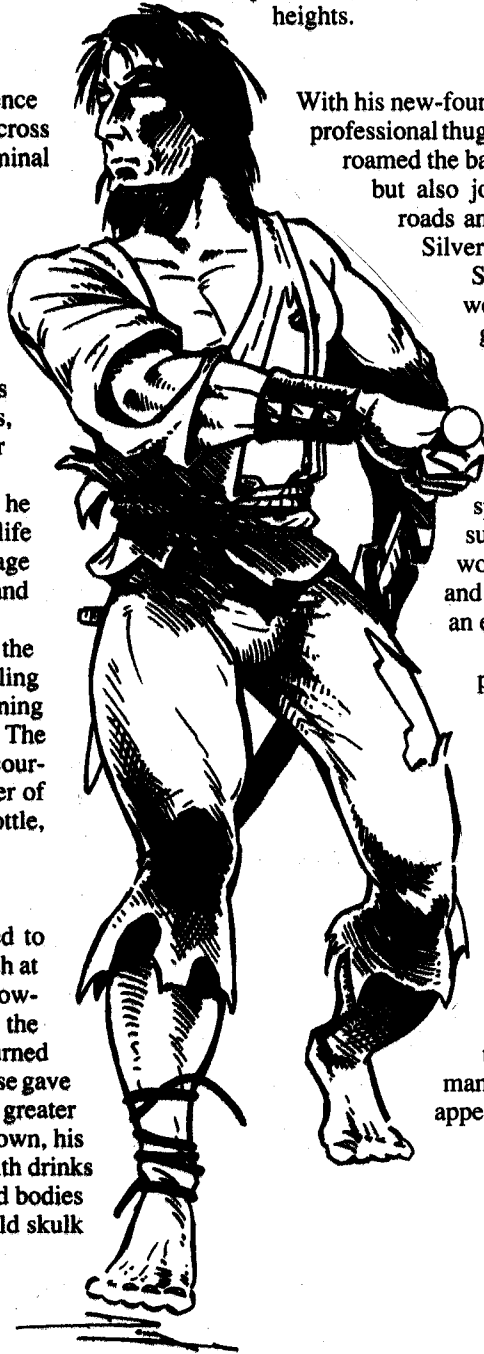
In one of his fits of spiralling stamina, Sien ventured into the Citadel of Wizards. There Sien encountered many things he wished were mere Haliish illusions: Ghosts, ghouls, and vile creatures of darkness, all of which wished only to fill their sickly maw of teeth with his flesh. He fought bravely and won many battles. From the place, he carried a small pack of riches that would elevate his life to even greater heights.

LEVEL 10

With his new-found wealth Sien began a cadre of professional thugs and cutthroats, which not only roamed the back alleys of Kelfour's Landing but also journeyed out among the back roads and highways of the land of the Silver Mist.

Soon his band of thieves was well-known, and his life of begging and mugging was over. He had organized a murderous band that robbed from both the rich and poor, giving vast wealth to Sien. With his greater wealth, he bought a splendid villa at the edge of town, surrounding himself with nubile women, rich foods, aged wines and liquors, and, most valued of all, an endless supply of Haliish.

The drug now almost completely controlled Sien's life. If it wasn't for its courage-producing effect on him, he would have never become the ring-leader of such a band of vileness. Haliish had its drawbacks, however. Aside from his massive depressions, the drug also brought out the worst in him: a murderous, vengeful streak that he took out on his slaves and concubines. Soon slavers were getting hard-pressed to fill his demands for the young girls that disappeared in his service so regularly.



LEVEL 15

As Sien became the leader of all organized crime in Kelfour's Landing, he also started a number of 'legal' operations. One such 'guild' was the Adventurer's Union, a place where groups of free-willed mercenaries or adventurers could come for rest, relaxations, and a commitment of having a thieving-free environment. His prices were much higher than local inns, but his reputation of a sanctuary from muggers and cut-purses drew a large clientele. His union also supplied the adventurers with maps and tomes of information on subjects ranging from the antidote for a local snake bite to the most recent hypothesis of where the ancient city of Quellborne may lie.

Sien also started up a number of specialized smithies, where adventurers could find only the best tempered steels, magic irons, and rare metals. Again, his prices were more than exorbitant, but he also proclaimed that the weapons were so enchanted that no thieves in the surrounding lands would be able to touch it—and again his claims held true nearly all the time.

LEVEL 20

Presently, Sien is the most powerful kingpin in all of the Land of the Silver Mist. His bouts with the mysterious drug Haliish are claiming more and more lives, and is slowly even draining the life from Sien.

DESCRIPTION

Sien is a dark and forbidding man with a large, hawkish nose and noticeable, round cheekbones. He stands five foot, eight inches high and weighs nearly 165 pounds. His face appears as though it has been unwashed since the day he was born. His teeth, what are left of them, are black and pitted; yellow stains cover most of the enamel. His hair is greasy black and unkempt, never having had a comb pass through its locks.

Sien wears whatever suits him. During his highs from Haliish, he often fancies himself a respected gentleman or a brave adventurer. During his slumps, he grovels the streets in rags, no more than a shredded loincloth covering his body.

Sien uses a short sword and dagger, but rarely has the same blade for more than an evening or two.

LEVEL 1

Prof: Thief. **Level:** 1. **Experience Points:** 10,000.

Eyes: Green. **Hair:** Black. **Build:** Slim.

Height: 5'8". **Weight:** 163 lbs. **Hits:** 30/30.

Realm: Channeling. **Power Points:** 1.

St-61 (61); Qu-90 (90); Pr-51 (51); In-83 (99); Em-52 (78); Co-62 (92); Ag-90 (90); SD-27 (27); Re-59 (86); Me-27 (94).

Background Options: SOC-2 +10 to Perception †; SWC-86 80 Gps; SAA-31 Master Tactician; SIC-56 +10 Magic Boots of Leaping §; SIC-66 +10 Daily I Item: Presence [Astrologer's Base List]; SAM-50 +15 Re §.

AT: 5; **DB:** 10; **Armor Penalty:** 0/0/0. **Move:** 60 (55).

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Begging	2	—	(3)	10
Leaping	2	3	0, (0,0), 10§	23	Detect Traps	2	5	(1)	15
Landing	2	3	0, (0,0)	13	Distance Running	2	—	(2)	10
Speed	2	3	0, (0,0)	13	Locate Secret Opening	4	10	(1)	30
Ambush	2	—	—	+/- 2	Pick Pockets	2	8	(3)	18
Body Development+	5	—	0, (0,0)	30/30	Scrounge	2	10	(1)	20
Climbing	2	10	0, (1,2)	20	Sense Ambush	2	10	(1)	20
Dagger	2	7	2, (-,-)	19	Silent Kill	2	8	(1)	18
Disarm Traps	2	8	0, (3,3)	18	Streetwise	2	3	(1)	13
General Perception	2	8	0, (1,1), 10 †	28	Use Poison	2	8	(1)	18
Martial Arts									
Striking R-1	2	7	2, (-,-)	19					
Pick Locks	2	10	0, (3,3)	20					
Riding	2	5	0, (1,1)	15					
Short Sword	2	7	2, (-,-)	19					
Spell Acquisition+	3	5	0, (0,0)	-					
Stalk/Hide	2	8/5	0, (3,3)	18/15					
Swimming	2	10	0, (1,2)	20					

LEVEL 3

Prof: Thief. **Level:** 3. **Experience Points:** 30,000.
Eyes: Green. **Hair:** Black. **Build:** Slim.
Height: 5'8". **Weight:** 163 lbs. **Hits:** 38/41.
Realm: Channeling. **Power Points:** 3.

St-61 (61); Qu-90 (90); Pr-50 (51); In-98 (99); Em-75 (78);
 Co-75 (92); Ag-90 (90); SD-25 (27); Re-74 (86); Me-53 (94).
AT: 5; **DB:** 10; **Armor Penalty:** 0/0/0. **Move:** 60 (55).
Spell list:
 Light's Way 1-5 (Open Channeling List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Begging	4	3	(9)	23
Leaping	4	3	0, (0,0), 10<\$	33	Detect Traps	5	20	(3)	43
Landing	4	3	0, (0,0)	23	Distance Running	4	5	(6)	25
Speed	4	3	0, (0,0)	23	Locate Secret Opening	6	18	(3)	48
Ambush	4	—	—	+/- 4	Pick Pockets	4	15	(9)	35
Body Development+	6	1.05	0, (0,0)	38/41	Scrounge	4	18	(3)	38
Climbing	4	10	0, (3,6)	30	Sense Ambush	5	18	(3)	43
Dagger	4	7	6, (-,-)	33	Silent Kill	5	15	(3)	40
Disarm Traps	4	15	0, (9,9)	35	Streetwise	4	10	(3)	30
General Perception	6	18	0, (3,3), 10†	58	Use Poison	4	15	(3)	35
Martial Arts									
Striking R-1	3	7	6, (-,-)	28					
Pick Locks	4	52	0, (9,9)	25					
Riding	4	8	0, (3,3)	28					
Short Sword	4	7	6, (-,-)	33					
Stalk/Hide	4	8/5	0, (9,9)	28/25					
Swimming	4	10	0, (3,6)	30					

LEVEL 5

Prof: Thief. **Level:** 5. **Experience Points:** 50,000.
Eyes: Green. **Hair:** Black. **Build:** Slim.
Height: 5'8". **Weight:** 163 lbs. **Hits:** 42/44.
Realm: Channeling. **Power Points:** 5.
 St-61 (61); Qu-90 (90); Pr-50 (51); In-98 (99); Em-76 (78);
 Co-83 (92); Ag-90 (90); SD-27 (27); Re-84 (86); Me-81 (94).

AT: 5; **DB:** 10; **Armor Penalty:** 0/0/0. **Move:** 60 (55).
New Equipment: Staff of the Hand (Daily III item: Telekinesis x1 (Open Essence List)
Spell list:
 Light's Way 1-5 (Open Channeling List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Appraisal	2	13	(0)	23
Leaping	6	3	0, (0,0), 10\$	43	Begging	6	3	(15)	33
Landing	6	3	0, (0,0)	33	Detect Traps	7	20	(5)	55
Speed	6	3	0, (0,0)	33	Distance Running	7	5	(10)	40
Balance	2	3	0, (0,0)	13	Locate Secret Opening	8	20	(5)	60
Ambush	7	—	0, (0,0)	+/- 7	Lock Lore	3	13	(0)	28
Body Development+	8	1.05	0, (0,0)	42/44	Pick Pockets	6	15	(15)	45
Climbing	6	10	0, (5,10)	40	Poison Lore	2	13	(0)	23
Dagger	6	7	10, (-,-)	47	Scrounge	6	20	(5)	50
Disarm Traps	6	15	0, (15,15)	45	Sense Ambush	7	20	(5)	55
General Perception	10	20	0, (5,5), 10 †	80	Silent Kill	7	15	(5)	50
Maneuver Soft Leath	1	8	0, (0,10)	13	Streetwise	6	10	(5)	40
Martial Arts					Use Poison	6	15	(5)	45
Striking R-1	5	7	10, (-,-)	42					
Pick Locks	6	17	0, (15,15)	47					
Riding	4	8	0, (5,5)	28					
Short sword	6	7	10, (-,-)	47					
Stalk/Hide	6	8/5	0, (15,15)	38/35					
Swimming	6	10	0, (5,10)	40					

LEVEL 7

Prof: Thief. **Level:** 7. **Experience Points:** 90,000.

Eyes: Green. **Hair:** Black. **Build:** Slim.

Height: 5'8". **Weight:** 163 lbs. **Hits:** 53/56.

Realm: Channeling. **Power Points:** 14.

St-61 (61); Qu-90 (90); Pr-50 (51); In-98 (99); Em-76 (78);

Co-83 (92); Ag-90 (90); SD-27 (27); Re-84 (86); Me-81 (94).

AT: 5; **DB:** 10; **Armor Penalty:** 0/0/0. **Move:** 60 (55).

New Equipment: Staff of the Hand (Daily III item: Telekinesis x1 (Open Essence List); +5 Enchanted Iron Short Sword with 20% chance of any Arm Critical Negation.

Spell list:

Light's Way 1-5 (Open Channeling List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Appraisal	3	13	(0)	28
Leaping	8	3	0, (0,0), 10§	53	Begging	8	3	(21)	43
Landing	8	3	0, (0,0)	43	Detect Traps	9	20	(7)	65
Speed	8	3	0, (0,0)	43	Distance Running	8	5	(14)	45
Balance	4	3	0, (0,0)	23	Locate Secret Opening	10	20	(7)	70
Ambush	11	—	—	-/+ 11	Lock Lore	5	13	(0)	38
Body Development+	10	1.05	0, (0,0)	53/56	Pick Pockets	10	15	(21)	65
Climbing	9	10	0, (7,14)	55	Poison Lore	4	13	(0)	33
Contortions	6	8	0, (0,14)	38	Scrounge	8	20	(7)	60
Dagger	8	7	14, (-,-)	51	Sense Ambush	9	20	(7)	65
Disarm Traps	8	15	0, (21,21)	55	Silent Kill	9	15	(7)	60
General Perception	13	20	0, (7,7), 10 †	86	Streetwise	10	10	(7)	60
Maneuver Soft Leath	1	8	0, (0,14)	13	Use Poison	8	15	(7)	55
Martial Arts									
Striking R-1	5	7	14, (-,-)	52					
Pick Locks	9	17	0, (21,21)	62					
Riding	4	8	0, (7,7)	28					
Stalk/Hide	8	8/5	0, (15,15)	48/45					
Swimming	8	10	0, (7,14)	50					
Short Sword	8	7	14, (-,-)	51					

LEVEL 10

Prof: Thief. **Level:** 10. **Experience Points:** 110,000.

Eyes: Green. **Hair:** Black. **Build:** Slim.

Height: 5'8". **Weight:** 163 lbs. **Hits:** 70/77.

Realm: Channeling. **Power Points:** 20.

St-61 (61); Qu-90 (90); Pr-51 (51); In-99 (99); Em-78 (78);

Co-92 (92); Ag-90 (90); SD-27 (27); Re-86 (86); Me-94 (94).

AT: 5; **DB:** 10; **Armor Penalty:** 0/0/0. **Move:** 60 (55).

New Equipment: Staff of the Hand (Daily III item: Telekinesis x1 (Open Essence List); +5 Enchanted Iron Broad Sword with 20% chance of any Arm Critical Negation. Eye of the Arachnid (broach: +15 bonus to General Perception).

Spell list:

Light's Way 1-5 (Open Channeling List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Stalk/Hide	12	8/5	0, (30,30)	62/59
Leaping	11	3	0, (0,0), 10§	65	Swimming	9	10	0, (10,20)	55
Landing	11	3	0, (0,0)	55	Short Sword	11	7	20, (-,-)	79
Speed	11	3	0, (0,0)	55					
Balance	7	3	0, (0,0)	38	Appraisal	8	15	(0)	55
Ambush	17	—	—	+/- 17	Begging	11	5	(30)	57
Body Development	14	1.1	0, (0,0)	70/77	Bribery	6	10	(30)	40
Climbing	11	10	0, (10,20)	62	Detect Traps	11	20	(10)	72
Contortions	6	8	0, (0,20)	38	Distance Running	10	5	(20)	55
Dagger	11	7	20, (-,-)	79	Locate Secret Opening	11	20	(10)	72
Disarm Traps	12	15	0, (30,30)	69	Lock Lore	8	15	(0)	55
Gambling	6	5	0, (0,0)	35	Pick Pockets	12	17	(30)	71
General Perception	16	20	0, (10,10), 10†	92	Poison Lore	8	15	(0)	55
Maneuver Soft Leath	1	8	0, (0,20)	13	Scrounge	10	20	(10)	70
Martial Arts					Sense Ambush	11	20	(10)	72
Striking R-1	5	7	20, (-,-)	52	Silent Kill	10	15	(10)	65
Pick Locks	12	17	0, (30,30)	71	Streetwise	12	10	(0)	64
Riding	4	8	0, (7,7)	28	Use Poison	10	15	(10)	65

LEVEL 15

Prof: Thief. **Level:** 15. **Experience Points:** 300,000.

Eyes: Green. **Hair:** Black. **Build:** Slim.

Height: 5'8". **Weight:** 163 lbs. **Hits:** 78/86.

Realm: Channeling. **Power Points:** 30 (+2).

St-59 (61); Qu-90 (90); Pr-51 (51); In-99 (99); Em-78 (78);
Co-92 (92); Ag-90 (90); SD-27 (27); Re-86 (86); Me-94 (94).

AT: 5; **DB:** 10; **Armor Penalty:** 0/0/0. **Move:** 60 (55).

New Equipment: Staff of the Hand (Daily III item: Telekinesis x1 (Open Essence List); +5 Enchanted Iron Broad Sword with 20% chance of any Arm Critical Negation. Eye of the Arachnid (broach: +15 bonus to General Perception). +15 Enchanted Steel II Dagger with +2 Spell Adder, Return to Thrower Via Flight, and Extra 'A' Critical On Same Roll.

Spell list:

Light's Way 1-5 (Open Channeling List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Appraisal	13	15	(0)	71
Leaping	14	3	0, (0,0), 10§	71	Begging	18	5	(45)	71
Landing	19	3	0, (0,0)	71	Bribery	10	10	(45)	60
Speed	19	3	0, (0,0)	71	Detect Traps	11	20	(15)	72
Balance	14	3	0, (0,0)	61	Distance Running	18	5	(30)	71
Ambush	27	—	—	+/- 27	Diving	2	8	(30)	18
Body Development	16	1.1	0, (0,0)	78/86	Grapple Hook	1	10	(30)	15
Climbing	15	10	0, (15,30)	70	Locate Secret Opening	11	20	(15)	72
Contortions	11	8	0, (0,30)	60	Lock Lore	13	15	(0)	71
Dagger	11	7	30, (-,-)	89	Pick Pockets	12	17	(30)	71
Disarm Traps	13	15	0, (45,45)	71	Poison Lore	13	15	(0)	71
Gambling	11	5	0, (0,0)	57	Scrounge	10	20	(15)	70
General Perception	21	20	0,(15,15),10†	101	Sense Ambush	11	20	(15)	72
Maneuver Soft Leath	1	8	0, (0,30)	13	Silent Kill	11	15	(15)	67
Martial Arts					Sprinting	3	10	(30)	25
Striking R-1	5	7	30, (-,-)	62	Streetwise	15	10	(15)	70
Pick Locks	12	17	0, (45,45)	71	Surveillance	4	13	(15)	33
Riding	9	8	0, (15,15)	53	Use Poison	13	15	(15)	71
Rope Mastery	6	10	0, (0,0)	40					
Stalk/Hide	20	8/5	0, (45,45)	78/75					
Swimming	19	10	0, (15,30)	78					
Short Sword	11	7	30, (-,-)	89					
Trickery	7	5	0, (45,45)	40					

LEVEL 20

Prof: Thief. **Level 20.** **Experience Points:** 500,000.

Eyes: Green. **Hair:** Black. **Build:** Slim.

Height: 5'8". **Weight:** 163 lbs. **Hits:** 78/86.

Realm: Channeling. **Power Points:** 40.

St-61 (61); Qu-90 (90); Pr-51 (51); In-99 (99); Em-78 (78);
Co-92 (92); Ag-90 (90); SD-27 (27); Re-86 (86); Me-94 (94).

AT: 5; **DB:** 10 (25); **Armor Penalty:** 0/0/0. **Move:** 60 (55).

New Equipment: Staff of the Hand (Daily III item: Telekinesis x1 (Open Essence List); +5 Enchanted Iron Broad Sword with 20% chance of any Arm Critical Negation. Eye of the Arachnid (broach: +15 bonus to General Perception). +15 Enchanted Steel II Dagger with +2 Spell Adder, Return to Thrower Via Flight, and Extra 'A' Critical On Same Roll. +15 Non-Magical Soft Leather Jacket (adds directly to DB).

Spell list:

Light's Way 1-5 (Open Channeling List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acrobatics	3	10	0, (0,40)	25	Appraisal	13	15	(0)	71
Acting	1	3	0, (60,60)	8	Begging	18	5	(60)	71
Adrenal Moves					Brawling	5	20	(40)	45
Leaping	14	3	0, (0,0), 10\$	71	Bribery	13	10	(60)	71
Landing	19	3	0, (0,0)	71	Detect Traps	11	20	(20)	72
Speed	19	3	0, (0,0)	71	Disarm Foe Armed	7	10	(40)	45
Balance	14	3	0, (0,0)	71	Distance Running	18	5	(40)	71
Ambush	37	—	—	37	Diving	7	8	(40)	43
Body Development	16	—	0, (0,0)	78/86	Grapple Hook	8	10	(40)	50
Climbing	15	10	0, (20,40)	70	Locate Secret Opening	13	20	(20)	76
Contortions	14	8	0, (0,40)	66	Lock Lore	13	15	(0)	71
Dagger	11	7	40, (-,-)	99	Pick Pockets	12	17	(60)	71
Disarm Traps	13	15	0, (60,60)	71	Poison Lore	13	15	(0)	71
Gambling	15	—	0, (0,0)	60	Scrounge	10	20	(20)	70
General Perception	21	20	0,(20,20),10+	101	Sense Ambush	11	20	(20)	72
Maneuver Soft Leather	1	8	0, (0,40)	13	Silent Kill	13	15	(20)	71
Martial Arts					Sprinting	7	10	(40)	45
Strike R-1	5	7	40, (-,-)	72	Streetwise	15	10	(20)	70
Pick Locks	12	17	0, (60,60)	71	Stunned Maneuvers	5	5	(40)	30
Public Speaking	2	3	0, (0,0)	13					
Riding	9	8	0, (20,20)	70					
Rope Mastery	6	10	0, (0,0)	40					
Seduction	6	13	0, (60,0)	33					
Singing	4	10	0, (0,0)	30					
Stalk/Hide	20	8/5	0, (60,60)	78/75					
Subdue	7	10	0, (0,40)	45					
Swimming	19	10	0, (20,40)	78					
Short Sword	11	7	40, (-,-)	99					
Trickery	7	5	0, (60,60)	40					

(*Shamel Hasoom*)

Shamel Hasom was born in 6030 in the lands of Gethrya, in the savagely parched land of Ektaeth, to a simple Kh'Orse herder. (A Kh'Orse is a hybrid light horse with springy legs and wide splayed hooves, allowing incredible traction on loose shifting, sand or rocky outcroppings.)

On his twelfth birthday, he was given a small mare named Ikoathi ("the winds of the sky") and a lustrous saddle, gleaming with the worked hide of an Obanshi. Being his parents' only son, in a community where families rarely boasted less than ten children, Shamel often received great prizes.

His early years were rather uneventful, and Shamel found much time to spend with his beautiful horse and saddle, herding a small herd of Kh'Orses over the sandy plains of his homeland.

LEVEL 3

Shamel would have continued on with his family's profession of raising Kh'Orses had it not been for the ruling Tantu, a savage and ruthless leader who, after a harsh summer and lack of tribute, confiscated all of Shamel's family's herd, even his beautiful mare, to be sacrificed to the Ankii. His father, distraught at his loss, committed suicide. His sister was stolen in the night, no doubt to become a member of some Tantu harem. Shamel's mother went mad with grief, and still to this day wanders the street screaming for a slice of juicy khonshi!

Shamel grew vengeful and left his house with saddle, bow, and sword. He first attacked the Tantu's warehouse, stealing a beautiful leather breastplate, desert gear, and bridles for dozens of Kh'Orses. He then boldly dashed to the corrals, dispatching more of the Tantu's men and purloining all his family's Kh'Orses and his beautiful mare. With his prizes he stole to the deepest desert, setting up a camp for himself and anyone who dared to join in his fight against the local Tantu tyrant.

To his surprise, he soon had gathered ten hardy young men, each with a reason to hate the Tantu overlord. From their base of operations, deep in the swirling desert, they struck out at the merchants, Tantu caravans, and even dared to scavenge off the Ankii's unguarded treasure lairs.

LEVEL 5

For a land with strict adherence to ancient customs and family grants, Shamel's band of Rogues was an outrage and downright blasphemy to the old order. In repeated attempts, the Ankii and various Tantu lords sent forces into the harsh lands to clear out the band of Rogues. Each time they returned bloodied, telling of greater and greater forces in the desert.

At about this time, Shamel, in one of his numerous khonshi hunts, came across an ancient stone edifice. On the cylindrical tower were ancient friezes and runes prophesizing an ancient burial ground. With the help of his band of Rogues, he discovered a small city in the desert valley. Using baskets to clear away the sand, they slowly uncovered the lost city and found caches of tempered steel blades, and preserved thousand-year old storerooms filled with fine leathers, silk spun robes, head pieces of gold and silver, and tomes and tablets filled with ancient knowledge and magic.

LEVEL 7

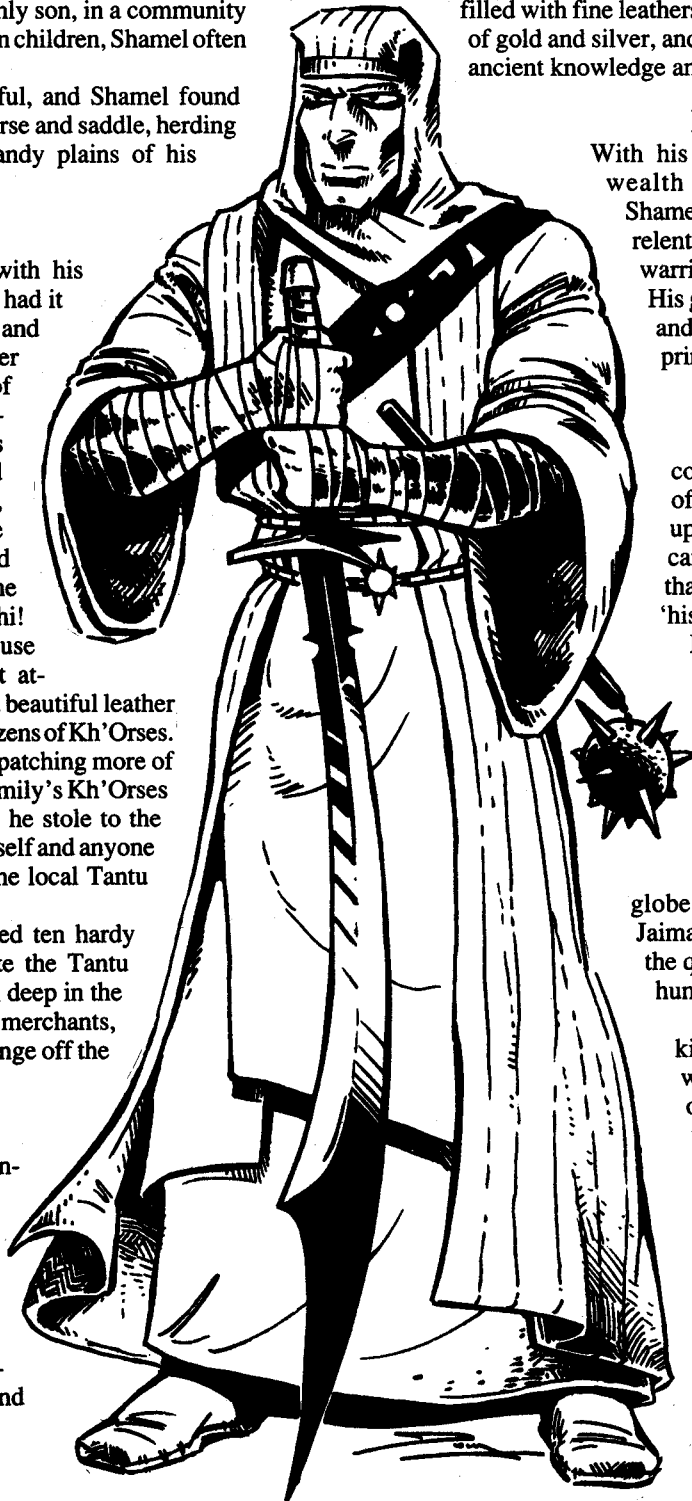
With his new-found knowledge and wealth of metals and weapons, Shamel's army swelled. He trained relentlessly to become a proficient warrior as well as a user of magic. His goal was to become the Ankii, and take revenge on the Tantu prince who destroyed his family.

LEVEL 10

During his training, Shamel continued to excavate the ruins of the lost town, as well as keep up his constant assault on the caravans and merchant wagons that wound their way through 'his' land.

In the middle of the temple, Shamel found a black obelisk, that, when attuned to, summoned a Navigator. It was through this magical device that he saw how the world of Kulthea truly appeared. Using the treasures of the temple, he travelled the globe, from the green plains of Jaiman, to the peaks of G'thal, from the quiet harbors of Tharda, to the humid forests of Aranmor.

When he returned to his dry kingdom he brought back great wizards and sages, who demonstrated their knowledge of the uses of the many strange devices found in the temple. The first great discovery was the 'Sil-macghi', a three-sided silver device with tall vaulted walls made from fine silver wires, that, when unfolded and set upon a nearby outcropping, supplied both an ever-changing chorus of music and an ever-flowing trickle of water!



The device seemed to suck water from the dry desert air. With the Sil-macghi, Shamel became a powerful contender for the seat of the Ankii.

With the help of the distant sages and wizards Shamel set about to build a number of the silvery devices and also erected a temple of study for the other devices. The next great discovery was the 'Mo-Choka' a convoluted device of hardened steel, blackened tubes, and gears. From the storehouse they gathered a number of its missiles, which, when fired, could travel to a distance beyond the sight of the unaided eye. When the missiles impacted, they created a flash of light so bright that one was forced to shield his eyes or be blinded. Inspection of the landing site revealed a hole of dark glass more than 40 steps across — and nothing else.

LEVEL 15

With his ever-burgeoning temple, Shamel became an Ankii in his own right, and, after the council of Tantu denied his ascent to the seat of Ankii of the region, he sought out the Greatking Aknashir, and made diplomatic contact with Odanka Mura, the beautiful woman of the court. She and Shamel fell in good graces with the Greatking, offering many splendid trade goods in return for military aid and needed agricultural products.

Eventually Odanka Mura married Shamel and became the 'queen' of vast regions of Etkaeth. With military assistance from Ketaum, his personal bodyguards (numbering more than 200), and military advisors from all across Kulthea (via the Navigator's help), Shamel struck out across the great desert, assuming control of Ankii kingdom after Ankii kingdom.

LEVEL 20

Shamel now holds court in a magnificent manor resting in the foothills of the outcropping of rock where he found the mysterious temple/town. Along the rock escarpment, travellers will see hundreds of the silver 'Silmacghi.' If one listens very carefully, the sound of waterfalls can be heard. In the bowels of the excavated valley where the plush town of Ikoathi resides, trade is brisk and all the inhabitants enjoy the use of fresh, clean water.

Shamel, now father of dozens of children by more than one wife, sits content on his padded pillows, overlooking his vast empire.

DESCRIPTION

Shamel's bloodline flows back to the great desert raiders of the Ankii. He is a tall, handsome, brown-skinned man with light brown hair and crystal blue eyes. He stands slightly less than six feet tall and weighs around 160 pounds. He is immaculate in appearance, clean shaven, bathed, and perfumed to perfection.

Shamel wears only long, flowing desert garb, belted with a fine link of flowing silver chain and clasped by a golden star. Across his left arm, he wears a black cloth approximately six inches wide, which wraps around his chest under his right arm. Along this bandolier-like piece, he adorns himself with sparkling gem-encrusted pins and brooches.

Shamel is an excellent rider and seldom strays far from his great white steed and meticulously cared-for leather saddle. He also sports a long sword-like tulwar and a number of other weapons, including a halberd, morning star, several silver throwing stars, a marvelous yew bow, and a great two-handed cleaving weapon.

LEVEL 1

Prof: Rogue. **Level:** 1. **Experience Points:** 10,000.
Eyes: Blue. **Hair:** Light Brown. **Build:** Slender.
Height: 5'11". **Weight:** 155 lbs. **Hits:** 44/46.
Realm: Essence. **Power Points:** 1.
St-90 (90); Qu-48 (86); Pr-76 (89); In-79 (84); Em-85 (97);
Co-83 (95); Ag-90 (90); SD-76 (76); Re-75 (75); Me-100 (100).

Background Options: SOC-5 +2 points to SD; SOC-5 +2 points to Me; SAA-51 +15 Ag; SAM-86 +15 Em; SIC-53 +10 magic leather breast plate (reduces min. man. penalties by 10); SIC-32 +10 non-magic saddle (adds to all riding related skills).
AT: 10; **DB:** 0; **Armor Penalty:** 0/0/5. **Move:** 50.

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acting	1	13	0, (2,2)	18	Acrobatics	1	13	(2)	18
Ambush	1	—	—	+/-1	Animal Hand (khorses)	4	13	(1), 10 ‡	43
Body Development+	7	1.05	0, (2,2)	44/46	Animal Train (khorses)	2	13	(1), 10 ‡	33
Bows	2	22	3, (-,-)	35	Appraisal	1	15	(1)	20
Climbing	1	25	0, (1,2)	30	Driving	2	13	(1), 10 ‡	33
Linguistics	1	—	—	R-1	First Aid	1	15	(0)	20
Long Sword	4	18	3, (-,-)	41	Herding	3	13	(1), 10 ‡	38
Maneuver Rigid Leather	8	20	0, (0,3)	60	Metal Lore	1	15	(0)	20
Perception	4	5	0, (0,0)	25	Rope Mastery	3	25	(1)	40
Riding+	6	23	0, (1,1), 10 †	63					
Stalk/Hide	3	18/10	0, (2,2)	33/25					
Swimming	1	25	0, (1,2)	30					
Thrown Weap (Stars)	1	22	3, (-,-)	30					

LEVEL 3

Prof: Rogue. **Level:** 3. **Experience Points:** 30,000.
Eyes: Blue. **Hair:** Light Brown. **Build:** Slender.
Height: 5'11". **Weight:** 155. **Hits:** 44/46.
Realm: Essence. **Power Points:** 3.

St-90 (90); Qu-52 (86); Pr-82 (89); In-84 (84); Em-87 (97);
Co-86 (95); Ag-90 (90); SD-76 (76); Re-75 (75); Me-100 (100).
AT: 10; DB: 0; Armor Penalty: 0/0/5. Move: 50.

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acting	1	13	0, (6,6)	18	Acrobatics	1	13	(6)	18
Ambush	1	—	—	+/- 1	Administration	4	13	(0)	33
Body Development+	7	1.05	0, (3,3)	44/46	Animal Hand (khorses)	4	13	(3), 10 ‡	43
Bows	2	22	9, (-,-)	41	Animal Train (khorses)	2	13	(3), 10 ‡	33
Climbing	1	25	0, (3,6)	30	Anthropology	2	13	(0)	23
Falchion	4	18	9, (-,-)	47	Appraisal	1	15	(3)	20
General Perception	4	5	0, (0,0)	25	Driving	2	13	(3), 10 ‡	33
Linguistics	1	—	—	R-1	First Aid	1	18	(0)	23
Mace	2	18	9, (-,-)	37	Herding	3	13	(3), 10 ‡	38
Maneuver Rigid Leath	8	20	0, (0,9), 10 †	70	Machination	4	15	(0)	35
Pike	1	18	9, (-,-)	32	Metal Lore	1	15	(0)	20
Riding+	6	23	0, (3,3), 10 †	63	Rope Mastery	3	25	(3)	40
Spell Acquisition	1	20	0, (0,0)	-					
Stalk/Hide	3	18/10	0, (6,6)	33/25					
Swimming	1	25	0, (3,6)	30					
Thrown Weap (Stars)	1	22	9, (-,-)	36					
War Mattock	1	18	9, (-,-)	32					

LEVEL 5

Prof: Rogue. **Level:** 5. **Experience Points:** 50,000. **Eyes:** Blue.
Hair: Light Brown. **Build:** Slender.
Height: 5' 11". **Weight:** 161. **Hits:** 60/66.
Realm: Essence. **Power Points:** 10.

AT: 10; DB: 0; Armor Penalty: 0/0/5. Move: 50.
New Equipment: +15 Elven Oak Compound Bow with +1 Spell Adder and 30% Range Penalty Reduction.

St-90 (90); Qu-66 (86); Pr-87 (89); In-84 (84); Em-95 (97);
Co-90 (95); Ag-90 (90); SD-76 (76); Re-75 (75); Me-100 (100).

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acting	1	13	0, (10,10)	18	Acrobatics	1	13	(10)	18
Ambush	3	—	—	+/- 3	Administration	4	13	(0)	33
Body Development+	9	1.1	0, (10,10)	60/66	Animal Hand (khorses)	8	15	(5), 10 ‡	65
Long Bow	6	22	15, (-,-)	69	Animal Train (khorses)	6	15	(5), 10 ‡	65
Climbing	3	25	0, (5,10)	40	Anthropology	2	13	(0)	23
Falchion	8	18	15, (-,-)	73	Appraisal	1	15	(5)	20
Linguistics	3	—	—	R-3	Driving	2	15	(5), 10 ‡	35
Mace	2	18	15, (-,-)	43	First Aid	1	20	(0)	25
Maneuver Rigid Leath	8	20	0, (0,15), 10 †	70	Herding	3	15	(5), 10 ‡	40
Perception	4	5	0, (0,0)	25	Machination	4	15	(0)	35
Pike	2	18	15, (-,-)	43	Metal Lore	1	15	(0)	20
Riding+	10	28	0, (5,5), 10 †	88	Rope Mastery	3	25	(5)	40
Spell Acquisition	1	20	0, (0,0)	-					
Stalk/Hide	3	18/10	0, (10,10)	33/25					
Swimming	1	25	0, (5,10)	30					
Thrown Weap (Stars)	1	22	15, (-,-)	42					
War Mattock	1	18	15, (-,-)	38					

LEVEL 7

Prof: Rogue. **Level:** 7. **Experience Points:** 90,000.

Eyes: Blue. **Hair:** Light Brown. **Build:** Slender.

Height: 5'11". **Weight:** 168 lbs. **Hits:** 80/92.

Realm: Essence. **Power Points:** 14.

St-90 (90); Qu-86 (86); Pr-89 (89); In-84 (84); Em-97 (97);

Co-95 (95); Ag-90 (90); SD-76 (76); Re-75 (75); Me-100 (100).

AT: 10; **DB:** 5; **Armor Penalty:** 0/0/5. **Move:** 55.

New Equipment: +15 Elven Oak Compound Bow with +1 Spell Adder and 30% Range Penalty Reduction. Medallion of Skri'i (+/- 5 Ambush Bonus).

Spell List:

Physical Enhancement 1-5 (Open Essence List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acting	1	13	0, (14,14)	18	Acrobatics	2	13	(14)	18
Ambush	3	—	—	+/- 3	Administration	4	15	(0)	35
Body Development+	13	1.15	0, (7,7)	80/92	Animal Hand (khorses)	8	15	(7), 10 ‡	65
Climbing	3	25	0, (7,14)	40	Animal Train (khorses)	6	15	(7), 10 ‡	55
Falchion	8	18	21, (-,-)	79	Anthropology	2	15	(0)	25
Linguistics	3	—	0, (0,0)	R-3	Appraisal	5	15	(7)	40
Long Bow	10	22	21, (-,-)	93	Contortions	2	18	(14)	28
Mace	2	18	21, (-,-)	59	Driving	2	15	10 ‡	35
Maneuver Rigid Leath	8	20	0, (0, 21), 10 †	70	First Aid	1	20	(0)	25
Perception	7	5	0, (0,0)	40	Fletching	2	15	(7)	25
Pike	2	18	21, (-,-)	59	Grappling Hook	2	25	(21)	35
Riding+	14	28	0, (7,7), 10 †	93	Herding	3	15	(7), 10 ‡	40
Stalk/Hide	3	18/10	0, (14,14)	33/25	Machination	4	15	(0)	35
Swimming	1	25	0, (7,14)	30	Metal Lore	1	15	(0)	20
Thrown Weapons	3	22	21, (-,-)	58	Missile Artillery	2	15	(21)	25
War Mattock	1	18	21, (-,-)	44	Reverse Stroke	1	15	(21)	20
					Rope Mastery	3	25	(7)	40
					Silent Kill	2	15	(0)	25
					Stunned Maneuver	4	10	(21)	30

LEVEL 10

Prof: Rogue. **Level:** 10. **Experience Points:** 150,000.

Eyes: Blue. **Hair:** Light Brown. **Build:** Slender.

Height: 5'11". **Weight:** 164 lbs. **Hits:** 80/92.

Realm: Essence. **Power Points:** 20.

St-90 (90); Qu-86 (86); Pr-81 (89); In-84 (84); Em-97 (97);

Co-95 (95); Ag-90 (90); SD-76 (76); Re-75 (75); Me-100 (100).

AT: 10; **DB:** 0; **Armor Penalty:** 0/0/0; **Move:** 55.

New Equipment: +15 Elven Oak Compound Bow with +1

Spell Adder and 30% Range Penalty Reduction. Medallion of Skri'i (+/- 5 Ambush Bonus). +15 Magical Leather Breast Plate (+15 applies to all three penalties).

Spell List:

Physical Enhancement 1-5 (Open Essence List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Long Bow	Rank	Stat Bonus	Special Bonus	Total
Acting	1	13	0, (20,20)	18	Mace	2	18	30, (-,-)	58
Adrenal Moves					Maneuver Rigid Leath	8	20	0, (0,30), 10 †	70
Strength	1	8	0, (0,0)	13	Martial Arts				
Speed	1	8	0, (0,0)	13	Sweeps R-1	4	22	30, (-,-)	72
Quick Draw	1	8	0, (0,0)	13	Perception	13	5	0, (0,0)	61
Balance	1	8	0, (0,0)	13	Pike	2	18	30, (-,-)	58
Leaping	1	8	0, (0,0)	13	Riding+	20	28	(10,10), 10 †	87
Landing	1	8	0, (0,0)	13	Spell Acquisition	1	20	—	-
Ambush	6	—	—	+/- 6	Stalk/Hide	5	18/10	0, (0,0)	43/35
Body Development+	13	1.15	0, (10,10)	80/92	Swimming	1	25	0, (20,20)	30
Climbing	3	25	0, (10,20)	40	Thrown Weap (Stars)	3	22	30, (-,-)	67
Falchion	12	18	30, (-,-)	102	War Mattock	1	18	30, (-,-)	53
Linguistics	3	—	—	R-3					

(Level 10 continued on next page)

Skill	Rank	Stat Bonus	Special Bonus	Total					
Acrobatics	2	13	(20)	23	Fletching	2	15	(10)	25
Administration	4	13	(0)	33	Grappling Hook	2	25	(30)	35
Animal Hand (khorses)	12	13	(10), 10 ‡	77	Herding	5	13	(10), 10 ‡	48
Animal Train (khorses)	10	13	(10), 10 ‡	73	Machination	4	15	(0)	35
Anthropology	2	13	(0)	23	Metal Lore	1	15	(0)	20
Appraisal	5	15	(10)	40	Missile Artillery	2	15	(30)	25
Contortions	2	18	(20)	28	Reverse Stroke	1	15	(30)	20
Driving	4	13	(10), 10 ‡	43	Rope Mastery	5	25	(10)	50
First Aid	4	20	(0)	40	Silent Kill	2	15	(0)	25
					Stunned Maneuver	4	10	(30)	30

LEVEL 15

Prof: Rogue. **Level:** 15. **Experience Points:** 300,000.

Eyes: Blue. **Hair:** Light Brown. **Build:** Slender.

Height: 5'11". **Weight:** 164 lbs. **Hits:** 80/92.

Realm: Essence. **Power Points:** 30.

St-90 (90); Qu-86 (86); Pr-81 (89); In-84 (84); Em-97 (97);

Co-95 (95); Ag-90 (90); SD-76 (76); Re-75 (75); Me-100 (100).

AT: 10; **DB:** 5; **Armor Penalty:** 0/0/0.

New Equipment: +15 Elven Oak Compound Bow with +1 Spell Adder and 30% Range Penalty Reduction. Medallion of Skri'i (+/- 5 Ambush Bonus). +15 Magical Leather Breast Plate (+15 applies to all three penalties). +10 Non-Magical Riding Stirrups (adds +10 to all Riding related skills).

Spell List:

Physical Enhancement 1-5 (Open Essence List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acting	1	13	0, (30,30)	18	Acrobatics	2	13	(30)	23
Adrenal Moves					Administration	8	13	(0)	53
Strength	3	8	0, (0,0)	23	Animal Hand (khorses)	12	13	(15), 10 ‡	77
Speed	3	8	0, (0,0)	23	Animal Train (khorses)	10	13	(15), 10 ‡	73
Quick Draw	3	8	0, (0,0)	23	Anthropology	4	13	(0)	33
Balance	3	8	0, (0,0)	23	Appraisal	5	15	(15)	40
Leaping	3	8	0, (0,0)	23	Contortions	2	18	(30)	28
Landing	3	8	0, (0,0)	23	Driving	4	13	(15), 10 ‡	43
Ambush	6	—	—	+/- 6	First Aid	4	18	(0)	38
Body Development+	13	1.15	0, (15,15)	80/92	Fletching	2	15	(15)	25
Climbing	4	25	0, (15,30)	45	Grappling Hook	2	25	(30)	35
Falchion	22	18	45, (-,-)	135	Herding	5	13	(15), 10 ‡	48
Linguistics	3	—	—	R-3	Machination	4	15	(0)	35
Long Bow	26	22	45, (-,-)	143	Metal Lore	1	15	(0)	20
Mace	2	18	45, (-,-)	73	Missile Artillery	2	15	(45)	25
Maneuver Chain	10	20	0, (0,45)	70	Reverse Stroke	1	15	(45)	20
Maneuver Rigid Leath	8	20	0, (0,45), 10 ‡	70	Rope Mastery	5	25	(15)	50
Martial Arts					Silent Kill	2	15	(0)	25
Sweeps R-1	8	22	45, (-,-)	107	Stunned Maneuver	4	10	(45)	30
Perception	21	5	0, (0,0)	76					
Pike	2	18	45, (-,-)	73					
Riding+	30	28	0,(15,15), 10†	118					
Spell Acquisition	1	20	—	25					
Stalk/Hide	13	18/10	0, (30,30)	74/66					
Swimming	5	25	0, (15,30)	50					
Thrown Weap (Stars)	3	22	45, (-,-)	82					
War Mattock	1	18	45, (-,-)	68					

LEVEL 20

Prof: Rogue. **Level:** 20. **Experience Points:** 500,000. **Eyes:**

Blue. Hair: Light Brown. **Build:** Slender.

Height: 5' 11". **Weight:** 164 lbs. **Hits:** 122/142.

Realm: Essence. **Power Points:** 40.

St-90 (90); Qu-86 (86); Pr-89 (89); In-84 (84); Em-97 (97);

Co-95 (95); Ag-90 (90); SD-76 (76); Re-75 (75); Me-100 (100).

AT: 10; DB: 5; Armor Penalty: 0/0/0.

New Equipment: +15 Elven Oak Compound Bow with +1 Spell Adder and 30% Range Penalty Reduction. Medallion of Skri'i (+/- 5 Ambush Bonus). +15 Magical Leather Breast Plate (+15 applies to all three penalties). +10 Non-Magical Riding Stirrups (adds +10 to all Riding related skills). Shield of the Ankii (Tower Shield with +20 DB and 50% Negation of Criticals in Head, Chest, and Arms).

Spell Lists:

Physical Enhancement 1-5(Open Essence List)

Delving Ways 1-5(Open Essence List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acting	1	13	0, (40,40)	18	Acrobatics	2	13	(40)	23
Adrenal Moves					Administration	13	13	(0)	69
Strength	4	8	0, (0,0)	28	Animal Hand (khorses)	17	13	(20), 10 ‡	87
Speed	4	8	0, (0,0)	28	Animal Train (khorses)	15	13	(20), 10 ‡	83
Quick Draw	4	8	0, (0,0)	28	Anthropology	9	13	(0)	58
Balance	4	8	0, (0,0)	28	Appraisal	5	15	(0)	40
Leaping	4	8	0, (0,0)	28	Contortions	2	18	(40)	28
Landing	4	8	0, (0,0)	28	Driving	4	13	(20), 10 ‡	43
Ambush	11	—	—	+/- 11	First Aid	4	20	(0)	40
Body Development+	19	1.15	0, (20,20)	122/142	Fletching	4	15	(20)	35
Climbing	8	25	0, (20,40)	65	Grappling Hook	2	25	(60)	35
Falchion	26	18	60, (-,-)	154	Herding	5	13	(20), 10 ‡	48
Linguistics	3	—	—	R-3	Machination	4	15	(0)	35
Long Bow	36	22	60, (-,-)	168	Metal Lore	1	15	(0)	20
Mace	2	18	60, (-,-)	88	Missile Artillery	2	15	(60)	25
Maneuver Chain	10	20	0, (0,60)	70	Reverse Stroke	1	15	(60)	20
Maneuver Rigid Leath	8	20	0,(0,60), 10†	70	Rope Mastery	15	25	(20)	85
Martial Arts					Silent Kill	7	15	(0)	50
Sweeps R-1	8	22	60, (-,-)	123	Stunned Maneuver	9	10	(60)	55
Perception	23	5	0, (0,0)	78					
Pike	2	18	60, (-,-)	88					
Riding+	40	28	0,(20,20), 10†	120					
Stalk/Hide	23	18/10	0, (40,40)	88/73					
Staves & Wands	1	15	0, (0,0)	20					
Swimming	5	25	0, (20,40)	50					
Thrown Weap (Stars)	3	22	60, (-,-)	97					
War Mattock	1	18	60, (-,-)	83					

(Eth Ara' Ker)

Born in 6025 along the shores of Fulcrumia, Yath Arakar, son of a beast herder, spent his early years like many young Fulcrumians, assisting his father in the fields while spinning fantasies about performing feats which would make his name legendary for generations to come. During his early youth, while ranging along the wetlands, herding bovines of all shapes and sizes, he thought and dreamed of ways to make his name remembered.

LEVEL 3

At one of the numerous bardic recitals, Yath heard the song 'Ode of the Young Fallen God,' a simple tune of a god, no more than a thousand years old, venturing into the lands of Aranmor and being consumed by a fierce drake. His name brought Fulcrumian women to tears and made more than one virgin leap off a cliff in his name.

Yath did not need to look any further. He wasn't a god, but he was fifteen — old enough to go out on his own, he thought. He imagined it would be a great adventure. He would travel to the heart of Aranmor, vanquish beasts, and collect the golden treasures that were sure to be there. If he survived and returned with great tales, he would be revered in countless songs. If he didn't survive, he thought, he would still be remembered as the young god was.

LEVEL 5

With few preparations, Yath went forth, traveling northwestward for quite a number of days. Since he was skilled in obtaining food and water, and the land was quite lush, he made good time. After several weeks of journeying, he came to the river's outlet directly across from the Wistler's Island and made camp.

That night the moon showed full across the black sky, and off in the distance a lone wolf howled sullenly. Later Yath would recall that the wolf sounded savage, truly bloodthirsty. After he had bedded down, sometime around midnight, he awoke and looked across the dying embers of his fire into the seething, crimson eyes of a strange beast. Yath screamed in utter horror and tried to flee, but the creature was upon him before he could take a third step. The beast viciously attacked Yath, throwing him about the camp like a rag doll.

Yath awoke the following morning badly mauled and in shock. He struggled to stand, and then to walk. Among the ruins of his small campsite, he found a strange horn covered in tanned hide. He picked up the horn, almost instinctively.

Turning towards home, he prayed to all the gods he knew of to let him see his home and family again. His travel was agonizingly slow. The wounds seemed infected in some strange manner, never healing yet never becoming diseased or rotting. After weeks of travel, the gods gracing him with luck, he managed to make it back to his homeland.

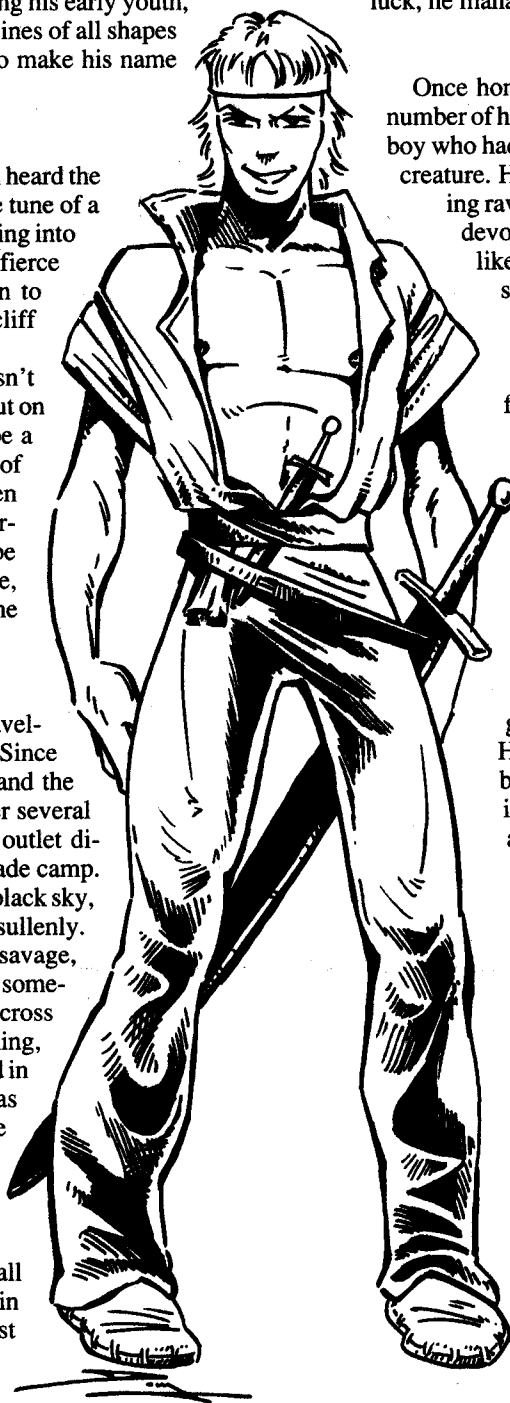
LEVEL 7

Once home, he collapsed and later learned that a number of healers and mystics came to see the miracle boy who had survived such a terrible wound from the creature. He dreamed horrifying nightmares of eating raw, bloody meat, of stalking timid deer and devouring them, and of grunting and panting like a beast. His recovery was slow and many said that Yath would never walk again.

After months of rest, Yath awoke one day feeling completely healed and rejuvenated. To the shock of his family and friends, it seemed as if he was never injured. His body was left unscarred and unbruised. Yath's family held a large dinner that night to honor his recovery, and invited bards to sit with them and start learning Yath's bizarre tale.

The festivities went deep into the night, the guests drinking and eating all sorts of wines and foods. It was then that Yath's lifelong curse began. Suddenly, he grabbed at his chest, toppled to the ground, and began screaming in sheer pain. His family rushed to his side, only to fall back in fright as their loved one transformed into a snarling beast. The guests scattered as the creature arose on its powerful haunches, striking out and killing victims with a snap of its wrist or with a lightning-quick lunge.

Yath awoke the following morning covered in blood and entrails. To his horror, all of his family lay dead. Two of the greatest bards of Fulcrumia sat against a shredded wall, their blood spilled across the room. He stood on two shaky legs, walked to the door, and looked out. Even there, scattered between the barn and corral, victims lay in brackish pools of life.



LEVEL 10

Feeling more than ashamed, almost suicidal, Yath ran from his home, instinctively drawn towards Aranmor. There he took residence up along the northern edge of the Wyr forest and essentially disappeared from civilization, though he has been seen skulking along the shores of the Tradeway Canal.

LEVEL 15

Yath spent most of his time in and around Aranmor, generally avoiding civilization to keep from slaying innocents as he once did. Occasionally, he would encounter explorers and adventurers, who usually took to the lonely youth. Sometimes he would help them stave off the dangers of the area, but he never would dwell in their presence for long.

LEVEL 20

After years of practice, Yath has finally attained some control over his affliction. He still dwells alone in the wilderness, however, for he now really knows no other life.

DESCRIPTION

Yath is a strapping young man, standing five foot, seven inches tall and weighs 155 pounds. He has shaggy light brown hair, almost the color of wet sand, and deep-set brown eyes that seem to sparkle with intense mischief.

Yath wears baggy pants and shirts, sometimes foregoing a shirt for bib-overalls. He wears sandals and a bandanna to keep his long brown locks out of his face and to keep the sweat from stinging his eyes.

Yath carries a broadsword and a number of other weapons for protection. He dislikes wearing heavy garments and will more than likely be seen wearing a soft, loose-fitting leather tunic if he plans to do any "adventuring." He is a rapscallion, but not a bully. He tends to fight only when provoked, and will never trounce an underdog.

LEVEL 1

Prof: Rogue. **Level:** 1. **Experience Points:** 10,000.

Eyes: Brown. **Hair:** Brown. **Build:** Avg.

Height: 5'7". **Weight:** 155 lbs. **Hits:** 33/35.

Realm: Channeling. **Power Points:** 0.

St-90 (90); Qu-75 (93); Pr-57 (62); In-38 (88); Em-31 (42);
Co-89 (89); Ag-93 (100); SD-60 (80); Re-61 (61); Me-50 (66).

Background Options: SOC-2 +10 to Stalk/Hide †; SWC-09 3 Gps; SAA-93 +20 SD SOC-6 5 Ranks Foraging; SIC-67 Daily I Item, Starpaths x1 (Holy Vision Astrologer's Base List); SAC-93 Lycanthropy.

AT: 5; **DB:** 5; **Armor Penalty:** 0/0/0. **Move:** 55 (50).

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development	4	1.0	0, (1,1)	33/35	Brawling	2	—	(3)	10
Broad Sword+	7	13	3, (-,-)	51	Control Lycanthropy	1	25	(0)	30
Climbing	2	10	0, (1,2)	20	Daemon/Devil Lore	1	—	(0)	5
Cooking	2	—	0, (0,1)	10	Distance Running	1	5	(2)	10
Foraging+	7	—	0, (1,1)	35	Dragon Lore	1	—	(0)	5
General Perception	4	—	0, (0,0)	20	Fauna Lore	1	—	(0)	5
Leather Working	2	5	0, (0,1)	15	Flora Lore	1	—	(0)	5
Maneuver Soft Leather	2	13	0, (0,3)	23	Grapple Hook	2	10	(3)	20
Spear	3	13	3, (-,-)	31	Herb Lore	1	—	(0)	5
Stalk/Hide	2	18/25	0,(2,2),10†	38/45	Silent Kill	4	5	(0)	25
Swimming	2	10	0, (1,2)	20	Skinning	2	5	(1)	15
Tracking	2	—	0, (1,1)	10					
Trap Building	2	—	0, (2,2)	10					

LEVEL 3

Prof: Rogue. **Level:** 3. **Experience Points:** 30,000.
Eyes: Brown. **Hair:** Brown. **Build:** Avg.
Height: 5'7". **Weight:** 155 lbs. **Hits:** 50/53.
Realm: Channeling. **Power Points:** 0.

St-90 (90); Qu-68 (93); Pr-62 (62); In-63 (88); Em-25 (42);
Co-89 (89); Ag-100 (100); SD-74 (80); Re-61 (61); Me-63 (66).
AT: 5; DB: 0; Armor Penalty: 0/0/0. Move: 50 (45).

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development	8	1.05	0, (3,3)	50/53	Brawling	4	—	(9)	20
Broad Sword+	9	18	9, (-,-)	72	Control Lycanthropy	3	25	(0)	40
Climbing	4	25	0, (3,6)	45	Daemon/Devil Lore	1	—	(0)	5
Cooking	2	13	0, (0,3)	23	Distance Running	2	5	(6)	15
Foraging+	11	—	0, (3,3)	52	Dragon Lore	1	—	(0)	5
General Perception	8	—	0, (0,0)	40	Fauna Lore	3	—	(0)	15
Leather Working	4	13	0, (0,3)	33	Flora Lore	3	—	(0)	15
Maneuver Soft Leather	2	18	0, (0,9)	28	Grapple Hook	4	25	(9)	45
Spear	3	18	9, (-,-)	42	Herb Lore	3	—	(0)	15
Stalk/Hide	5	25/25	0,(6,6),10†	60/60	Silent Kill	8	13	(0)	53
Swimming	4	25	0, (3,6)	45	Skinning	3	13	(6)	28
Tracking	5	—	0, (3,3)	25					
Trap Building	4	—	0, (6,6)	20					

LEVEL 5

Prof: Rogue. **Level:** 5. **Experience Points:** 50,000.
Eyes: Brown. **Hair:** Brown. **Build:** Avg.
Height: 5'7". **Weight:** 155 lbs. **Hits:** 63/66.
Realm: Channeling. **Power Points:** 5.

AT: 5; DB: 5; Armor Penalty: 0/0/0. Move: 55 (50).

New Equipment: Horn of the Beast Master (+30 Bonus to Summon and Control wolves — Use Beast Master Skill).

St-90 (90); Qu-79 (93); Pr-62 (62); In-85 (88); Em-42 (42);
Co-89 (89); Ag-100 (100); SD-80 (80); Re-61 (61); Me-65 (66).

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Brawling	6	3	(15)	33
Speed	1	15	0, (0,0)	20	Caving	1	15	(0)	20
Body Development	11	1.05	0, (5,5)	63/66	Control Lycanthropy	7	30	(0)	65
Broad Sword+	9	18	15, (-,-)	78	Crafting				
Climbing	6	25	0, (5,10)	55	Candle Making	1	28	(5)	33
Club	1	18	15, (-,-)	38	Daemon/Devil Lore	1	—	(0)	5
Cooking	5	13	0, (0,5)	38	Distance Running	4	5	(10)	40
Foraging+	14	3	0, (5,5)	61	Dragon Lore	1	—	(0)	5
General Perception	12	3	0, (0,0)	57	Fauna Lore	3	—	(0)	15
Leather Working	6	13	0, (0,5)	43	Flora Lore	3	—	(0)	15
Maneuver in Soft Leath	2	18	0, (0,15)	28	Grapple Hook	4	25	(15)	45
Spear	3	18	15, (-,-)	48	Herb Lore	3	—	(0)	15
Staff	1	18	15, (-,-)	38	Scrounge	1	3	(5)	8
Stalk/Hide	7	28/30	0,(10,10),10†	73/75	Silent Kill	8	15	(0)	55
Swimming	6	25	0, (5,10)	55	Skinning	5	15	(5)	40
Tracking	7	3	0, (5,5)	38	Stone Crafts				
Trap Building	8	—	0, (10,10)	40	Brick Making	1	28	(5)	33
					Wood Crafts				
					Lumbering	1	13	(5)	18

LEVEL 7

Prof: Rogue. **Level:** 7. **Experience Points:** 90,000.

Eyes: Brown. **Hair:** Brown. **Build:** Avg.

Height: 5'7". **Weight:** 155 lbs. **Hits:** 84/88.

Realm: Channeling. **Power Points:** 7.

St-90 (90); Qu-88 (93); Pr-62 (62); In-87 (88); Em-42 (42);

Co-89 (89); Ag-100 (100); SD-80 (80); Re-61 (61); Me-65 (66).

AT: 5; **DB:** 5; **Armor Penalty:** 0/0/0. **Move:** 55 (50).

New Equipment: Horn of the Beast Master (+30 Bonus to Summon and Control wolves — Use Beast Master Skill). +10 Non-magical Soft Leather Shoes (adds +10 to Stalk Skill).

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Brawling	8	3	(21)	43
Speed	2	15	0, (0,0)	25	Caving	2	15	(7)	25
Body Development	15	1.05	0, (7,7)	84/88	Control Lycanthropy	11	30	(0)	82
Broad Sword+	10	18	21, (-,-)	89	Crafting				
Climbing	8	25	0, (7,14)	65	Candle Maker	1	28	(7)	33
Club	3	18	21, (-,-)	54	Daemon/Devil Lore	1	—	(0)	5
Cooking	7	13	0, (0,7)	48	Distance Running	6	5	(14)	35
Foraging+	16	3	0, (7,7)	65	Dragon Lore	1	—	(0)	5
General Perception	16	3	0, (0,0)	65	Fauna Lore	3	—	(0)	15
Leather Working	8	13	0, (0,7)	53	Flora Lore	3	—	(0)	15
Maneuver in Soft Leath	2	18	0, (0,21)	28	Grapple Hook	4	25	(21)	45
Spear	3	18	21, (-,-)	54	Herb Lore	3	—	(0)	15
Staff	3	18	21, (-,-)	54	Scrounge	3	3	(7)	18
Stalk/Hide	9	28/30	0,(14,14),10†	83/85	Silent Kill	10	13	(0)	63
Swimming	8	25	0, (7,14)	65	Skinning	6	15	(7)	45
Tracking	9	3	0, (7,7)	48	Stone Crafts				
Trap Building	11	—	0, (14,14)	52	Masonry	1	28	(7)	33
					Brick Making	1	28	(7)	33
					Wood Crafts				
					Lumbering	1	13	(7)	18

LEVEL 10

Prof: Rogue. **Level:** 10. **Experience Points:** 150,000.

Eyes: Brown. **Hair:** Brown. **Build:** Avg.

Height: 5'7". **Weight:** 155 lbs. **Hits:** 112/119.

Realm: Channeling. **Power Points:** 10.

St-90 (90); Qu-92 (93); Pr-62 (62); In-88 (88); Em-42 (42);

Co-89 (89); Ag-100 (100); SD-79 (80); Re-61 (61); Me-66 (66).

AT: 5; **DB:** 10; **Armor Penalty:** 0/0/0. **Move:** 60 (55).

New Equipment: Horn of the Beast Master (+30 Bonus to Summon and Control wolves — Use Beast Master Skill); +10 Non-magical Soft Leather Shoes (adds +10 to Stalk Skill); +10 Non-Magical Spear; +10 Non-Magical club.

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Brawling	8	3	(30)	43
Speed	4	15	0, (0,0)	35	Caving	2	15	(10)	25
Body Development	21	1.05	0, (10,10)	112/119	Control Lycanthropy	15	30	(0)	90
Broad Sword+	10	18	30, (-,-)	98	Crafting, Candle Maker	1	28	(10)	33
Climbing	11	25	0, (10,20)	77	Daemon/Devil Lore	1	—	(0)	5
Club	3	18	30, (-,-)	63	Distance Running	7	5	(20)	40
Cooking	11	13	0, (0,10)	65	Dragon Lore	1	—	(0)	5
Foraging+	19	3	0, (10,10)	71	Fauna Lore	5	—	(0)	25
General Perception	17	3	0, (0,0)	67	Flora Lore	5	—	(0)	25
Leather Working	12	13	0, (0,10)	67	Grapple Hook	4	25	(30)	45
Maneuver in Soft Leath	2	18	0, (0,30)	28	Herb Lore	5	—	(0)	25
Rowing	2	13	0, (0,20)	23	Jumping	2	18	(20)	28
Spear	3	18	30, (-,-)	63	Scrounge	5	3	(10)	18
Staff	3	18	30, (-,-)	63	Silent Kill	10	13	(0)	63
Stalk/Hide	12	28/30	0,(20,20),10†	92/94	Skinning	7	15	(10)	50
Swimming	11	25	0, (10,20)	77	Stone Crafts				
Tracking	12	3	0, (0,0)	57	Brick maker	1	28	(10)	33
Trap Building	15	—	0, (20,20)	60	Masonry	1	28	(10)	33
					Wood Crafts				
					Building Wight	2	13	(10)	23
					Lumbering	1	13	(10)	18

LEVEL 15

Prof: Rogue. **Level:** 15. **Experience Points:** 300,000.

Eyes: Brown. **Hair:** Brown. **Build:** Avg.

Height: 5'7". **Weight:** 155 lbs. **Hits:** 120/126.

Realm: Channeling. **Power Points:** 15.

St-90 (90); Qu-93 (93); Pr-58 (62); In-88 (88); Em-42 (42);

Co-89 (89); Ag-94 (100); SD-78 (80); Re-61 (61); Me-66 (66).

AT: 5; **DB:** 10; **Armor Penalty:** 0/0/0. **Move** 60 (55).

New Equipment: Horn of the Beast Master (+30 Bonus to Summon and Control wolves — Use Beast Master Skill); +10 Non-magical Soft Leather Shoes (adds +10 to Stalk Skill); +10 Non-Magical Spear; +10 Non-Magical club.

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Brawling	8	3	(45)	43
Speed	9	15	0, (0,0)	60	Caving	3	15	(15)	30
Balance	5	15	0, (0,0)	40	Control Lycanthropy	18	30	(0)	96
Landing	3	15	0, (0,0)	30	Crafting				
Body Development	23	1.05	0, (15,15)	120/126	Candle maker	3	20	(15)	35
Broad Sword+	10	13	45, (-,-)	108	Wicker Worker	3	20	(15)	35
Climbing	16	10	0, (15,30)	72	Roofer	3	20	(15)	35
Club	7	13	45, (-,-)	93	Potter	3	20	(15)	35
Cooking	11	13	0, (0,10)	65	Daemon/Devil Lore	1	—	(0)	5
Disarm Traps	1	13	0, (30,30)	18	Distance Running	7	5	(30)	40
Foraging+	24	3	0, (15,15)	77	Dragon Lore	4	—	(0)	20
General Perception	22	3	0, (0,0)	75	Fauna Lore	6	—	(0)	30
Leather Working	12	13	0, (0,15)	67	Flora Lore	6	—	(0)	30
Linguistics	7	—	—	R-7	Grapple Hook	4	10	(30)	30
Maneuver in Soft Leath	2	13	0, (0,45)	23	Herb Lore	6	—	(0)	30
Rowing	2	13	0, (0,30)	23	Jumping	2	18	(30)	28
Spear	7	13	45, (-,-)	93	Scrounge	5	3	(0)	28
Spell Acquisition	5	—	—	-	Silent Kill	10	8	(0)	58
Staff	7	13	45, (-,-)	93	Skinning	7	8	(15)	43
Stalk/Hide	15	20/30	0,(30,30),10†	90/100	Stone Crafts				
Swimming	16	10	0, (15,30)	72	Brick maker	1	28	(15)	33
Tracking	15	3	0, (15,15)	63	Masonry	1	28	(15)	33
Trap Building	15	—	0, (30,30)	60	Wood Crafts				
					Building Wight	3	5	(15)	20
					Lumbering	1	13	(15)	18

LEVEL 20

Prof: Rogue. **Level:** 20. **Experience Points:** 500,000.

Eyes: Brown. **Hair:** Brown. **Build:** Avg.

Height: 5'7". **Weight:** 155 lbs. **Hits:** 120/126.

Realm: Channeling. **Power Points:** 20.

St-90 (90); Qu-93 (93); Pr-62 (62); In-88 (88); Em-42 (42);

Co-89 (89); Ag-100 (100); SD-80 (80); Re-61 (61); Me-66 (66).

AT: 5; DB: 10; Armor Penalty: 0/0/0. Move 60 (55).

New Equipment: Horn of the Beast Master (+30 Bonus to

Summon and Control wolves — Use Beast Master Skill); +10

Non-magical Soft Leather Shoes (adds +10 to Stalk Skill); +10

Non-Magical Spear; +10 Non-Magical club; Amulet of Concentration (+5 bonus to all Adrenal Maneuvers, Meditations, and Control Lycanthropy Skills).

Spell List:

Purifications 1-5 (Open Channeling)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Brawling	8	3	(60)	43
Speed	10	15	0, (0,0)	65	Caving	3	15	(20)	30
Balance	8	15	0, (0,0)	55	Control Lycanthropy	18	26	(0)	112
Landing	7	15	0, (0,0)	50	Crafting				
Strength	4	15	0, (0,0)	35	Candle maker	6	28	(20)	58
Ambush	7	—	—	+/- 7	Wicker Worker	6	28	(20)	58
Body Development	23	1.05	0, (15,15)	120/126	Roofer	6	28	(20)	58
Broad Sword+	10	18	60, (-,-)	128	Potter	7	28	(20)	63
Climbing	16	10	0, (20,40)	72	Daemon/Devil Lore	1	—	(0)	5
Club	7	18	60, (-,-)	113	Distance Running	7	5	(40)	40
Cooking	11	13	0, (0,20)	65	Dragon Lore	4	—	(0)	20
Disarm Traps	9	15	0, (40,40)	60	Fauna Lore	6	—	(0)	30
Foraging+	24	3	0, (20,20)	77	Flora Lore	6	—	(0)	30
General Perception	26	3	0, (0,0)	79	Grapple Hook	4	25	(60)	45
Language	7	—	—	R-7	Herb Lore	6	—	(0)	30
Language	7	—	—	R-7	Jumping	5	18	(40)	43
Language	7	—	—	R-7	Mining	2	3	(20)	13
Leather Working	12	13	0, (0,20)	67	Scrounge	5	3	(20)	28
Maneuver Soft Leath	2	18	0, (0,60)	28	Silent Kill	10	13	(0)	63
Martial Arts					Skinning	7	15	(20)	50
Strikes R-1	4	18	60, (-,-)	98	Stone Crafts				
Rowing	2	13	0, (0,20)	23	Brick maker	6	28	(20)	58
Spear	7	18	60, (-,-)	113	Masonry	6	28	(20)	58
Spell Acquisition	5	—	—	-	Wood Crafts				
Staff	7	18	60, (-,-)	113	Building Wight	6	13	(20)	43
Stalk/Hide	17	28/30	0,(40,40),10†	102/104	Lumbering	6	13	(20)	43
Swimming	16	10	0, (20,40)	72					
Tracking	15	3	0, (20,20)	63					
Trap Building	15	—	0, (40,40)	60					

(Cha' Sini Thalssta')

Chasini was born in 6034 in the highlands of Jomeloto, the third daughter of Malta Thalsta. Before long, she became known as the Star of Jihaad, which was the name of the reverend mother of the study of Ti'sal, the discipline of the Way.

At the age of ten Chasini came down with a strange malady that covered her skin in terrible lesions. Thinking her a sickly child, Malto sold his daughter to a band of grim mercenaries hired to fight a rampaging group of Lugroki. She was intended to be nothing more than fodder, dying in battle rather than from some horrible disease, as part of the front line of combatants. As the battle waged around her, however, she struck down seven large Lugroki and finished the day with only minor scratches. A hardened war veteran (his name is unknown) saw her greatness, bought her from the mercenary captain for the staggering fee of one gold piece, and led her into the hills to the temple of Jihaad, the mother of the discipline of Ti'sal.

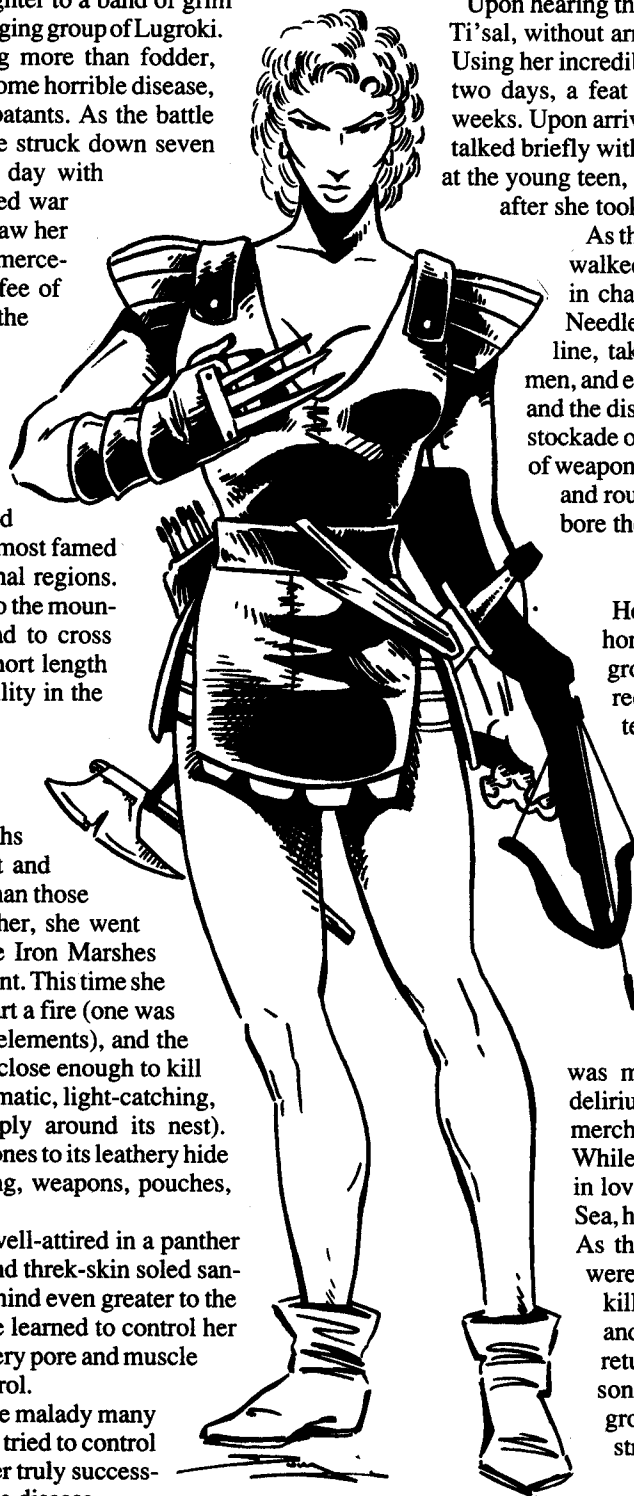
LEVEL 3

It was there that Chasini started on long journey toward becoming the Star of Jihaad, the most famed female warrior in all of the G'thal regions. Her first series of tests led her into the mountains of Jomeloto where she had to cross several precipices with only a short length of rope; she quickly saw the futility in the rope (and its obvious lures) and tossed it aside. With her trained mind, she willed herself to greatness and leaped across each.

After several laborious months of extreme physical punishment and practice, her body more limber than those of the mercenaries that bought her, she went forth to spend two weeks in the Iron Marshes with just three stones for equipment. This time she saved the stones, using two to start a fire (one was made of flint the other had iron elements), and the third to lure a Trimar bird down close enough to kill it (the stone contained many prismatic, light-catching, crystals that the bird likes to ply around its nest). Everything from the beak to its bones to its leathery hide could be used to fashion clothing, weapons, pouches, and even fishing hooks.

After returning from the trip well-attired in a panther skin tunic, peacock headdress, and threk-skin soled sandals, Chasini set to attuning her mind even greater to the forces that worked her body. She learned to control her breathing, heartbeat, sleep... every pore and muscle in her body came under her control.

She was set upon by the strange malady many times during her stay; though she tried to control it through her body, she was never truly successful. Later in life, she mastered the disease.

**LEVEL 5**

Chasini served the house of Ti'sal for nine summers, expanding her mind and soul. Once she became one with the sisterhood, she taught others the Way, for she had the patience that young students needed as well as the skills of the greatest masters. She would have continued in the sisterhood if it wasn't for the news that her mercenary companion, the one who brought her to Ti'sal, lay captured or dead on the field of battle in straits west of Lake Lenoe.

Upon hearing the news, Chasini walked from the temple of Ti'sal, without armor or sword or even a bag of belongings. Using her incredible stamina she reached the site in less than two days, a feat which normally takes at least that many weeks. Upon arriving, she quickly assessed the situation and talked briefly with the battle commander. At first he laughed at the young teen, then quickly informed her of his strategies after she took out his two armored personal guards.

As the sun rose across the field of battle, Chasini walked out with the hustling mercenaries, cloaked in chain and outfitted with shields and swords. Needless to say, she quickly broke through the line, taking wounds that would have felled most men, and entered the enemy camp. After a brief search and the dispatch of a few pitiful guards, she found the stockade of prisoners and freed them. Finding a cache of weapons, the freed prisoners attacked from the rear and routed the enemy into the lake, where archers bore them down to the last man.

LEVEL 7

Her exploits and daring soon earned her the honorary title of captain among the mercenary group. She returned to the Temple of Ti'sal, recuperated from her injuries, and began teaching the Way as if nothing had happened.

LEVEL 10

Upon reaching her thirtieth birthday Chasini set out among the world to find her place, as it was called. She travelled across the great Iron Marsh, collecting many fine Trimar Birds, down the coast to the Great Coastal Fens, where it was reported she slew a host of Trolls. Her victory nearly cost her life, but as she was making her way out of the swamp in a delirium, she stumbled onto a small caravan of merchant gypsies who took care of the lovely girl. While in their care, she met a roguish man and fell in love. She travelled all the way to the Gifting Sea, having a child and becoming pregnant again. As the troupe crossed the shattered hills, they were set upon by a host of mounted thieves who killed all the caravan's members except her and her unborn child. Grief-stricken, Chasini returned to the Temple of the Way, had her son, and contemplated life. With her son growing up among friends, she once again struck out to find her way.

LEVEL 15

This time, Chasini went south into the Trammel highlands, living for a while with several different barbarous folk. Their methods of combat were crude but enlightening; it seemed they preferred huge iron weapons, yet wore little or nothing for armor (the latter she approved of, but the massive meat hooks she couldn't relate to). Eventually she moved further south and lived with the Elves and Centaurs, both of which she found more attuned to her way.

She stayed with the Elves for several years but eventually grew discontent with a race that was immortal. As her life ebbed away, they stayed young and contented. Chasini was not jealous of their gift, but found no need to stay any longer in their magical kingdom.

Striking out to the east, she crossed the moors and entered Moreg's Brow, cutting through the mountains and arriving in the great Hrange. There she built herself a cabin, far from civilization.

LEVEL 20

In one of her many trips through the forest, while searching for berries, roots, and strange herbs, she ran across a burnt-out caravan, which had arrows of thieves and Lugroki (orcs) stuck into the blackened husks of the wagons as though they were pin cushions. Searching through the remains she found three frightened children, Thomi, Jurula, and Scapmt. Since they had no family now, Chasini adopted them as her own and returned to her cabin.

There, she set about teaching the young children the Way. Chasini had finally found her own path of enlightenment by becoming a reverend mother in her own right. The three children quickly learned the craft and left the cabin in the woods to spread Chasini's ways. Soon her cabin was home to dozens of talented young ones. To her amazement and delight she also discovered at her doorstep her son, who now was a complete master of the Way. He joined his mother in the teaching and enlarged her Temple of Ti'sal from one of wood to a massive stone structure that still stands to this day. More than likely, it will for the next thousand years as well.

DESCRIPTION

Chasini stands a mere five foot, five inches tall and weighs less than a hundred pounds, but her forcefulness and directive personality make her seem a seven-foot giant. In crowds she seems to radiate a four foot zone around her that few dare to break. Most would not call Chasini beautiful, but there is no denying her captivating personality. Her short curly hair cushions her round tanned face.

Chasini wears only a simple leather tunic, stitched along the legs with yellow linen and braided down the front with soft red stained leather. She wears simple moccasins, with only a red and yellow bead to accentuate the tongue. Along her waist belt she carries a twisted dagger and a notched hand axe. She is also known to carry a heavy crossbow and a shagged head halberd. She favors the use of wicked, deadly sharp tiger claws to accentuate her hand-to-hand combat skills.

LEVEL 1

Prof: Warrior Monk. **Lvl:** 1. **Exp Points:** 10,000.

Eyes: Blue. **Hair:** Sandy. **Build:** Thin.

Height: 5' 5" **Weight:** 96 lbs. **Hits:** 55/74.

Realm: Mentalism. **Power Points:** 0.

St-76 (98); Qu-90 (90); Pr-58 (78); In-76 (76); Em-75 (75); Co-99 (101); Ag-102 (102); SD-90 (90); Re-64 (64); Me-71 (71)

Background Options: SOC-5 +2 points to Co; SOC-5 +2 points Ag; SAA-73 +15 Co modifier; SAM-36 Bane to all Pale I Demons (treat all criticals as either Slaying or E); SIC-34 +10 non-magic sandals (may apply bonus to 1 maneuver skill per round) †; SAC-75 +3 bonus to Body Development/refer to description for penalties ‡.

AT: 2; **DB:** 10 (+25 AD); **Armor Penalty:** 0/0/0. **Move:** 60 (55).

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Defense	3	—	0, (0,0), 10 †	25	Acrobatics	4	23	(2), 10 †	53
Adrenal Maneuver					Body Damage Stab	2	10	(0)	20
Strength	2	8	0, (0,0)	18	Detect Traps	2	5	(1)	15
Balance	1	8	0, (0,0), 10 †	23	Direction Sense	2	3	(1)	13
Landing	1	8	0, (0,0), 10 †	23	Distance Running	2	35	(2), 10 †	55
Speed	1	8	0, (0,0), 10 †	23	Poison Perception	2	3	(1)	13
Ambush+	5	—	—	+/- 5	Read Tracks	2	3	(1)	13
Body Development+	6	1.35	0,(2,2),+3‡	55/74	Rope Mastery	2	18	(0)	28
Climbing	1	35	0,(2,2),10†	50	Tight-rope Walking	2	25	(2), 10 †	45
General Perception	2	3	0, (1,1)	13	Tracking	4	3	(1)	23
Martial Arts					Tumbling	2	25	(2), 10 †	45
Sweeps R-1	3	27	2, (0,0)	44					
Sweeps R-2	2	27	2, (0,0)	39					
Stalk/Hide	2	25/15	0,(0,0),10†	45/25					
Swimming	1	35	0, (2,2)	40					

LEVEL 3

Prof: Warrior Monk. **Lvl:** 3. **Exp Points:** 30,000.

Eyes: Blue. **Hair:** Sandy. **Build:** Thin.

Height: 5' 5" **Weight:** 93 lbs. **Hits:** 73/102

Realm: Mentalism. **Power Points:** 0.

St-79 (98); Qu-90 (90); Pr-62 (78); In-76 (76); Em-75 (75);

Co-100(101); Ag-102(102); SD-90 (90); Re-64 (64); Me-71 (71)

AT: 2; **DB:** 10 (+45 AD); **Armor Penalty:** 0/0/0. **Move:** 60 (55).

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Defense	7	—	0, (0,0), 10 †	45	Acrobatics	4	23	(6), 10 †	53
Adrenal Maneuver					Boat Pilot	2	18	(0)	28
Strength	2	8	0, (0,0)	13	Body Damage Stab.	4	10	(0)	30
Balance	1	8	0, (0,0), 10 †	23	Demon/Devil Lore	2	—	(3)	10
Landing	1	8	0, (0,0), 10 †	23	Detect Traps	2	5	(3)	15
Leaping	1	8	0, (0,0), 10 †	23	Direction Sense	2	3	(3)	13
Speed	1	8	0, (0,0), 10 †	23	Disarm Foe				
Ambush+	7	—	—	+/- 7	Unarmed (1HE)	2	35	(6)	45
Body Development+	8	1.40	0,(6,6),+3‡	73/102	Distance Running	4	40	(6), 10 †	70
Climbing	4	35	0, (6,6), 10 †	65	Poison Perception	2	3	(3)	13
General Perception	4	3	0, (3,3)	23	Read Tracks	2	3	(3)	13
Maneuver Soft Leather	1	23	0, (0,6)	28	Rope Mastery	2	18	(0)	28
Martial Arts					Silent Kill	2	20	(3)	30
Sweeps R-1	6	27	6, (0,0)	63	Sprinting	2	10	(6), 10 †	30
Sweeps R-2	2	27	6, (0,0)	43	Stunned Maneuvers	4	15	(6)	35
Stalk/Hide	5	25/15	0,(0,0),10†	60/40	Tight-Rope Walking	2	25	(6), 10 †	45
Swimming	5	35	0, (6,6)	60	Tracking	4	3	(3)	23
					Tumbling	2	25	(6), 10 †	45
					Unarmed subduing	4	23	(6)	43
					Yado	2	23	(6), 10 †	43

LEVEL 5

Prof: Warrior Monk. **Lvl:** 5. **Exp Points:** 50,000.

Eyes: Blue. **Hair:** Sandy. **Build:** Thin.

Height: 5' 5" **Weight:** 91 lbs. **Hits:** 107/155.

Realm: Mentalism. **Power Points:** 0.

AT: 2; **DB:** 10 (+62 AD); **Armor Penalty:** 0/0/0. **Move:** 60 (55).

New Equipment: +10 Non-Magical Iron Tiger Claws (+10 to Climbing Skills, +5 OB to all Sweeps and Strikes Martial Arts).

St-91 (98); Qu-90 (90); Pr-74 (78); In-76 (76); Em-75 (75);

Co-101(101); Ag-102(102); SD-90 (90); Re-64 (64); Me-71 (71)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Defense	11	—	0, (0,0), 10 †	62	Acrobatics	5	23	(10), 10 †	58
Adrenal Maneuver					Boat Pilot	2	18	(0)	28
Strength	6	8	0, (0,0)	38	Body Damage Stab.	4	10	(0)	30
Balance	3	8	0, (0,0), 10 †	33	Demon/Devil Lore	2	—	(0)	10
Landing	5	8	0, (0,0), 10 †	43	Detect Traps	2	5	(5)	15
Leaping	5	8	0, (0,0), 10 †	43	Direction Sense	2	3	(5)	13
Speed	3	8	0, (0,0), 10 †	33	Disarm Foe				
Ambush+	7	—	—	+/- 7	Unarmed (1HE)	6	35	(10)	65
Body Development+	8	1.45	0,(10,10),+3‡	107/155	Distance Running	8	45	(10), 10 †	95
Climbing	4	35	0, (10,10), 10 †	65	Jumping	1	25	(10), 10 †	40
General Perception	6	3	0, (5,5)	33	Poison Perception	2	3	(5)	13
Maneuver Soft Leather	1	25	0, (0,10)	30	Read Tracks	2	3	(5)	13
Martial Arts					Rope Mastery	2	18	(0)	28
Sweeps R-1	8	28	10, (0,0)	78	Silent Kill	2	20	(5)	30
Sweeps R-2	4	28	10, (0,0)	58	Sprinting	2	10	(10), 10 †	30
Stalk/Hide	5	25/15	0,(0,0),10†	60/40	Stunned Maneuvers	8	15	(10)	55
Swimming	5	35	0, (10,10)	60	Tight-Rope Walking	3	25	(10), 10 †	50
					Tracking	4	3	(5)	23
					Tumbling	3	25	(10), 10 †	50
					Unarmed subduing	4	23	(10)	43
					Yado	4	23	(10), 10 †	53

LEVEL 7

Prof: Warrior Monk. **Lvl:** 7. **Exp Points:** 90,000.

Eyes: Blue. **Hair:** Sandy. **Build:** Thin.

Height: 5' 5" **Weight:** 97 lbs. **Hits:** 120/174.

Realm: Mentalism. **Power Points:** 7.

St-91 (98); Qu-90 (90); Pr-78 (78); In-76 (76); Em-75 (75);

Co-101(101); Ag-102(102); SD-90 (90); Re-64 (64); Me-71 (71)

AT: 2; **DB:** 10 (+66 AD); **Armor Penalty:** 0/0/0. **Move:** 60 (55).

New Equipment: +10 Non-Magical Iron Tiger Claws (+10 to Climbing Skills, +5 OB to all Sweeps and Strikes Martial Arts); +10 Blessed Silk Robe (+10 to DB).

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Defense	13	—	—	66	Direction Sense	2	3	(7)	13
Adrenal Maneuver					Disarm Foe				
Strength	7	8	0, (0,0)	43	Unarmed (1HE)	8	35	(14)	75
Balance	3	8	0, (0,0), 10 †	33	Distance Running	11	45	(14), 10 †	107
Landing	5	8	0, (0,0), 10 †	43	Fletching	1	25	(0)	30
Leaping	5	8	0, (0,0), 10 †	43	Horticulture	1	3	(0)	8
Speed	3	8	0, (0,0), 10 †	33	Jumping	1	25	(14), 10 †	40
Ambush+	10	—	—	+/- 10	Meditation				
Body Development+	8	1.45	0,(14,14),+3‡	120/174	Cleansing	1	10	(0)	15
Climbing	6	35	0, (14,14), 10 †	75	Healing	2	10	(0)	20
Crossbow, Heavy	2	28	14, (-,-)	52	Ki	1	10	(0)	15
General Perception	9	3	0, (7,7)	48	Sleep	1	10	(0)	15
Maneuver Soft Leather	1	25	0, (0,14)	30	Philosophy	4	—	(0)	20
Martial Arts					Poison Perception	2	3	(7)	13
Sweeps R-1	10	28	14, (-,-)	92	Read Tracks	2	3	(7)	13
Sweeps R-2	6	28	14, (-,-)	72	Rope Mastery	2	18	(0)	28
Spell Acquisition	1	5	—	—	Silent Kill	2	20	(7)	30
Stalk/Hide	9	25/15	0,(0,0),10†	80/60	Sprinting	2	10	(14), 10 †	30
Swimming	7	35	0, (14,14)	70	Stunned Maneuvers	8	15	(14)	55
Acrobatics	5	23	(14), 10 †	58	Tight-Rope Walking	3	25	(14), 10 †	50
Boat Pilot	2	18	(0)	28	Tracking	4	3	(7)	23
Body Damage Stab.	4	10	(0)	30	Tumbling	3	25	(14), 10 †	50
Cookery	1	18	(0)	23	Unarmed subduing	4	23	(14)	43
Demon/Devil Lore	2	—	(0)	10	Yado	6	23	(14), 10 †	53
Detect Traps	2	5	(7)	15					

LEVEL 10

Prof: Warrior Monk. **Lvl:** 10. **Exp Points:** 150,000.

Eyes: Blue. **Hair:** Sandy. **Build:** Thin.

Height: 5' 5" **Weight:** 103 lbs. **Hits:** 120/174.

Realm: Mentalism. **Power Points:** 10.

St-91 (98); Qu-90 (90); Pr-78 (78); In-76 (76); Em-75 (75);

Co-101(101); Ag-102(102); SD-90 (90); Re-64 (64); Me-71 (71)

AT: 2; **DB:** 10 (+70 AD); **Armor Penalty:** 0/0/0. **Move:** 60 (55).

New Equipment: +10 Non-Magical Iron Tiger Claws (+10 to Climbing Skills, +5 OB to all Sweeps and Strikes Martial Arts); +10 Blessed Silk Robe (+10 to DB); +5 Enchanted Iron Heavy Crossbow with 80% Range Penalty Reduction and 50% Range Increase.

Skill	Rank	Stat Bonus	Special Bonus	Total	Halberd	Rank	Stat Bonus	Special Bonus	Total
Adrenal Defense	15	—	0, (0,0), 10 †	70	Maneuver Soft Leather	1	25	0, (0,20)	30
Adrenal Maneuver					Martial Arts				
Strength	8	8	0, (0,0)	48	Sweeps R-1	12	28	20, (0,0)	102
Balance	4	8	0, (0,0), 10 †	38	Sweeps R-2	10	28	20, (0,0)	98
Landing	7	8	0, (0,0), 10 †	53	Sweeps R-3	6	28	20, (0,0)	78
Leaping	7	8	0, (0,0), 10 †	53	Sweeps R-4	4	28	20, (0,0)	68
Speed	4	8	0, (0,0), 10 †	38	Strike R-1	2	28	20, (0,0)	58
Ambush+	12	—	—	+/- 12	Spell Acquisition	2	5	—	—
Body Development+	8	1.45	0,(20,20),+3‡	120/174	Stalk/Hide	13	25/15	0,(0,0),10†	91/71
Climbing	10	35	0, (20,20), 10 †	95	Swimming	9	35	0, (20,20)	80
Crossbow, Heavy	3	28	20, (-,-)	63					
General Perception	12	3	0, (10,10)	57					

(Level 10 continued on next page)

Skill	Rank	Stat Bonus	Special Bonus	Total				
Acrobatics	6	23	(20), 10 †	63	Meditation			
Boat Pilot	2	18	(0)	28	Cleansing	1	10	(0) 15
Body Damage Stab.	4	10	(0)	30	Healing	2	10	(0) 20
Cookery	1	18	(0)	23	Ki	1	10	(0) 15
Demon/Devil Lore	2	—	(0)	10	Sleep	1	10	(0) 15
Detect Traps	6	5	(10)	35	Midwifery	2	3	(0) 13
Direction Sense	8	3	(10)	43	Philosophy	4	—	(0) 20
Disarm Foe					Poison Perception	6	3	(10) 33
Unarmed (1HE)	8	35	(20)	75	Read Tracks	5	3	(10) 28
Distance Running	11	45	(20), 10 †	107	Rope Mastery	2	18	(0) 28
First Aid	3	10	(0)	25	Silent Kill	2	20	(10) 30
Fletching	1	25	(0)	30	Sprinting	2	10	(20), 10 † 30
Foraging	2	3	(20)	13	Stunned Maneuvers	8	15	(20) 55
Horticulture	1	3	(0)	8	Tight-Rope Walking	5	25	(20), 10 † 60
Jumping	2	25	(20), 10 †	45	Tracking	6	3	(10) 33
					Tumbling	5	25	(20), 10 † 60
					Unarmed subduing	4	23	(20) 43
					Yado	6	23	(20), 10 † 63

LEVEL 15

Prof: Warrior Monk. Lvl: 15. Exp Points: 300,000.

Eyes: Blue. Hair: Sandy. Build: Thin.

Height: 5' 5" Weight: 108 lbs. Hits: 120/174.

Realm: Mentalism. Power Points: 15.

St-91 (98); Qu-90 (90); Pr-78 (78); In-76 (76); Em-75 (75); Co-101(101); Ag-102(102); SD-90 (90); Re-64 (64); Me-71 (71)

AT: 2; DB: 10 (+85 AD); Armor Penalty: 0/0/0. Move: 60 (55).

New Equipment: +10 Non-Magical Iron Tiger Claws (+10 to Climbing Skills, +5 OB to all Sweeps and Strikes Martial Arts); +10 Blessed Silk Robe (+10 to DB); +15 Enchanted Iron II Hvy Cbow with 80% Range Penalty Reduction and 50% Range Increase.

Spell List:

Attack Avoidance 1-5 (Open Mentalism list)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Defense	25	—	0, (0,0), 10 †	85	Distance Running	11	45	(30), 10 †	107
Adrenal Maneuver					First Aid	8	10	(0)	50
Strength	9	8	0, (0,0)	53	Fletching	1	25	(0)	30
Balance	5	8	0, (0,0), 10 †	43	Foraging	5	3	(15)	28
Landing	9	8	0, (0,0), 10 †	63	Horticulture	3	3	(0)	18
Leaping	9	8	0, (0,0), 10 †	63	Jumping	2	25	(30), 10 †	45
Speed	4	8	0, (0,0), 10 †	38	Leather working				
Ambush+	17	—	—	+/- 17	Tanner	3	18	(0)	33
Body Development+	8	1.45	0,(30,30),+3‡	120/174	Meditation				
Climbing	10	35	0, (30,30), 10 †	95	Cleansing	1	10	(0)	15
Crossbow, Heavy	8	28	30, (-,-)	98	Healing	12	10	(0)	64
General Perception	17	3	0, (15,15)	67	Ki	1	10	(0)	15
Halberd	4	22	30, (-,-)	72	Sleep	1	10	(0)	15
Maneuver Soft Leather	1	25	0, (0,30)	30	Midwifery	4	3	(0)	23
Martial Arts					Philosophy	9	—	(0)	45
Sweeps R-1	16	28	30, (-,-)	120	Poison Perception	6	3	(15)	33
Sweeps R-2	13	28	30, (-,-)	114	Read Tracks	5	3	(15)	28
Sweeps R-3	12	28	30, (-,-)	112	Rope Mastery	4	18	(0)	38
Sweeps R-4	10	28	30, (-,-)	108	Silent Kill	2	20	(15)	30
Striking R-1	10	22	30, (-,-)	102	Sprinting	2	10	(30), 10 †	30
Striking R-2	4	22	30, (-,-)	72	Stone Crafts				
Striking R-3	4	22	30, (-,-)	72	Masonry	2	25	(0)	35
Stalk/Hide	20	25/15	0,(0,0),10†	105/85	Stunned Maneuvers	8	15	(30)	55
Swimming	14	35	0, (30,30)	93	Tight-Rope Walking	5	25	(30), 10 †	60
Acrobatics	6	23	(30), 10 †	63	Tracking	6	3	(15)	33
Boat Pilot	2	18	(0)	28	Tumbling	5	25	(30), 10 †	60
Body Damage Stab.	4	10	(0)	30	Unarmed subduing	4	23	(30)	43
Cookery	4	18	(0)	38	Wood Crafts				
Demon/Devil Lore	2	—	(0)	10	Building Wright	3	20	(0)	35
Detect Traps	6	5	(15)	35	Lumbering	3	20	(0)	35
Direction Sense	8	3	(15)	43	Carpentry	3	20	(0)	35
Disarm Foe					Yado	6	23	(30), 10 †	63
Unarmed (1HE)	8	35	(30)	75					

LEVEL 20

Prof: Warrior Monk. **Lvl:** 20. **Exp Points:** 500,000.

Eyes: Blue. **Hair:** Sandy. **Build:** Thin.

Height: 5' 5" **Weight:** 118 lbs. **Hits:** 120/174.

Realm: Mentalism. **Power Points:** 20.

St-91 (98); Qu-90 (90); Pr-78 (78); In-76 (76); Em-75 (75);

Co-101(101); Ag-102(102); SD-90 (90); Re-64 (64); Me-71 (71)

AT: 2; DB: 10 (+93 AD); Armor Penalty: 0/0/0. Move: 60 (55).

New Equipment: +10 Non-Magical Iron Tiger Claws (+10 to Climbing Skills, +5 OB to all Sweeps and Strikes Martial Arts); +10 Blessed Silk Robe (+10 to DB); +15 Enchanted Iron II Heavy Crossbow with 80% Range Penalty Reduction and 50% Range Increase; Amulet of Power (+4 Spell Adder <Mentalism>, x2 Spell Multiplier <Mentalism>).

Spell Lists:

Attack Avoidance 1-5(Open Mentalism List)

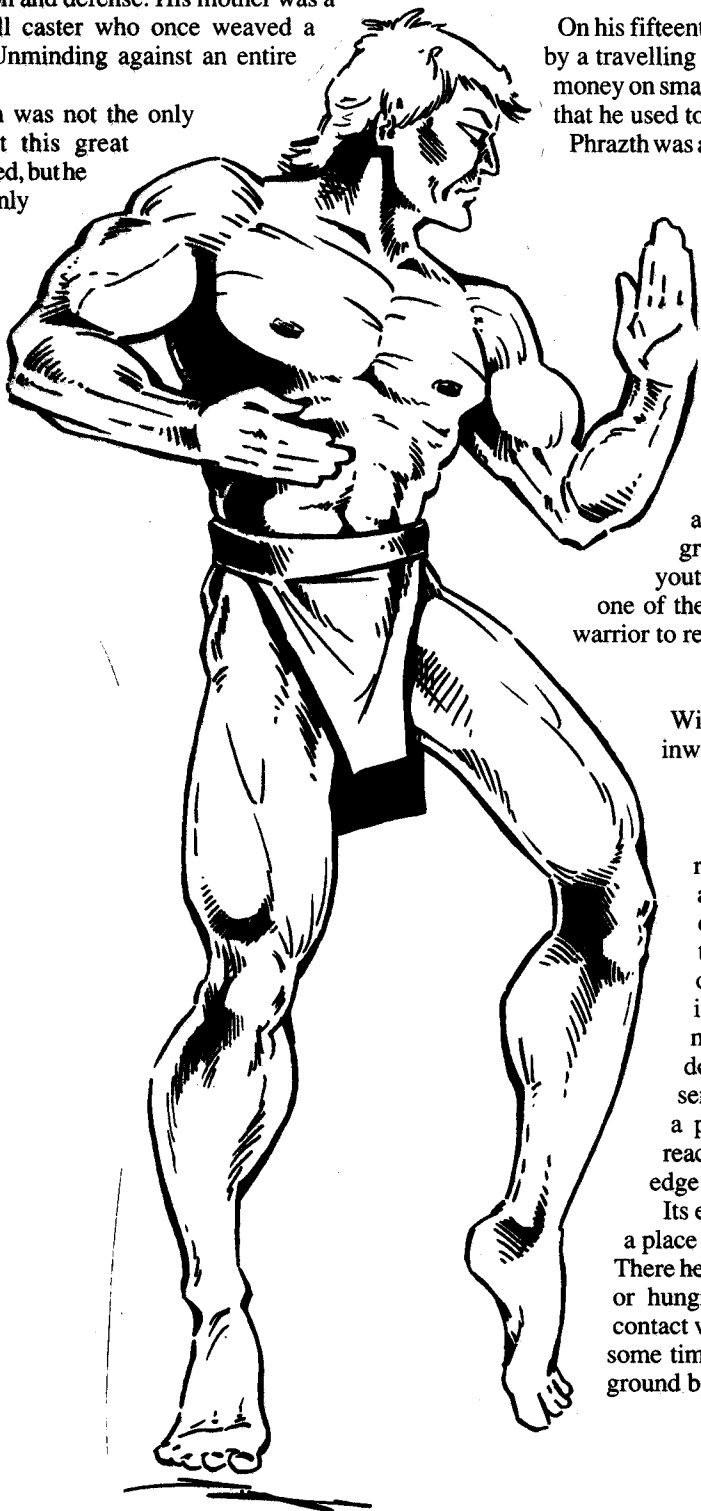
Self-Healing 1-5(Open Mentalism List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Defense	35	—	0, (0,0)	93	Acrobatics	6	23	(40), 10 †	63
Adrenal Maneuver					Boat Pilot	2	18	(0)	28
Strength	9	8	0, (0,0)	53	Body Damage Stab.	14	10	(0)	68
Balance	5	8	0, (0,0), 10 †	43	Contortions	5	25	(40)	50
Landing	10	8	0, (0,0), 10 †	68	Cookery	4	18	(0)	38
Leaping	10	8	0, (0,0), 10 †	68	Demon/Devil Lore	2	—	(0)	10
Speed	4	8	0, (0,0), 10 †	38	Detect Traps	6	5	(20)	35
Ambush+	22	—	—	+/- 22	Direction Sense	8	3	(20)	43
Body Development+	8	1.45	0,(40,40),+3‡	120/174	Disarm Foe				
Climbing	10	35	0, (40,40), 10 †	95	Unarmed (1HE)	8	35	(40)	75
Crossbow, Heavy	13	28	40, (-,-)	124	Distance Running	12	45	(40), 10 †	109
Dagger	1	22	40, (-,-)	67	Drug Tolerance	2	30	(0)	40
General Perception	17	3	0, (20,20)	67	First Aid	8	10	(0)	50
Halberd	7	22	40, (-,-)	97	Fletching	1	25	(0)	30
Hand axe	1	22	40, (-,-)	67	Foraging	5	3	(20)	28
Maneuver Soft Leather	1	25	0, (0,40)	30	Horticulture	3	3	(0)	18
Martial Arts					Jumping	7	25	(40), 10 †	70
Sweeps R-1	20	28	40, (-,-)	138	Leather working				
Sweeps R-2	17	28	40, (-,-)	132	Tanner	3	18	(0)	33
Sweeps R-3	16	28	40, (-,-)	130	Meditation				
Sweeps R-4	14	28	40, (-,-)	126	Cleansing	1	10	(0)	15
Strike R-1	12	22	40, (-,-)	116	Healing	12	10	(0)	64
Strike R-2	12	22	40, (-,-)	116	Ki	1	10	(0)	15
Strike R-3	10	22	40, (-,-)	112	Sleep	1	10	(0)	15
Spell Acquisition	1	5	—	—	Midwifery	4	3	(0)	23
Stalk/Hide	20	25/15	0,(0,0),10†	105/85	Philosophy	9	—	(0)	45
Swimming	14	35	0, (40,40)	93	Poison Perception	6	3	(20)	33
					Pole Vaulting	5	25	(40), 10 †	60
					Read Tracks	5	3	(20)	28
					Rope Mastery	4	18	(0)	38
					Silent Kill	7	20	(20)	55
					Sprinting	7	10	(40), 10 †	55
					Stilt Walking	5	25	(40), 10 †	60
					Stone Crafts				
					Masonry	2	25	(0)	35
					Stunned Maneuvers	18	15	(40)	81
					Tight-Rope Walking	10	25	(40), 10 †	85
					Tracking	6	3	(20)	33
					Tumbling	5	25	(40), 10 †	60
					Unarmed subduing	9	23	(40)	68
					Wood Crafts				
					Building Wright	3	20	(0)	35
					Lumbering	3	20	(0)	35
					Carpentry	3	20	(0)	35
					Yado	11	23	(40), 10 †	85

(Frasth Boor)

Phrazth was born in the year 6031 on the small distant island of Aranmor. His father was a great adventuring lord who swung a Laen sword of crystal glass bewitched with arcane spells of destruction and defense. His mother was a great spell caster who once weaved a spell of Unminding against an entire village.

Phrázth was not the only child that this great couple sired, but he was certainly known as the most gifted.



High among the rocky escarpments of Mount Kadaena, more than 4,000 feet above sea level, his family's castle stood. It was not uncommon for Loremasters and Navigators to visit his family's abode, and by the age of twelve he was well versed in the mental arts. His parents did all they could to provide him with tutors who would teach him the arts of mental defense and attack.

LEVEL 3

On his fifteenth birthday he was given the splendid gift of 100 gold pieces by a travelling warrior-lord named Melkym Daevys. The youth spent the money on small gifts and gadgets, and on a number of minor magical items that he used to intensify his training in the arts.

Phrazth was afforded the chance to demonstrate his skill at the martial arts when a band of roguish adventurers invaded his family's keep, intent on plunder and rape. His father dispatched four quickly, while his mother dismembered three more with magical spells. As the rest of the household fled in terror, Phrazth attacked in a frenzy, killing three of the swine with his bare hands.

LEVEL 5

Later that year his father took Phrazth down the mountain into the wasteland where they hunted wild scraag and leaping loovf hares. There they encountered an ancient behemoth of metal and gears that tore relentlessly at Phrazth and his father. Before the thing was destroyed, it had caused grievous injuries to Phrazth's father and nearly amputated the youth's right arm. Phrazth returned home, carrying his father on one of the surviving mules. It took more than a year for the young warrior to recover from his battle.

LEVEL 7

With the loss of his father and companion, Phrazth turned inward, honing his talents to the cutting edge of perfection.

LEVEL 10

When he turned twenty, Phrazth took the money that remained from his gift from Melkym and ventured forth with a Navigator. His first stop was to the city of Ketaum, in the desert kingdom of Gethryn. He had heard a rumor, which had traversed the globe via a Navigator, which said that rare drugs could be had within the city's walls which would allow its user to speak to the realms of the dead. He spent several months in the sweltering city and finally purloined three doses of the strange purple-splotched leaf. With the drug he sent for a Navigator to take him to the remote islands of Tharda, a place to which no one travelled. There, upon the rocks reaching above the black sea, a pinnacle nearly touching the edge of the universe, he used the drug.

Its effects were instantaneous, and Phrazth was catapulted into a place of swirling gases of purple mist and scarlet floating blobs. There he met with many strange creatures, not all of which were evil or hungry. To his disappointment, however, he couldn't make contact with or find his father. The dream state must have lasted for some time, for, when he came out of it, he was sandwiched to the ground by moss and gnarled weeds.

LEVEL 15

Returning to Aranmor by way of a Navigator, Phrazth set about to explore the remains of Tarek Nev. During his exploration, he encountered a number of bands of adventurers, some of which he journeyed and battled with, but most of which he simply let slip by. He was in search of the famed Helm of Kadaena, a powerful artifact rumored to be in those ruins.

At one point he ventured into an underground cathedral with three warriors clad in silver chain and broadsword, a wily leather-clad cutthroat that no one ever trusted, and a simple mage. There, they came across a magnificent emerald. When the mage attuned to it, it caused him to simply disappear in a flash of fire and a scream of pleasure. Phrazth wished he could have studied the gem longer, but the thief snuck away during the night with the emerald. At sunrise, a search party quickly found the remains of the Thief, torn apart by some kind of demon. The emerald was not found.

LEVEL 20

Phrazth still searches for the Helm of Kadaena, hoping its powers might enlighten him further about the realms of the dead and perhaps even allow him to communicate with his father. He rarely leaves Aranmor and can no doubt be found somewhere within Nev or around his castle in the highest reaches of Mount Kadaena.

DESCRIPTION

Phrazth is a tall, charming man, with a boyish face and well-defined physique. He stands a good six feet tall and weighs around 180 pounds. Although not immensely strong, the young monk does have well-defined musculature; his chest, arms, and legs undulating with sinewy bands. His brown eyes and hair add to Phrazth's subtle nature; he is quiet and somber, seemingly always deep in thought. His muscles and his darting eyes, however, relay the true panther that he is.

Phrazth wears nothing but a simple white loincloth and sandals. He uses no weapons other than his hands and feet, which are heavily calloused and weather-worn. He can strike and take down a fully armored man with these 'weapons.'

LEVEL 1

Prof: Warrior Monk. **Lvl:** 1. **Exp Points:** 10,000.

Eyes: Brown. **Hair:** Brown. **Build:** Average.

Height: 6'. **Weight:** 160. **Hits:** 32/37

Realm: Channeling **Power Points:** 0.

St-79 (91); Qu-100 (100); Pr-65 (65); In-63 (95); Em-45 (78);

Co-97 (97) Ag-96 (96); SD-90 (90); Re-92 (92); Me-44 (90).

Background Options: SOC-5 +1 to Me, In, Qu; SOC-6 First Aid; SAA-87 +15 St; SIC-67 Daily I item; SWC-91 100 gps [not until 3rd level]; SAM-48 +15 Me.

AT: 1; **DB:** 25 (+10 AD, +4 TE); **Armor Penalty:** 0/0/0.

Move: 75.

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acrobatics	1	20	0, (0,2)	25	Sweeps R-1	3	18	2, (-,-)	35
Adrenal Defense	2	—	0, (0,0)	10	Sweeps R-2	3	18	2, (-,-)	35
Adrenal Moves					Sweeps R-3	3	18	2, (-,-)	35
Leaping	2	8	0, (0,0)	18	Sweeps R-4	3	18	2, (-,-)	35
Landing	2	8	0, (0,0)	18	Rowing	1	20	0, (0,2)	25
Balance	2	8	0, (0,0)	18	Signaling	1	15	0, (0,0)	20
Strength	2	8	0, (0,0)	18	Staff	3	22	2, (-,-)	39
Speed	2	8	0, (0,0)	18	Subdue	2	20	0, (0,2)	30
Body Development	4	1.05	0, (2,2)	32/37	Swimming	1	15	0, (2,2)	20
Climbing	1	15	0, (2,2)	20	Tracking	2	5	0, (0,2)	15
Contortions	2	15	0, (0,2)	25	Trickery	1	13	0, (0,0)	18
Diving	1	15	0, (0,2)	20	Tumbling	1	15	0, (0,2)	20
First Aid+	5	8	0, (0,0)	33	Appraisal	2	13	(0)	23
Martial Arts					Disarm Foe Unarmed	2	15	(2)	22
Strike R-1+	3	22	2, (-,-)	39	Reverse Stroke	4	13	(2)	30
Strike R-2	3	22	2, (-,-)	39	Silent Kill	2	8	(1)	18
Strike R-3	2	22	2, (-,-)	34	Stunned Maneuver	4	15	(2)	32
Strike R-4	2	22	2, (-,-)	34	Tumbling				
					Evasion	4	20	(2)	40

LEVEL 3

Prof: Warrior Monk. **Lvl:** 3. **Exp Points:** 30,000.
Eyes: Brown. **Hair:** Brown. **Build:** Average.
Height: 6'. **Weight:** 160. **Hits:** 50/58.
Realm: Channeling. **Power Points:** 0.

St-91 (91); Qu-100 (100); Pr-65 (65); In-65 (95); Em-54 (78);
Co-97 (97) Ag-96 (96); SD-90 (90); Re-92 (92); Me-55 (90).

AT: 1; DB: 25 (+51 AD, +8 TE); Armor Penalty: 0/0/0.
Move: 75.

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acrobatics	2	20	0, (0,6)	30	Sweeps R-1	5	20	6, (-,-)	51
Adrenal Defense	5	—	0, (0,0)	51	Sweeps R-2	5	20	6, (-,-)	51
Adrenal Moves					Sweeps R-3	5	20	6, (-,-)	51
Leaping	4	8	0, (0,0)	28	Sweeps R-4	5	20	6, (-,-)	51
Landing	4	8	0, (0,0)	28	Rowing	1	23	0, (0,6)	28
Balance	4	8	0, (0,0)	28	Signaling	1	15	0, (0,0)	20
Strength	4	8	0, (0,0)	28	Staff	3	22	6, (0,0)	43
Speed	4	8	0, (0,0)	28	Subdue	3	20	0, (0,6)	35
Body Development	8	1.15	0, (6,6)	50/58	Swimming	2	15	0, (6,6)	25
Climbing	2	15	0, (6,6)	25	Tracking	3	5	0, (0,3)	20
Contortions	4	15	0, (0,6)	35	Trickery	1	13	0, (0,0)	18
Diving	1	15	0, (0,6)	20	Tumbling	1	15	0, (0,6)	20
First Aid+	5	8	0, (0,0)	33	Appraisal	4	13	(0)	33
Martial Arts					Disarm Foe Unarmed	4	15	(6)	41
Striking R-1	5	25	6, (-,-)	55	Reverse Stroke	8	13	(6)	53
Striking R-2	5	25	6, (-,-)	55	Silent Kill	4	8	(3)	18
Striking R-3	5	25	6, (-,-)	55	Stunned Maneuver	8	15	(6)	55
Striking R-4	5	25	6, (-,-)	55	Tumbling				
					Evasion	8	20	(6)	60

LEVEL 5

Prof: Warrior Monk. **Lvl:** 5. **Exp Point:** 50,000.
Eyes: Brown. **Hair:** Brown. **Build:** Average.
Height: 6'. **Weight:** 160. **Hits:** 58/68
Realm: Channeling. **Power Points:** 5.

St-91 (91); Qu-100 (100); Pr-65 (65); In-82 (95); Em-77 (78);
Co-97 (97) Ag-96 (96); SD-90 (90); Re-92 (92); Me-74 (90).

AT: 1; DB: 25 (+40 AD, +12 TE); Armor Penalty: 0/0/0.
Move: 75.

New Equipment: +5 Non-Magic Leather Gloves (+5 to Martial Arts OB and to any skill involving grasping).

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acrobatics	3	20	0, (0,10)	35	Sweeps R-3	8	20	10, (-,-)	70
Adrenal Defense	8	—	0, (0,0)	40	Sweeps R-4	7	20	10, (-,-)	65
Adrenal Moves					Rowing	1	20	0, (0,10)	25
Leaping	6	8	0, (0,0)	38	Signaling	2	15	0, (0,0)	25
Landing	6	8	0, (0,0)	38	Skiing	1	15	0, (0,10)	20
Balance	6	8	0, (0,0)	38	Staff	3	25	10, (-,-)	50
Strength	6	8	0, (0,0)	38	Subdue	4	20	0, (0,10)	40
Speed	6	8	0, (0,0)	38	Swimming	3	15	0, (10,10)	30
Body Development	10	1.15	0, (10,10)	58/68	Tracking	4	8	0, (0,5)	28
Climbing	3	15	0, (10,10)	30	Trickery	2	13	0, (0,0)	23
Contortions	5	15	0, (0,10)	40	Tumbling	2	15	0, (0,10)	25
Diving	2	15	0, (0,10)	25	Tumbling				
First Aid+	6	10	0, (0,0)	40	Evasion	12	20	(10)	84
Martial Arts					Silent Kill	7	10	(5)	45
Striking R-1	8	25	10, (-,-)	75	Reverse Stroke	9	13	(10)	58
Striking R-2	8	25	10, (-,-)	75	Disarm Foe Unarmed	6	15	(10)	45
Striking R-3	8	25	10, (-,-)	75	Appraisal	6	13	(0)	43
Striking R-4	7	25	10, (-,-)	70	Stunned Maneuver	10	15	(10)	65
Sweeps R-1	8	20	10, (-,-)	70	Disarm Foe Armed	1	15	(10)	20
Sweeps R-2	8	20	10, (-,-)	70	Frenzy	3	10	(10)	25

LEVEL 7

Prof: Warrior Monk. **Lvl:** 7 **Exp Points:** 90,000.

Eyes: Brown. **Hair:** Brown. **Build:** Average.

Height: 6'. **Weight:** 160. **Hits:** 75/86

Realm: Channeling. **Power Points:** 7.

St-91 (91); Qu-100 (100); Pr-65 (65); In-93 (95); Em-78 (78);

Co-97 (97) Ag-91 (96); SD-90 (90); Re-92 (92); Me-89 (90).

AT: 1; **DB:** 25 (+54 AD, +16 TE); **Armor Penalty:** 0/0/0.

Move: 75.

New Equipment: +5 Non-Magic Leather Gloves (+5 to Martial Arts OB and to any skill involving grasping); +10 Elven staff.

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acrobatics	4	18	0, (0,14)	38	Sweeps R-3	10	17	14, (-,-)	81
Adrenal Defense	12	—	0, (0,0)	54	Sweeps R-4	10	17	14, (-,-)	81
Adrenal Moves					Rowing	1	23	0, (0,14)	28
Leaping	7	8	0, (0,0)	43	Signaling	3	18	0, (0,0)	28
Landing	7	8	0, (0,0)	43	Skiing	1	13	0, (0,14)	18
Balance	7	8	0, (0,0)	43	Staff	4	23	14, (-,-)	57
Strength	7	8	0, (0,0)	43	Subdue	5	18	14, (-,-)	57
Speed	7	8	0, (0,0)	43	Swimming	4	10	0, (14,14)	30
Body Development	13	1.15	0, (14,14)	75/86	Tracking	5	10	0, (0,7)	35
Climbing	4	10	0, (14,14)	30	Trickery	3	13	0, (0,0)	28
Contortions	6	13	0, (0,14)	43	Tumbling	3	13	0, (0,14)	28
Diving	3	13	0, (0,14)	28					
First Aid+	7	10	0, (0,0)	45	Tumbling				
General Perception	4	10	0, (7,7)	30	Evasion	16	18	(14)	80
Martial Arts					Silent Kill	11	10	(7)	62
Strike R-1+	10	23	14, (-,-)	87	Reverse Stroke	9	10	(14)	55
Strike R-2	10	23	14, (-,-)	87	Disarm Foe Unarmed	8	10	(14)	50
Strike R-3	10	23	14, (-,-)	87	Appraisal	8	13	(0)	43
Strike R-4	10	23	14, (-,-)	87	Stunned Maneuver	14	15	(14)	73
Sweeps R-1	10	17	14, (-,-)	81	Disarm Foe Armed	3	10	(14)	25
Sweeps R-2	10	17	14, (-,-)	81	Frenzy	5	10	(14)	35

LEVEL 10

Prof: Warrior Monk. **Lvl:** 10. **Exp Points:** 150,000.

Eyes: Brown. **Hair:** Brown. **Build:** Average.

Height: 6'. **Weight:** 160. **Hits:** 98/113.

Realm: Channeling. **Power Points:** 10.

St-91 (91); Qu-100 (100); Pr-65 (65); In-94 (95); Em-78 (78);

Co-97 (97) Ag-96 (96); SD-90 (90); Re-92 (92); Me-90 (90).

AT: 1; **DB:** 25 (+60 AD, +22); **Armor Penalty:** 0/0/0.

Move: 75.

New Equipment: +5 Non-Magic Leather Gloves (+5 to Martial Arts OB and to any skill involving grasping); +10 Elven Oak staff.

Skill	Rank	Stat Bonus	Special Bonus	Total	Martial Arts	Rank	Stat Bonus	Special Bonus	Total
Acrobatics	6	20	0, (0,20)	50	Strikes R-1+	13	25	20, (-,-)	101
Adrenal Defense	15	—	0, (0,0)	75	Strikes R-2	13	25	20, (-,-)	101
Adrenal Moves					Strikes R-3	13	25	20, (-,-)	101
Leaping	10	8	0, (0,0)	58	Strikes R-4	13	25	20, (-,-)	101
Landing	10	8	0, (0,0)	58	Sweeps R-1	13	20	20, (-,-)	96
Balance	10	8	0, (0,0)	58	Sweeps R-2	13	20	20, (-,-)	96
Strength	10	8	0, (0,0)	58	Sweeps R-3	13	20	20, (-,-)	96
Speed	10	8	0, (0,0)	58	Sweeps R-4	13	20	20, (-,-)	96
Body Development	17	1.15	0, (20,20)	93/118	Rowing	4	23	0, (0,20)	43
Climbing	7	15	0, (20,20)	45	Signaling	6	20	0, (0,0)	50
Contortions	8	15	0, (0,20)	55	Skiing	4	15	0, (0,20)	35
Diving	5	15	0, (0,20)	40	Staff	7	25	20, (-,-)	60
First Aid+	9	10	0, (0,0)	55	Subdue	7	20	0, (0,20)	55
General Perception	7	10	0, (10,10)	45	Swimming	7	15	0, (20,20)	45
					Tracking	8	10	0, (10,10)	50
					Trickery	6	13	0, (0,0)	43
					Tumbling	5	15	0, (0,20)	40

(Level 10 continued on next page)

Skill	Rank	Stat Bonus	Special Bonus	Total					
Appraisal	9	18	(0)	58	Locate Secret Opening	3	10	(10)	25
Detect Traps	2	10	(10)	20	Poison Perception	2	10	(10)	20
Direction Sense	3	10	(10)	25	Reverse Stroke	9	13	(20)	58
Disarm Foe Unarmed	11	15	(20)	67	Silent Kill	15	13	(20)	73
Disarm Foe Armed	6	15	(20)	45	Stunned Maneuver	18	15	(20)	81
Frenzy	8	10	(20)	50	Time Sense	2	18	(10)	28
Grapple Hook	2	15	(20)	25	Tumbling				
					Evasion	22	20	(20)	94

LEVEL 15

Prof: Warrior Monk. **Lvl:** 15. **Exp Points:** 300,000.

Eyes: Brown. **Hair:** Brown. **Build:** Average.

Height: 6'. **Weight:** 160. **Hits:** 120/138.

Realm: Channeling **Power Points:** 30.

St-91 (91); Qu-99 (100); Pr-65 (65); In-95 (95); Em-78 (78);

Co-97 (97) Ag-96 (96); SD-90 (90); Re-92 (92); Me-90 (90).

AT: 1; **DB:** 25 (+60 AD, +31 TE); **Armor Penalty:** 0/0/0.

Move: 75.

New Equipment: +5 Non-Magic Leather Gloves (+5 to Martial Arts OB and to any skill involving grasping); +15 Elven Oak staff with Extra 'A', 'B', 'C' Critical on Same Roll.

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acrobatics	10	20	0, (0,30)	70	Appraisal	10	18	(0)	68
Adrenal Defense	20	—	0, (0,0)	60	Detect Traps	7	15	(15)	50
Adrenal Moves					Direction Sense	8	13	(15)	53
Leaping	13	8	0, (0,0)	64	Disarm Foe Unarmed	11	15	(30)	67
Landing	13	8	0, (0,0)	64	Disarm Foe Armed	12	15	(30)	69
Balance	13	8	0, (0,0)	64	Frenzy	13	15	(30)	63
Strength	13	8	0, (0,0)	64	Grapple Hook	7	15	(30)	20
Speed	13	8	0, (0,0)	64	Locate Secret Opening	8	13	(15)	53
Body Development	20	1.15	0, (30,30)	120/138	Poison Perception	7	13	(15)	48
Climbing	11	15	0, (30,30)	67	Reverse Stroke	9	10	(30)	58
Contortions	10	15	0, (0,30)	65	Silent Kill	20	13	(15)	83
Diving	10	15	0, (0,30)	65	Stunned Maneuver	23	15	(30)	88
First Aid+	10	10	0, (0,0)	60	Time Sense	8	20	(15)	60
Foraging	4	20	0, (30,30)	40	Tumbling				
Gambling	2	13	0, (0,0)	23	Evasion	31	20	(30)	100
General Perception	12	10	0, (15,15)	64					
Martial Arts									
Strikes R-1+	19	25	30, (-,-)	123					
Strikes R-2	19	25	30, (-,-)	123					
Strikes R-3	19	25	30, (-,-)	123					
Strikes R-4	19	25	30, (-,-)	123					
Sweeps R-1	18	20	30, (-,-)	116					
Sweeps R-2	18	20	30, (-,-)	116					
Sweeps R-3	18	20	30, (-,-)	116					
Sweeps R-4	18	20	30, (-,-)	116					
Rowing	9	23	0, (0,30)	68					
Signaling	10	20	0, (0,0)	70					
Skiing	8	15	0, (0,30)	55					
Staff	10	25	30, (-,-)	105					
Subdue	8	20	0, (0,30)	60					
Swimming	11	15	0, (30,30)	67					
Tracking	13	13	0, (0,15)	69					
Trickery	10	13	0, (0,0)	63					
Tumbling	10	15	0, (0,30)	65					

LEVEL 20

Prof: Warrior Monk. **Lvl:** 20. **Exp Points:** 500,000.

Eyes: Brown. **Hair:** Brown. **Build:** Average.

Height: 6'. **Weight:** 160. **Hits:** 120/138.

Realm: Channeling. **Power Points:** 40

St-91 (91); Qu-100 (100); Pr-65 (65); In-95 (95); Em-78 (78);

Co-97 (97) Ag-96 (96); SD-90 (90); Re-92 (92); Me-90 (90).

AT: 1; **DB:** 25 (+75, +40 TE); **Armor Penalty:** 0/0/0.

Move: 75.

New Equipment: +15 Magic Elk Sable Gloves (+15 to Martial Arts OB and to any skill involving grasping and Extra 'D' Critical on New Roll); +15 Elven Oak staff with Extra 'A', 'B', 'C' Critical on Same Roll.

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acrobatics	10	20	0, (0,40)	70	Appraisal	10	18	(0)	68
Adrenal Defense	25	—	0, (0,0)	75	Detect Traps	10	5	(20)	55
Adrenal Moves					Direction Sense	10	8	(20)	58
Leaping	13	8	0, (0,0)	64	Disarm Foe Armed	12	15	(40)	69
Landing	13	8	0, (0,0)	64	Disarm Foe Unarmed	11	15	(40)	67
Balance	13	8	0, (0,0)	64	Drug Toler. (alcohol)	3	15	(0)	30
Strength	13	8	0, (0,0)	64	Frenzy	13	15	(40)	71
Speed	13	8	0, (0,0)	64	Grapple Hook	10	15	(40)	65
Body Development	20	1.15	0, (40,40)	120/138	Jumping	5	23	(40)	48
Channeling	5	5	0, (0,0)	30	Locate Secret Opening	11	8	(20)	60
Climbing	11	15	0, (40,40)	67	Painting	3	10	(0)	25
Contortions	10	15	0, (0,40)	65	Poison Perception	13	8	(20)	64
Diving	10	15	0, (0,40)	65	Pole Vaulting	5	23	(40)	48
First Aid+	10	10	0, (0,0)	60	Reverse Stroke	10	10	(40)	60
Foraging	10	15	0, (40,40)	65	Silent Kill	25	10	(20)	85
Gambling	8	13	0, (0,0)	53	Stilt Walking	5	23	(40)	48
General Perception	17	7	0, (20,20)	71	Stunned Maneuver	27	15	(40)	92
Martial Arts					Tightrope Walking	5	15	(40)	40
Strikes R-1+	24	25	40, (-,-)	137	Time Sense	11	15	(20)	67
Strikes R-2	24	25	40, (-,-)	137	Tumbling				
Strikes R-3	24	25	40, (-,-)	137	Evasion	40	20	(40)	105
Strikes R-4	24	25	40, (-,-)	137	Yado	7	20	(40)	55
Sweeps R-1	23	20	40, (-,-)	133					
Sweeps R-2	23	20	40, (-,-)	133					
Sweeps R-3	23	20	40, (-,-)	133					
Sweeps R-4	23	20	40, (-,-)	133					
Rowing	11	23	0, (0,40)	75					
Signaling	10	20	0, (0,0)	70					
Skiing	11	15	0, (0,40)	67					
Staff	10	25	40, (-,-)	115					
Subduing	8	20	0, (0,40)	60					
Swimming	11	15	0, (40,40)	67					
Tracking	14	8	0, (0,20)	66					
Trickery	10	13	0, (0,0)	63					
Tumbling	10	15	0, (0,40)	65					

(Svekk' Mirtemis)

Born circa 6025 to a lawless drunkard and a harlot of the night, Svekk saw more than his share of dispute and anger during his early childhood. Being of such low-class parentage, Svekk never went to any formal institution of schooling and spent many of his days on one of the many grey, dingy back streets of Haalkitane, his home and playground.

At an early age, Svekk found he had the knack and the desire to work in metals. He would run through the many deserted buildings, finding the few iron nails in the walls and pulling them out, crafting necklaces, pins, fish hooks — for whatever he best could use them.

LEVEL 3

Svekk eventually met up with his first and lifelong friend Hal Muskii (Ha'l Mooski'). It just so happened that Hal's father was a blacksmith in the southern district of the city of Haalkitane and started Svekk on the long road to learning the trade of being a blacksmith.

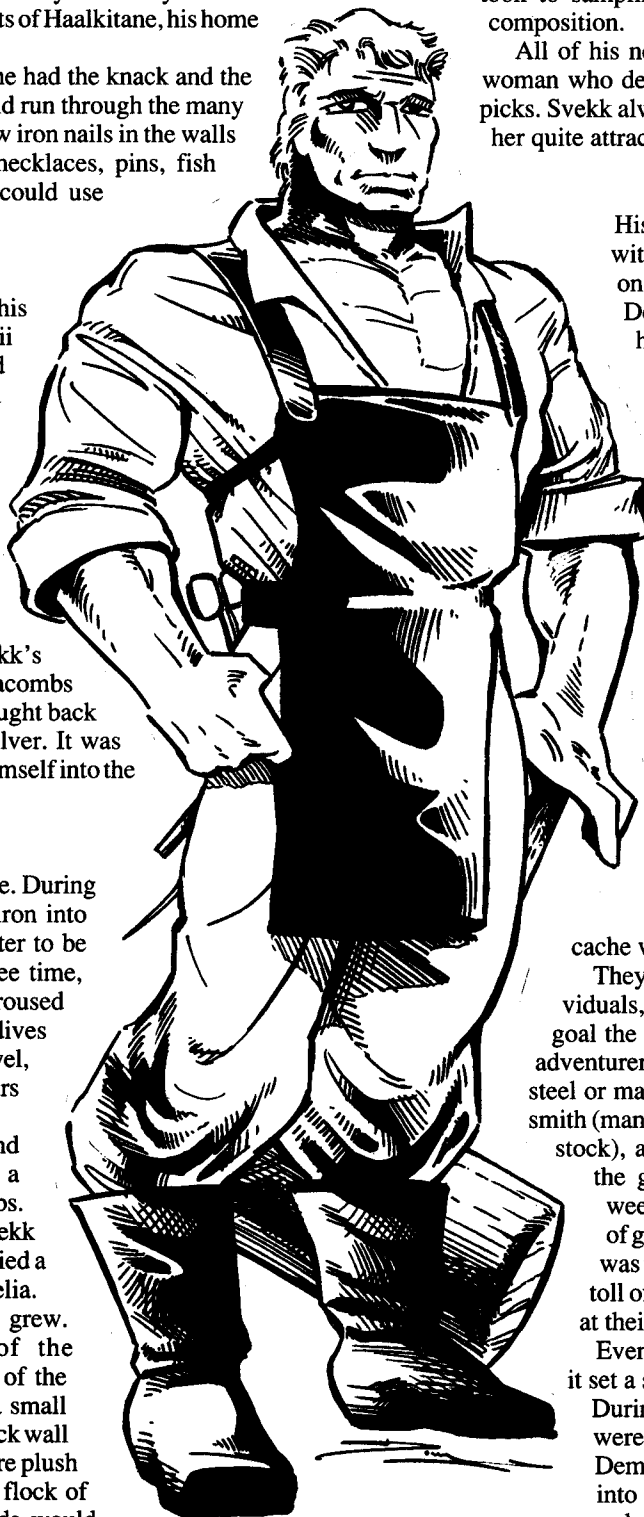
During the early years of his life, Svekk studied feverishly with Hal's father, spending his off hours scavenging through old buildings for any scrap metal. Svekk's courage even led him into the catacombs underneath the city, where he brought back ingots of high steel and magic silver. It was with this treasure that he bought himself into the blacksmithing business.

LEVEL 5

Svekk and Hal were inseparable. During the days they would pound hot iron into horseshoes, weapons, or wire, later to be made into chain. During their free time, which was rare, the two friends caroused the low-end bars, including such dives as the Snake Pit and the Hog's Bowel, wenching and drinking until all hours of the night.

It was there that Svekk found Myra, a lovely woman that was a barmaid in one of the local pubs. Within a few short months, Svekk was married. Soon after, Hal married a dark-skinned foreigner named Delia.

Time past and Svekk's family grew. With his profitable share of the blacksmith's trade, and his love of the work, he soon managed to buy a small cottage against the northeastern rock wall of Haalkitane. Hal moved to a more plush villa outside of town to raise his flock of children, but each day the friends would meet at the anvil and stoke the fires into life.



LEVEL 7

As his trade skills grew, he took on many more assignments, and, with Hal's father's help, they landed a lucrative contract with the city's guard service. Here, Svekk learned to make chain and plate, and craft swords with near dwarven craftsmanship. He also took to sampling new metals and making new metal composition.

All of his new metals were quickly picked up by a woman who desired them to make new locks and lock picks. Svekk always kept an eye on her for he truly found her quite attractive, but never acted on these feelings.

LEVEL 10

His skill at the smithy continued to grow, and with his fine armors and razor-edged weapons, Svekk soon made a name for himself. Dealers from all across Jaiman came to buy his supply of daggers, long swords, and broad swords. He even made, for a large weather worn highlander, a two-handed blade made from a strange metal the barbarian gave to him. Although he made the blade, and it was magnificently detailed, he knew that its composition was still beyond his ability to work well. He later learned that the material was the rarest metal in the world, known as Eog!

LEVEL 15

As his vitality slowly waned from him, grey hairs sprouting and wrinkles inching across his face, Svekk and Hal made a daring plan to delve deep into the bowels of the catacombs and bring forth a storehouse of metals of which fables only hinted. If, however, the rare metals existed, the riches of such a cache would be impossible to imagine.

They hired a number of adventuresome individuals, all capable of a stout fight, and set as their goal the very foundations of the catacomb. Each adventurer brought with him or her weapons of high steel or magic, armor made only by the best blacksmith (many pieces came directly from Svekk's own stock), and potions and magical devices, giving the group a decided advantage. During the week-long foray, they encountered a number of grisly creatures, and even though the group was powerful, both in skill and equipment, the toll of such a weary adventure slowly ate away at their numbers.

Eventually the group decided to turn back, and it set a strong pace back toward the elusive exit. During their final day in the catacombs, they were attacked by what must have been several Demons of the Pales. The adventurers split into two groups as they fought to escape, but only Svekk's group reached the light of day. Hal's group never returned.

To this day, Svekk insists that his friend is still alive, living down in the catacombs. He is so sure of himself that he has offered a 500 gold piece reward, or any number of highly prized items from his shop for the return of his friend.

LEVEL 20

Svekk is now a happy grandfather, still pounding metals into horseshoes, nails, and the best armor and weapons found within a hundred leagues of Haalkitane.

DESCRIPTION

Svekk is a huge man standing six feet, seven inches tall and weighing more than 250 pounds. He has sandy-colored hair and a peculiar eye coloring. Each eye is a different color, one bright green and the other a dusty brown. His hands and feet are huge. The man has been known to eat three large hens and drink a gallon of mead in a sitting.

Svekk wears a large semi-soft leather apron, over a set of heavy-duty cloth shirt and pants. He is well known to carry many different types of weapons, but favors a large hammer that he uses to pound metals into weapons and armor.

LEVEL 1

Prof: No Profession. **Level:** 1. **Exp Points:** 10,000.

Eyes: Green/Brown. **Hair:** Sandy. **Build:** Heavy.

Height: 6' 7"; **Weight:** 250 lbs. **Hits:** 34/36.

Realm: Essence. **Power Points:** 1.

St-101 (101); Qu-42 (93); Pr-97 (97); In-69 (97); Em-90 (90);

Co-81 (85); AG-65 (75); SD-95 (95); Re-88 (88); Me-75 (75).

Background Options: SOC-5 +1 point to St, Co, Ag; SOC-5 +2 points to Qu; SAA-47 +15 Ag bonus; SAM-30 Innate Magician (Enchanting Ways); SSC-54 Animal Friendship (horses); SIC-52 +10 Pure White Stone magic hammer †.

Base Lists: Enchanting Ways, Inorganic Skills. Note: This No Profession character has been given two base lists and learns spell-casting as a Semi-spell user.

AT: 9; **DB:** 15; **Armor Penalty:** 5/0/0. **Move:** 50 (55).

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Maneuver					Appraisal	2	8	(1)	18
Strength	1	18	0, (0,0)	23	Boat Pilot	2	10	(1)	20
Body Development	6	1.05	0, (0,0)	34/36	Crafting				
Climbing	1	15	0, (1,1)	20	Cooper+	6	18	(1), 10 †	58
General Perception	3	2	0, (1,1)	17	Dance	2	8	(1)	18
Hammers	3	28	1, (-,-), 10 †	54	Loading	2	15	(1)	25
Maneuver Rigid Leath	9	25	0, (0,1)	70	Metal Lore	2	5	(1)	15
Maneuver in Chain	5	25	0, (0,1)	50	Religion	2	5	(1)	15
Stalk/Hide	1	18/20	0, (1,1)	23/25	Trading/Driving	2	5	(1)	15
Swimming	2	15	0, (1,1)	25					

LEVEL 3

Prof: No Profession. **Level:** 3. **Exp Points:** 30,000.

Eyes: Green/Brown. **Hair:** Sandy. **Build:** Heavy.

Height: 6' 7"; **Weight:** 250 lbs. **Hits:** 34/36.

Realm: Essence. **Power Points:** 5.

St-101 (101); Qu-51 (93); Pr-97 (97); In-71 (97); Em-90 (90);

Co-82 (85); AG-69 (75); SD-95 (95); Re-88 (88); Me-75 (75).

AT: 9; **DB:** 15; **Armor Penalty:** 5/0/0. **Move:** 50 (55).

Spell Lists:

Inorganic Skills 1-10 (Alchemist Base List)

Enchanting Ways 1-10 (Alchemist base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Maneuver					Driving (wagons)	2	15	(3)	25
Strength	1	18	0, (0,0)	23	Loading	2	15	(3)	25
Body Development	6	1.05	0, (0,0)	34/36	Metal Lore	4	5	(3)	25
Climbing	1	15	0, (3,3)	20	Religion	2	5	(3)	15
General Perception	3	2	0, (3,3)	17	Smithing (note: represented above as one skill for RM purposes)				
Hammers	3	28	3, (-,-), 10 †	56	Armorer	1	25	(3), 10 †	40
Maneuver Rigid Leath	9	25	0, (0,3)	70	Black Smith	1	25	(3), 10 †	40
Maneuver in Plate	4	25	0, (0,3)	45	Bronze Smith	1	25	(3), 10 †	40
Maneuver in Chain	10	25	0, (0,3)	75	Copper Smith	1	25	(3), 10 †	40
Smithing	4	25	0, (0,3), 10 †	55	Fire Starting	1	25	(3), 10 †	40
Stalk/Hide	1	18/20	0, (3,3)	23/25	Gold Smith	1	25	(3)	30
Swimming	2	15	0, (3,3)	25	Iron Smith	1	25	(3), 10 †	40
Appraisal	2	8	(3)	18	Tin Smith	1	25	(3), 10 †	40
Boat Pilot	2	10	(3)	20	Tooler	1	25	(3), 10 †	40
Crafting (cooper)+	6	18	(3), 10 †	58	Weapon Smith	1	25	(3), 10 †	40
Dance	2	8	(3)	18	Trading	1	5	(3)	10

LEVEL 5

Prof: No Profession. **Level:** 5. **Exp Points:** 50,000.

Eyes: Green/Brown **Hair:** Sandy. **Build:** Heavy.

Height: 6' 7"; **Weight:** 265 lbs. **Hits:** 56/59.

Realm: Essence. **Power Points:** 5.

St-101 (101); Qu-63 (93); Pr-97 (97); In-76 (97); Em-90 (90);

Co-85 (85); AG-73 (75); SD-95 (95); Re-88 (88); Me-75 (75).

AT: 9; **DB:** 15; **Armor Penalty:** 5/0/0. **Move:** 50 (55).

New Equipment: +10 Mystic Iron II Hammer (+10 OB and +10 to work metals).

Spell Lists:

Inorganic Skills 1-10..... (Alchemist Base List)

Enchanting Ways 1-10..... (Alchemist base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Maneuver					Loading	2	15	(5)	25
Strength	1	18	0, (0,0)	23	Metal Evaluation	2	5	(5)	15
Body Development	6	1.05	0, (0,0)	56/59	Metal Lore	6	5	(5)	35
Climbing	3	15	0, (5,5)	30	Religion	2	5	(5)	15
General Perception	5	2	0, (5,5)	27	Smithing (note: represented above as one skill for RM purposes)				
Hammers	5	28	(5), 10 †	63	Armorer	3	25	(5), 10 †	50
Maneuver in Chain	10	25	0, (0,5)	75	Black Smith	3	25	(5), 10 †	50
Maneuver in Plate	4	25	0, (0,5)	45	Bronze Smith	1	25	(5), 10 †	40
Maneuver Rigid Leath	9	25	0, (0,5)	70	Copper Smith	1	25	(5), 10 †	40
Smithing	10	25	(5), 10 †	85	Fire Starting	1	25	(5), 10 †	40
Stalk/Hide	2	18/20	0, (5,5)	28/30	Gold Smith	1	25	(5)	30
Staves & Wands	1	8	0, (5,5)	13	Iron Smith	3	25	(5), 10 †	50
Swimming	2	15	0, (5,5)	25	Tin Smith	1	25	(5), 10 †	40
Appraisal	2	8	(5)	18	Tooler	1	25	(5), 10 †	40
Boat Pilot	2	10	(5)	20	Weapon Smith	3	25	(5), 10 †	50
Crafting (cooper)+	6	18	(5), 10 †	58	Stone Crafts				
Dance	2	8	(5)	18	Gem Cutter	2	18	(5), 10 †	38
Drafting	2	5	(5)	15	Streetwise	2	10	(5)	20
Driving (wagons)	2	15	(5)	25	Trading	1	5	(5)	10

LEVEL 7

Prof: No Profession. **Level:** 7. **Exp Points:** 90,000.

Eyes: Green/Brown **Hair:** Sandy. **Build:** Heavy.

Height: 6' 7"; **Weight:** 265 lbs. **Hits:** 56/59.

Realm: Essence. **Power Points:** 7.

St-101 (101); Qu-74 (93); Pr-97 (97); In-85 (97); Em-90 (90);

Co-85 (85); AG-75 (75); SD-95 (95); Re-88 (88); Me-75 (75).

AT: 9; **DB:** 15; **Armor Penalty:** 5/0/0. **Move:** 50 (55).

New Equipment: +10 Mystic Iron II Hammer (+10 OB and +10 to work metals). Bat Cloak (+15 bonus to Hide skill, +15 bonus to Flying/Gliding Skill).

Spell Lists:

Inorganic Skills 1-10..... (Alchemist Base List)

Enchanting Ways 1-10..... (Alchemist base List)

Rune Mastery 1-10..... (Open Essence List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Maneuver					Loading	2	15	(7)	25
Strength	1	18	0, (0,0)	23	Metal Evaluation	2	5	(7)	15
Body Development	6	1.05	0, (0,0)	56/59	Metal Lore	6	5	(7)	35
Climbing	3	15	0, (7,7)	30	Religion	2	5	(7)	15
General Perception	5	2	0, (7,7)	27	Smithing (note: represented above as one skill for RM purposes)				
Hammers	5	28	7, (-,-), 10 †	70	Armorer	7	28	(7), 10 †	73
Maneuver Chain	10	25	0, (0,7)	75	Black Smith	5	28	(7), 10 †	63
Maneuver Plate	4	25	0, (0,7)	45	Bronze Smith	2	28	(7), 10 †	48
Maneuver Rigid Leath	11	25	0, (0,7)	80	Copper Smith	2	28	(7), 10 †	48
Runes	4	8	0, (7,7)	28	Fire Starting	2	28	(7), 10 †	48
Smithing	14	25	0, (0,7), 10 †	93	Gold Smith	2	28	(7)	38
Stalk/Hide	2	18/20	0, (7,7)	28/30	Iron Smith	5	28	(7), 10 †	63
Staves & Wands	5	8	0, (7,7)	33	Tin Smith	2	28	(7), 10 †	48
Swimming	2	15	0, (7,7)	25	Tooler	2	28	(7), 10 †	48
Appraisal	2	8	(7)	18	Weapon Smith	7	28	(7), 10 †	73
Boat Pilot	2	10	(7)	20	Stone Crafts				
Crafting (cooper+)	6	18	(7), 10 †	58	Gem Cutter	2	18	(7), 10 †	38
Dance	2	8	(7)	18	Streetwise	2	10	(7)	20
Drafting	2	5	(7)	15	Trading	1	5	(7)	10
Driving (wagons)	2	15	(7)	25					

LEVEL 10

Prof: No Profession. **Level:** 10. **Exp Points:** 150,000.

Eyes: Green/Brown **Hair:** Sandy. **Build:** Heavy.

Height: 6' 7"; **Weight:** 276 lbs. **Hits:** 75/79.

Realm: Essence. **Power Points:** 10.

St-101 (101); Qu-86 (93); Pr-97 (97); In-96 (97); Em-90 (90);

Co-85 (85); AG-75 (75); SD-95 (95); Re-88 (88); Me-75 (75).

AT: 9; **DB:** 20; **Armor Penalty:** 5/0/0. **Move:** 55 (60).

New Equipment: +10 Mystic Iron II Hammer (+10 OB and +10 to

work metals). Bat Cloak (+15 bonus to Hide skill, +15 bonus to Flying/Gliding Skill); Navigator's Staff (Imbedded Very High Intelligence: Solid Tunnel x3 [Solid Alterations, Mystic Base List], Mold Stone x1 <Solid Manipulations, Mentalism Closed List>).

Spell Lists:

Inorganic Skills 1-20 (Alchemist Base List)

Enchanting Ways 1-10 (Alchemist base List)

Rune Mastery 1-10 (Open Essence List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Maneuver					Appraisal	2	8	(10)	18
Strength	7	18	0, (0,0)	53	Boat Pilot	2	10	(10)	20
Body Development	6	1.05	0, (0,0)	75/79	Crafting				
Climbing	3	15	0, (10,10)	30	Cooper+	6	20	(10), 10 †	60
General Perception	5	12	0, (10,10)	37	Enameler	3	20	(10)	35
Hammers	8	28	10, (-,-), 10 †	88	Dance	2	8	(10)	18
Maneuver Rigid Leath	11	25	0, (0,10)	80	Drafting	5	5	(10)	30
Maneuver Plate	10	25	0, (0,10)	75	Driving (wagons)	2	15	(10)	25
Maneuver Chain	10	25	0, (0,10)	75	Loading	2	15	(10)	25
Runes	4	13	0, (10,10)	33	Metal Evaluation	5	10	(10)	35
Smithing	20	25	0, (0, 10), 10 †	105	Metal Lore	9	5	(10)	50
Spell Acquisition	4	10	—	—	Religion	2	5	(10)	15
Stalk/Hide	5	18/20	0, (10,10)	43/45	Smithing (note: represented above as one skill for RM purposes)				
Staves & Wands	5	13	0, (10,10)	38	Armorer	9	28	(10), 10 †	83
Swimming	2	15	0, (10,10)	25	Black Smith	6	28	(10), 10 †	68
					Bronze Smith	2	28	(10), 10 †	48
					Copper Smith	2	28	(10), 10 †	48
					Fire Starting	2	28	(10), 10 †	48
					Gold Smith	2	28	(10)	38
					Iron Smith	6	28	(10), 10 †	68
					Tin Smith	2	28	(10), 10 †	48
					Tooler	2	28	(10), 10 †	48
					Weapon Smith	9	28	(10), 10 †	83
					Stone Crafts				
					Gem Cutter	2	18	(10), 10 †	38
					Streetwise	2	10	(10)	20
					Trading	7	8	(10)	43

LEVEL 15

Prof: No Profession. **Level:** 15. **Exp Points:** 300,000.

Eyes: Green/Brown **Hair:** Sandy. **Build:** Heavy.

Height: 6' 7"; **Weight:** 266 lbs. **Hits:** 103/108.

Realm: Essence. **Power Points:** 15.

St-101 (101); Qu-93 (93); Pr-97 (97); In-96 (97); Em-90 (90);

Co-85 (85); AG-75 (75); SD-95 (95); Re-88 (88); Me-75 (75).

AT: 9; **DB:** 25; **Armor Penalty:** 5/0/0. **Move:** 60 (65).

New Equipment: +10 Mystic Iron II Hammer (+10 OB and +10 to work metals). Bat Cloak (+15 bonus to Hide skill, +15 bonus to Flying/Gliding Skill); Navigator's Staff (Imbedded Very High Intelligence: Solid Tunnel x3 [Solid Alterations, Mystic Base List], Mold Stone x1 [Solid Manipulations, Mentalism Closed List]); +10 Non-magical Chain Shirt.

Spell Lists:

Inorganic Skills 1-20 (Alchemist Base List)

Enchanting Ways 1-25 (Alchemist base List)

Rune Mastery 1-10 (Open Essence List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Maneuver					Administration	5	13	(15)	38
Strength	7	18	0, (0,0)	53	Advertising	3	10	(15)	25
Body Development	6	1.05	0, (0,0)	103/108	Alchemy	5	5	(15)	30
Climbing	3	15	0, (15,15)	30	Animal Hand (horses)	5	13	(15)	38
Disarm Traps	5	18	0, (15,15)	43	Animal Heal (horses)	5	8	(15)	33
General Perception	10	12	0, (15,15)	62	Appraisal	2	8	(15)	18
Hammers	13	28	15, (-,-), 10 †	109	Basic Mathematics	2	5	(15)	15
Linguistics	7	—	—	R-7	Boat Pilot	2	10	(15)	20
Maneuver Rigid Leath	11	25	0, (0,15)	80	Crafting				
Maneuver Soft Leath	1	25	0, (0,15)	30	Cooper+	6	20	(15), 10 †	60
Maneuver Chain	10	25	0, (0,15)	75	Enameler	3	20	(15)	35
Maneuver Plate	12	25	0, (0,15)	85	Dance	2	8	(15)	18
Runes	9	13	0, (15,15)	58	Drafting	10	5	(15)	55
Smithing	30	25	0, (0,15), 10 †	115	Driving (wagons)	2	15	(15)	25
Stalk/Hide	5	18/20	0, (15,15)	43/45	Loading	2	15	(15)	25
Staves & Wands	10	13	0, (15,15)	63	Magical Language	5	—	(15)	R-5
Swimming	3	15	0, (15,15)	30	Metal Evaluation	10	10	(15)	60
					Metal Lore	14	5	(15)	63
					Religion	2	5	(15)	15
					Smithing (note: represented above as one skill for RM purposes)				
					Armorer	10	28	(15), 10 †	88
					Black Smith	8	28	(15), 10 †	78
					Bronze Smith	2	28	(15), 10 †	48
					Copper Smith	2	28	(15), 10 †	48
					Fire Starting	2	28	(15), 10 †	48
					Gold Smith	2	28	(15)	38
					Iron Smith	6	28	(15), 10 †	68
					Tin Smith	2	28	(15), 10 †	48
					Tooler	2	28	(15), 10 †	48
					Weapon Smith	11	28	(15), 10 †	90
					Stone Crafts				
					Gem Cutter	2	18	(15), 10 †	38
					Streetwise	2	10	(15)	20
					Trading	7	8	(15)	43

LEVEL 20

Prof: No Profession. **Level:** 20. **Exp Points:** 500,000.

Eyes: Green/Brown **Hair:** Sandy. **Build:** Heavy.

Height: 6' 7"; **Weight:** 296 lbs. **Hits:** 133/140.

Realm: Essence. **Power Points:** 20.

St-101 (101); **Qu-93** (93); **Pr-97** (97); **In-96** (97); **Em-90** (90);
Co-85 (85); **AG-75** (75); **SD-95** (95); **Re-88** (88); **Me-75** (75).

AT: 9; **DB:** 25; **Armor Penalty:** 5/0/0. **Move:** 60 (65).

New Equipment: +10 Mystic Iron II Hammer (+10 OB and
+10 to work metals). Bat Cloak (+15 bonus to Hide skill, +15

bonus to Flying/Gliding Skill); Navigator's Staff (Imbedded
Very High Intelligence: Solid Tunnel x3 [Solid Alterations,
Mystic Base List], Mold Stone x1 [Solid Manipulations,
Mentalism Closed List]); +10 Non-magical Chain Shirt;
Shiffir's Wand (x3 Spell Multiplier of Essence, +4 Spell Adder
of Essence).

Spell Lists:

Inorganic Skills 1-30(Alchemist Base List)

Enchanting Ways 1-30(Alchemist base List)

Rune Mastery 1-10(Open Essence List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Maneuver					Administration	5	13	(20)	38
Strength	7	18	0, (0,0)	53	Advertising	8	10	(20)	50
Body Development	11	1.05	0, (0,0)	133/140	Alchemy	10	5	(20)	55
Climbing	5	15	0, (20,20)	40	Animal Hand (horses)	5	13	(20)	38
Disarm Traps	10	18	0, (20,20)	68	Animal Heal (horses)	5	8	(20)	33
General Perception	10	12	0, (20,20)	62	Appraisal	7	8	(20)	43
Hammers	18	28	20, (-,-), 10 †	104	Basic Mathematics	2	5	(20)	15
Linguistics	7	—	—	R-7	Boat Pilot	2	10	(20)	20
Maneuver Soft Leath	1	25	0, (0,20)	30	Crafting				
Maneuver Rigid Leath	11	25	0, (0,20)	80	Cooper+	6	20	(20), 10 †	60
Maneuver Chain	10	25	0, (0,20)	75	Enameler	3	20	(20)	35
Maneuver Plate	17	25	0, (0,20)	110	Dance	2	8	(20)	18
Riding	5	15	0, (20,20)	40	Drafting	10	5	(20)	55
Runes	14	13	0, (20,20)	71	Driving (wagons)	2	15	(20)	25
Smithing	40	25	0, (0,20), 10 †	120	Loading	2	15	(20)	25
Stalk/Hide	5	18/20	0, (20,20)	43/45	Magical Language	5	—	(20)	R-5
Staves & Wands	15	13	0, (20,20)	73	Metal Evaluation	10	10	(20)	60
Swimming	6	15	0, (20,20)	45	Metal Lore	14	5	(20)	63
					Religion	2	5	(20)	15
					Smithing (note: represented above as one skill for RM purposes)				
					Armorer	15	28	(20), 10 †	98
					Black Smith	13	28	(20), 10 †	94
					Bronze Smith	2	28	(20), 10 †	48
					Copper Smith	2	28	(20), 10 †	48
					Fire Starting	2	28	(20), 10 †	48
					Gold Smith	2	28	(20)	38
					Iron Smith	11	28	(20), 10 †	90
					Tin Smith	2	28	(20), 10 †	48
					Tooler	2	28	(20), 10 †	48
					Weapon Smith	16	28	(20), 10 †	100
					Stone Crafts				
					Gem Cutter	7	18	(20), 10 †	63
					Streetwise	7	10	(20)	45
					Trading	12	8	(20)	62

PURE ESSENCE USERS

4.1

NAEV TAMARKUS, MAGICIAN



(*Nev Tamerkus*)

Naev started his schooling towards the profession of Magician when he turned eight years old and became a First Circle Apprentice. Through documents of the Wizard Pyr Noric, a gold circle magician, we can set the starting date of Naev's schooling and subsequently his birth year of 6028.

LEVEL 3

Naev spent the next several years rising through the ranks of apprenticeship, reaching the Golden Circle at age twenty-two, a respectable showing. With his newfound talents, he asked the Magician Noric to be allowed to travel for several seasons, learning the ins and outs of the world of Kulthea. Pyr gave Naev an ancient pass, a round-trip ticket so to speak, via the Navigator's pylons. This startled many of Pyr's colleagues, except the Scribe Master, who always knew that Pyr was fond of the lonely boy since the day he came to the Magician's Guild.

With his ticket, Naev studied for six months, looking over the various maps of Kulthea, trying to pick the spot for his first, and more than likely, last adventure site (not that Naev thought he would die, but magicians are not well-known for being adventurers). During this time he also poured over as many texts, books, and manuals of the outside world as he could, garnering all the knowledge he could.

LEVEL 5

He finally chose the Isle of Aranmor for its mysterious city Tarek Nev. If for nothing else, Naev thought that the city's name was very close to his first name, and maybe that was more than coincidental — you never know how or why the gods weave a person's destiny.

Packing lightly, he stepped onto the black pylon platform and was instantly whisked off to the shores of the Sea of Fire, fifteen miles southeast of Ar Nur. There he set up his camp, casting spells to ensure his own protection, warmth, and safety. Once he had a firm grasp of his camp's locale, he began to explore the island.

His primary goal was to find the lost city of Tarek Nev. It wasn't exceedingly difficult to find, since many of the low-lying hills were bare of leafy trees. From these points, the towers and domes of the ancient city were easily visible.

Naev was cautious about entering the city, however, as many of the records spoke of demons, devils, dragons, and other horrors living in and around the banks of the ruin.

Naev watched the city for nearly a year, spying it from many directions, using his spells when they helped, and examining and mapping every visible building. When he was quite confident of where every building was and what lived in each, he slipped into the city, using all the prowess and stalking capabilities he had. Armed with his throwing axes, one of which was specially forged for him, he entered the city.

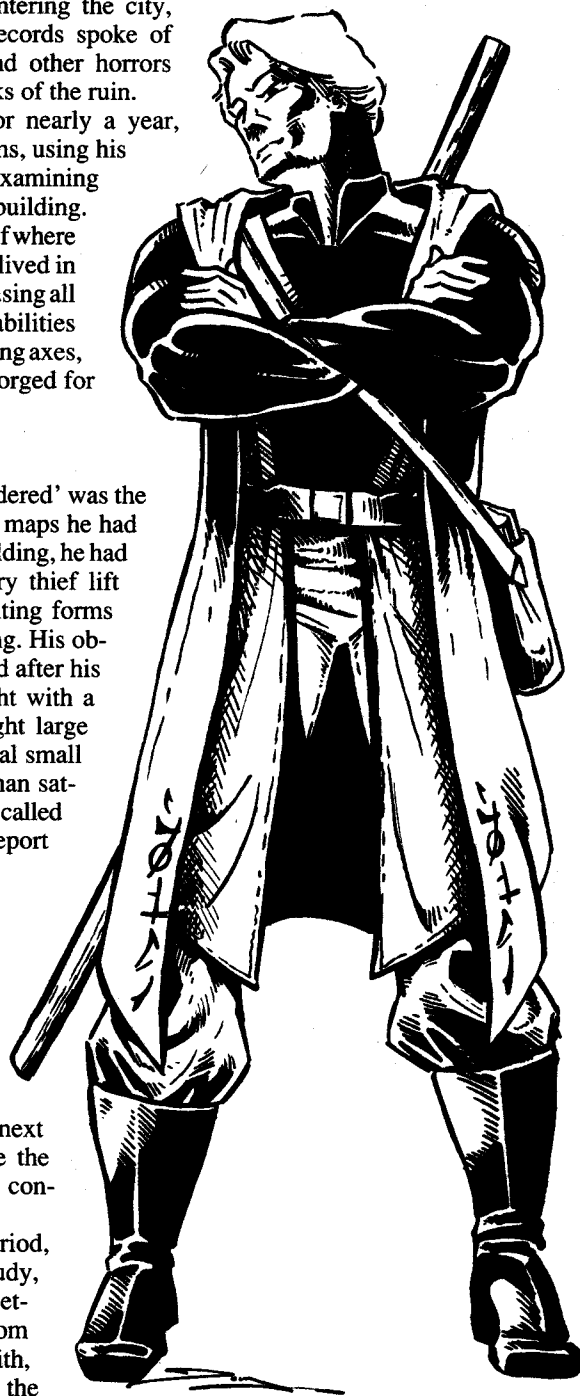
LEVEL 7

The first building he 'plundered' was the city's library. Though all the maps he had ever seen showed no such building, he had seen more than one unsavory thief lift books, scrolls, and other writing forms from the low-hanging building. His observations proved correct, and after his first, and, he hoped, last fight with a giant spider, he obtained eight large scrolls, two tomes, and several small diary-sized booklets. More than satisfied, he returned to camp, and called the Navigator to quickly teleport him home.

LEVEL 10

It was with the books and scrolls that Naev truly became knowledgeable in ancient matters, civilizations, spells, and the working of the planes beyond Kulthea's. It took Naev the next thirty years to fully translate the knowledge and information contained in the scrolls.

Sometime during this period, between the long hours of study, Naev found a beautiful scarlet-haired girl named Kriss, whom he married and settled down with, having several children. To the joy of Pyr, the Guild's Head Magician, he named him as the children's godfather and paternal grandparent.



LEVEL 15

As Pyr started to show his great age, he brought Naev into the school as a Head Magician of the library, and with him all the materials, which he had acquired during earlier exploits, to add to the great knowledge already there.

LEVEL 20

Naev can be found working in the Central Library now, working feverishly on several new texts he bought from a pair of adventurers. The texts include is the *Life and Resurrection of Dramedjii*, *The Working Diary of Hassmad Tyo*, and *Faraway Places: A Journey to Tharda and Back*.

Naev's children now range from the age of seventeen to six, and two are working for their own Golden Circle Apprenticeship.

DESCRIPTION

Naev is good-looking man, who began his career as a Magician fairly early in life. In his youth, he had golden hair which he kept conservatively short, and watery blue eyes. He stands five-eleven and weighs about 155 pounds. He is thin, as he takes little time off from his studies to eat, exercise, or even sleep.

He is extremely cautious, and plans before undertaking any major action. He greatly dislikes combat, though he has trained for it somewhat. It would have been poor planning not to have, after all.

LEVEL 1

Prof: Magician. **Level:** 1. **Exp Points:** 10,000.

Eyes: Blue. **Hair:** Golden. **Build:** Slender.

Height: 5' 11". **Weight:** 155 lbs. **Hits:** 14/14.

Realm: Essence. **Power Points:** 2 (+1 ‡).

St-70 (70); Qu-62 (87); Pr-72 (72); In-79 (95); Em-97 (100);

Co-51 (82); Ag-67 (92); SD-33 (83); Re-90 (90); Me-53 (83).

Background Options: SAA-54 +15 SD; SAM-33 x2 Spell Duration; SOC-5 +2 points to Em; SIC-55 +1 Spell Adder ‡; SIC-68 Daily I spell Item (Calm I, Calm Spirits List); SAC-80 +20 to thrown weapon

attacks/appendages easy to sprain resulting in collapse for 1d10 rounds and/or -50 modifier for 1d10 days †.

AT: 2; **DB:** 0; **Armor Penalty:** 0/0/0. **Move:** 50.

Primary Spell Lists:

Rune Mastery 1-10 (Open Essence)

Light Law 1-10 (Magician Base List)

Secondary Spell Lists:

Fire Law 1-10 (Magician Base List)

Earth Law 1-10 (Magician Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development+	3	—	0, (0,0)	14/14	Herb Lore	2	5	(2)	15
Linguistics	6	—	—	R-6	Magical Rituals	2	5	(3)	15
Runes	2	10	0, (2,3)	20	Magical Language	2	—	—	R-2
Staves/Wands	3	10	0, (2,3)	25	Philosophy	2	5	(2)	15
Thrown Weapon+ (Axe)	3	2	0, (0,0), 20 †	37	Racial History	2	5	(2)	15
Circle Lore	2	5	(2)	15	Sense Reality Warp	2	10	(0)	20
Fauna Lore	2	5	(2)	15	Tactical Games	2	5	(2)	15
Flora Lore	2	5	(2)	15	Time Sense	2	3	(0)	13

LEVEL 3

Prof: Magician. **Level:** 3. **Exp Points:** 30,000.

Eyes: Blue. **Hair:** Golden. **Build:** Slender.

Height: 5' 11" **Weight:** 155 lbs. **Hits:** 20/20.

Realm: Essence. **Power Points:** 9 (+1 ‡).

St-70 (70); Qu-71 (87); Pr-72 (72); In-80 (95); Em-100 (100);

Co-60 (82); Ag-73 (92); SD-47 (83); Re-90 (90); Me-67 (83).

AT: 2; **DB:** 0; **Armor Penalty:** 0/0/0. **Move:** 50.

Primary Spell Lists:

Rune Mastery 1-10 (Open Essence List)

Light Law 1-10 (Magician Base List)

Physical Enhancement 1-10 (Open Essence List)

Fire Law 1-10 (Magician Base List)

Secondary Spell Lists:

Fire Law 1-10 (Magician Base List)

Earth Law 1-10 (Magician Base List)

Unbarring Ways 1-10 (Open Essence List)

Invisible Ways 1-10 (Closed Essence List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development+	3	—	0, (0,0)	20/20	Flora Lore	2	5	(6)	15
Climb	1	—	0, (0,0)	5	Herb Lore	2	5	(6)	15
Directed Spells					Magical Rituals	2	5	(9)	15
Light Law	2	—	0, (9,9)	10	Magical Language	2	—	—	R-2
General Perception	2	7	0, (0,0)	17	Philosophy	2	5	(6)	15
Linguistics	6	—	0, (0,0)	R-6	Racial History	4	5	(6)	25
Riding	2	13	0, (0,0)	23	Sense Reality Warp	2	10	(0)	20
Runes	4	10	0, (6,9)	30	Skinning	1	3	(0)	8
Stalk & Hide	2	10/20	0, (0,0)	20/30	Stunned Maneuvers	2	20	(0)	30
Staves/Wands	5	10	0, (6,9)	35	Tactical Games	2	5	(6)	15
Swimming	1	—	0, (0,0)	5	Time Sense	2	3	(0)	13
Thrown Weapon (Axe)+	4	3	0, (0,0), 20 †	43	Trading Lore	2	5	(9)	15
Circle Lore	3	5	(6)	20	Use/Remove Poison	1	3	(0)	8
Demon Lore	1	5	(6)	10	Wood-Crafts				
Dragon Lore	1	5	(6)	10	Building Wright	2	13	(0)	23
Fauna Lore	2	5	(6)	15					

LEVEL 5

Prof: Magician. **Level:** 5. **Exp Points:** 50,000.

Eyes: Blue. **Hair:** Golden. **Build:** Slender.

Height: 5' 11". **Weight:** 155 lbs. **Hits:** 33/35.

Realm: Essence. **Power Points:** 15 (+1 ‡).

St-70 (70); Qu-82 (87); Pr-72 (72); In-93 (95); Em-100 (100);

Co-76 (82); Ag-73 (92); SD-47 (83); Re-90 (90); Me-67 (83).

AT 2; **DB:** 5; **Armor Penalty:** 0/0/0. **Move:** 50.

New Equipment: Staff of Foci (+10 bonus to all Directed Spell Skills).

Primary Spell Lists:

Rune Mastery 1-10 (Open Essence List)
 Light Law 1-10 (Magician Base List)
 Physical Enhancement 1-10 (Open Essence List)
 Fire Law 1-10 (Magician Base List)
 Earth Law 1-10 (Magician Base List)
 Ice Law 1-10 (Magician Base List)

Secondary Spell Lists:

Fire Law 1-10 (Magician Base List)
 Earth Law 1-10 (Magician Base List)
 Unbarring Ways 1-20 (Open Essence List)
 Invisible Ways 1-20 (Closed Essence List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development+	5	—	0, (0,0)	33/35	First Aid	2	23	(0)	33
Climb	1	—	0, (0,0)	5	Flora Lore	2	5	(10)	15
Directed Spells					Herb Lore	2	5	(10)	15
Light Law	6	—	0, (15,15)	30	Locate Secret Openings	2	10	(0)	20
Fire Law	4	—	0, (15,15)	20	Magical Language	2	—	—	R-2
Ice Law	4	—	0, (15,15)	20	Magical Rituals	2	5	(15)	15
General Perception	2	10	0, (0,0)	20	Philosophy	2	5	(10)	15
Linguistics	6	—	—	R-6	Racial History	4	5	(10)	25
Riding	2	13	0, (0,0)	23	Second Aid	2	18	(0)	28
Runes	5	10	0, (10,15)	35	Sense Reality Warp	2	10	(0)	20
Stalk & Hide	2	10/20	0, (0,0)	20/30	Skinning	1	3	(0)	8
Staves/Wands	6	10	0, (10,15)	40	Stunned Maneuvers	2	20	(0)	30
Swim	1	—	0, (0,0)	5	Tactical Games	2	5	(10)	15
Thrown Weapon (Axe)+	4	7	0, (0,0), 20 †	47	Tale Telling	2	3	(10)	13
Camouflage	2	10	(0)	20	Time Sense	2	3	(0)	13
Circle Lore	3	5	(10)	20	Trading Lore	2	5	(10)	15
Demon Lore	1	5	(10)	10	Use/Remove Poison	1	3	(0)	8
Dragon Lore	1	5	(10)	10	Wood-Crafts				
Fauna Lore	2	5	(10)	15	Building Wright	2	13	(0)	23

LEVEL 7

Prof: Magician. **Level:** 7. **Exp Points:** 90,000.

Eyes: Blue. **Hair:** Golden. **Build:** Slender.

Height: 5' 11". **Weight:** 155 lbs. **Hits:** 46/48.

Realm: Essence. **Power Points:** 21 (+1 ‡).

St-70 (70); Qu-87 (87); Pr-72 (72); In-95 (95); Em-100 (100);

Co-82 (82); Ag-92 (92); SD-81 (83); Re-90 (90); Me-83 (83).

AT 2; **DB:** 5; **Armor Penalty:** 0/0/0. **Move:** 50.

New Equipment: Staff of Foci (+10 bonus to all Directed Spell Skills). Holy Robes of Durr (+5 Defensive Bonus; protects as AT 3).

Primary Spell Lists:

Rune Mastery 1-20 (Open Essence List)
 Light Law 1-10 (Magician Base List)
 Physical Enhancement 1-10 (Open Essence List)
 Fire Law 1-10 (Magician Base List)
 Earth Law 1-10 (Magician Base List)
 Ice Law 1-10 (Magician Base List)
 Water Law 1-10 (Magician Base List)

Secondary Spell Lists:

Fire Law 1-10 (Magician Base List)
 Earth Law 1-10 (Magician Base List)
 Unbarring Ways 1-20 (Open Essence List)
 Invisible Ways 1-20 (Closed Essence List)
 Elemental Shield 1-10 (Open Essence List)
 Delving Ways 1-10 (Open Essence List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Linguistics	Rank	Stat Bonus	Special Bonus	Total
Body Development+	7	1.05	0, (0,0)	46/48	Linguistics	6	—	—	R-6
Climb	1	10	0, (0,0)	15	Riding	2	18	0, (0,0)	28
Directed Spells					Runes	9	20	0, (14,21)	65
Light Law	8	10	0, (21,21)	50	Stalk & Hide	2	18/25	0, (0,0)	28/35
Fire Law	6	10	0, (21,21)	40	Staves/Wands	10	20	0, (14,21)	70
Ice Law	6	10	0, (21,21)	40	Swimming	1	10	0, (0,0)	15
General Perception	2	13	0, (21,21)	23	Thrown Weapon (Axe)+	4	7	0, (0,0), 20 †	47

(Level 7 continued on next page)

Skill	Rank	Stat Bonus	Special Bonus	Total	Meditation				
Administration	3	8	(14)	23	Sleep	2	20	(7)	30
Camouflage	2	13	(0)	23	Philosophy	2	8	(14)	18
Circle Lore	4	8	(14)	28	Racial History	4	8	(14)	28
Demon Lore	3	8	(14)	23	Second Aid	2	22	(0)	32
Dragon Lore	3	8	(14)	23	Sense Reality Warp	2	20	(0)	30
Fauna Lore	4	8	(14)	28	Skinning	2	13	(0)	23
First Aid	4	25	(0)	45	Stunned Maneuvers	2	25	(0)	35
Flora Lore	2	8	(14)	18	Symbol Lore	2	8	(21)	18
Herb Lore	2	8	(14)	18	Tactical Games	2	8	(14)	18
Locate Secret Opening	3	13	(0)	28	Tale Telling	2	5	(14)	15
Magical Rituals	2	8	(21)	18	Time Sense	4	10	(0)	30
Magical Language	2	—	—	R-2	Trading Lore	2	8	(14)	18
Magical Ritual	2	8	(21)	28	Use/Remove Poison	1	13	(0)	18
					Wood-Crafts				
					Building Wright	2	15	(0)	25

LEVEL 10

Prof: Magician. **Level:** 10. **Exp Points:** 150,000.

Eyes: Blue. **Hair:** Golden. **Build:** Slender.

Height: 5' 11" **Weight:** 155. **Hits:** 46/48.

Realm: Essence. **Power Points:** 30 (+1 ‡).

St-70 (70); Qu-87 (87); Pr-72 (72); In-95 (95); Em-100 (100);

Co-82 (82); Ag-92 (92); SD-81 (83); Re-90 (90); Me-83 (83).

AT 2; DB: 5; Armor Penalty: 0/0/0. **Move:** 50.

New Equipment: Staff of Foci (+10 bonus to all Directed Spell Skills); Holy Robes of Durr (+5 Defensive Bonus; protects as AT 3); Ring of Might (x2 Essence Spell Multiplier).

Primary Spell Lists:

Rune Mastery 1-20 (Open Essence List)
 Light Law 1-10 (Magician Base List)
 Physical Enhancement 1-10 (Open Essence List)
 Fire Law 1-20 (Magician Base List)
 Earth Law 1-10 (Magician Base List)
 Ice Law 1-10 (Magician Base List)
 Water Law 1-10 (Magician Base List)
 Invisible Ways 1-10 (Closed Essence List)

Secondary Spell Lists:

Fire Law 1-10 (Magician Base List)
 Earth Law 1-10 (Magician Base List)
 Unbarring Ways 1-20 (Open Essence List)
 Invisible Ways 1-20 (Closed Essence List)
 Elemental Shield 1-10 (Open Essence List)
 Delving Ways 1-20 (Open Essence List)
 Rune Mastery 1-10 (Open Essence List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development+	7	1.05	0, (0,0)	46/48	First Aid	7	25	(0)	60
Climb	2	10	0, (0,0)	20	Flora Lore	2	8	(20)	18
Directed Spells					Herb Lore	2	8	(20)	18
Light Law	8	10	0, (30,30)	50	Locate Secret Opening	6	13	(0)	43
Fire Law	10	10	0, (30,30)	60	Magical Ritual	7	8	(30)	43
Ice Law	6	10	0, (30,30)	40	Magical Language	8	—	—	R-8
General Perception	5	13	0, (0,0)	38	Philosophy	2	8	(20)	18
Linguistics	8	—	—	R-8	Racial History	4	8	(20)	28
Linguistics	8	—	—	R-8	Second Aid	2	22	(0)	32
Riding	2	18	0, (0,0)	28	Sense Reality Warp	2	20	(0)	30
Runes	15	20	0, (20,30)	80	Skinning	2	13	(0)	23
Stalk & Hide	3	18/25	0, (0,0)	33/40	Stunned Maneuvers	2	25	(0)	35
Staves/Wands	16	20	0, (20,30)	82	Symbol Lore	8	8	(30)	48
Swimming	3	5	0, (0,0)	20	Tactical Games	2	8	(20)	18
Thrown Weapon (Axe)+	6	7	0, (0,0), 20 ‡	57	Tale Telling	2	5	(20)	15
					Time Sense	7	10	(0)	45
Administration	6	8	(20)	38	Trading Lore	2	8	(20)	18
Camouflage	2	13	(0)	23	Use/Remove Poison	1	13	(0)	18
Circle Lore	4	8	(30)	28	Wood-Crafts				
Demon Lore	6	8	(20)	38	Building Wright	2	15	(0)	25
Dragon Lore	6	8	(20)	38	Meditation				
Fauna Lore	4	8	(20)	28	Sleep	2	20	(10)	30

Prof: Magician. **Level:** 15. **Exp Points:** 300,000.

Eyes: Blue. **Hair:** Golden. **Build:** Slender.

Height: 5' 11" **Weight:** 155. **Hits:** 74/78.

Realm: Essence. **Power Points:** 45 (+1 ♣).

St-70 (70); Qu-87 (87); Pr-72 (72); In-95 (95); Em-100 (100);

Co-82 (82); Ag-92 (92); SD-83 (83); Re-90 (90); Me-83 (83).

AT 2; DB: 5; Armor Penalty: 0/0/0. **Move:** 50.

New Equipment: Staff of Foci (+10 bonus to all Directed Spell Skills); Holy Robes of Durr (+5 Defensive Bonus; protects as AT 3); Ring of Might (x2 Essence Spell Multiplier); +10 High Steel II Throwing Axe which also has Return to Thrower Via Long Door.

Primary Spell Lists:

Rune Mastery 1-30 (Open Essence List)
 Light Law 1-10 (Magician Base List)
 Physical Enhancement 1-20 (Open Essence List)
 Fire Law 1-20 (Magician Base List)
 Earth Law 1-10 (Magician Base List)
 Ice Law 1-10 (Magician Base List)
 water Law 1-10 (Magician Base List)
 Invisible Ways 1-10 (Closed Essence List)

Secondary Spell Lists:

Fire Law 1-25 (Magician Base List)
 Earth Law 1-10 (Magician Base List)
 Unbarring Ways 1-20 (Open Essence List)
 Invisible Ways 1-20 (Closed Essence List)
 Elemental Shield 1-10 (Open Essence List)
 Delving Ways 1-20 (Open Essence List)
 Rune Mastery 1-10 (Open Essence List)
 Light Law 1-10 (Magician Base List)
 Ice Law 1-10 (Magician Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development+	12	1.05	0, (0,0)	74/78	Administration	16	8	(30)	70
Climb	2	10	0, (0,0)	20	Camouflage	2	13	(0)	23
Directed Spells					Circle Lore	4	8	(45)	28
Light Law	8	10	0, (45,45)	55	Demon Lore	6	8	(30)	38
Fire Law	20	10	0, (45,45)	80	Dragon Lore	6	8	(30)	38
Ice Law	6	10	0, (45,45)	40	Fauna Lore	4	8	(30)	28
General Perception	10	13	0, (0,0)	63	First Aid	12	25	(0)	79
Linguistics	6	—	—	R-6	Flora Lore	2	8	(30)	18
Linguistics	10	—	—	R-10	Herb Lore	2	8	(30)	18
Linguistics	10	—	—	R-10	Locate Secret Opening	6	13	(0)	43
Riding	2	18	0, (0,0)	28	Magical Language	8	—	—	R-8
Runes	25	20	0, (30,45)	95	Magical Ritual	7	8	(45)	43
Stalk & Hide	3	18/25	0, (0,0)	33/40	Meditation				
Staves/Wands	26	20	0, (30,45)	96	Sleep	2	20	(15)	30
Swim	3	10	0, (0,0)	25	Philosophy	12	8	(30)	62
Thrown Weapon (Axe)+	6	7	0, (0,0), 20 †	57	Play Instrument (Guitar)	5	8	(0)	33
					Racial History	4	8	(30)	28
					Second Aid	2	22	(0)	32
					Sense Reality Warp	12	20	(0)	74
					Skinning	2	13	(0)	23
					Stunned Maneuvers	2	25	(0)	35
					Symbol Lore	8	8	(45)	48
					Tactical Games	2	8	(30)	18
					Tale Telling	2	5	(30)	15
					Time Sense	7	10	(0)	45
					Trading Lore	2	8	(30)	18
					Use/Remove Poison	1	13	(0)	18
					Wood-Crafts				
					Building Wright	2	15	(0)	25

LEVEL 20

Prof: Magician. **Level:** 20. **Exp Points:** 500,000.

Eyes: Blue. **Hair:** Grey. **Build:** Slender.

Height: 5' 11" **Weight:** 155. **Hits:** 74/78.

Realm: Essence. **Power Points:** 60 (+1 ‡).

St-70 (70); Qu-87 (87); Pr-72 (72); In-95 (95); Em-100 (100);
Co-82 (82); Ag-92 (92); SD-83 (83); Re-90 (90); Me-83 (83).

AT 2; DB: 10; Armor Penalty:: 0/0/0. Move: 50.

New Equipment: Staff of Foci (+10 bonus to all Directed Spell Skills); Holy Robes of Durr (+5 Defensive Bonus; protects as AT 3); Ring of Might (x2 Essence Spell Multiplier); +15 Enchanted Steel II Throwing Axe which also has Return to Thrower Via Long Door and 300% Range Increase.

Primary Spell Lists:

Rune Mastery 1-30 (Open Essence List)
Light Law 1-10 (Magician Base List)
Physical Enhancement 1-20 (Open Essence List)
Fire Law 1-20 (Magician Base List)
Earth Law 1-10 (Magician Base List)
Ice Law 1-10 (Magician Base List)
water Law 1-10 (Magician Base List)
Invisible Ways 1-10 (Closed Essence List)
Shield Mastery 1-20 (Closed Essence List)
Wind Law 1-20 (Magician Base List)

Secondary Spell Lists:

Fire Law 1-25 (Magician Base List)
Earth Law 1-20 (Magician Base List)
Unbarring Ways 1-20 (Open Essence List)
Invisible Ways 1-20 (Closed Essence List)
Elemental Shield 1-20 (Open Essence List)
Delving Ways 1-20 (Open Essence List)
Rune Mastery 1-25 (Open Essence List)
Light Law 1-10 (Magician Base List)
Ice Law 1-10 (Magician Base List)
Water Law 1-10 (Magician Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development+	12	1.05	0, (0,0)	74/78
Climb	2	10	0, (0,0)	20
Directed Spells				
Light Law	8	10	0, (60,60)	50
Fire Law	30	10	0, (60,60)	90
Ice Law	6	10	0, (60,60)	40
General Perception	10	13	0, (0,0)	63
Linguistics	6	—	—	R-6
Linguistics	10	—	—	R-10
Linguistics	10	—	—	R-10
Riding	2	18	0, (0,0)	28
Runes	35	20	0, (40,60)	103
Stalk & Hide	3	18/25	0, (0,0)	33/40
Staves/Wands	36	20	0, (40,60)	103
Swimming	3	10	0, (0,0)	25
Thrown Weapon (Axe)+	11	7	0, (0,0), 20 ‡	80

Skill	Rank	Stat Bonus	Special Bonus	Total
Administration	16	8	(40)	70
Camouflage	2	13	(0)	23
Demon Lore	6	8	(40)	38
Dragon Lore	6	8	(40)	38
Fauna Lore	4	8	(40)	28
First Aid	22	25	(0)	97
Flora Lore	2	8	(40)	18
Herb Lore	2	8	(40)	18
Symbol Lore	8	8	(60)	48
Locate Secret Opening	6	13	(0)	43
Tale Telling	7	5	(40)	40
Trading Lore	2	8	(40)	18
Philosophy	12	8	(40)	62
Racial History	14	8	(40)	66
Circle Lore	4	8	(60)	28
Magical Ritual	7	8	(60)	43
Stunned Maneuvers	2	25	(0)	35
Magical Language	8	—	—	R-8
Meditation				
Sleep	2	20	(20)	30
Second Aid	7	22	(0)	57
Skinning	2	13	(0)	23
Sense Reality Warp	12	20	(0)	74
Time Sense	7	10	(0)	45
Tactical Games	2	8	(40)	18
Use/Remove Poison	1	13	(0)	18
Play Instrument (Guitar)	5	8	(0)	33
Wood-Crafts				
Building Wright	2	15	(0)	25

(Ris' a Tirpel)

Born in the year 6036 in the town of Arelios, in the lands of the G'thal, Ryssa was daughter to Thyssa, the Court Wizardess, and Qrell'q, the captain of the guards. From her parents she learned the crafts of magic and war, respectively.

At an early age, she was given a necklace by a travelling minstrel that proved more than a shiny bauble. With it, Ryssa could cast magic far beyond her own meager talents. At times the necklace, however, was more of a bane, since it allowed her to cast such powerful incantations that a freak miscalculation in semantic or verbal nuance was bound to happen.

Happen it did. During an affair of the court, Ryssa cast a powerful spell (a 10th-level spell) that tore her 'id' apart, sending it spiralling off to unknown voids.

It took Ryssa more than a year to recover from the resulting mental disorder. During this time, she had visions of far-off places, times, and people. She carried on involved conversations with the walls and stones of the palace, learning of times long ago. Some of the stones even reflected on the beginnings of their existences!

The backlash of the mystical energy also forever changed her eye and hair color, to that of a sun blazing yellow and a wispy forest green.

LEVEL 3

After Ryssa recovered and spent another several years in more controlled study, she set up a small shop where she would perform various small functions, cast spells and read people's fortunes. She earned enough to live and buy more supplies for her experiments.

LEVEL 5

During one of her forays into the more unsavory part of town, she was approached by several thugs. Her innocent-looking staff suddenly blazed with scintillating steel blades. To her amazement, the lessons and hours with her father had paid off. In less than four quick strokes the thugs lay holding in their bellies and lives' blood. Ever since the incident, Ryssa has been much more careful about letting armed individuals approach her.

She has even greater concern for 'mercenaries' or those wretched 'adventurers' that rove the land murdering and looting villages and ancient ruins of all their antiquities.

LEVEL 7

After several years of working in her shop, her mother approached her about taking the position that she had held for more than twenty years as Court Wizardess. Her mother explained that she was getting too old for all the courtly functions and that she wanted to spend more time with Ryssa's father.

Ryssa accepted, not because of the great honor she would gain in the court, but because she knew how desperate her mother needed to get away, to spend the last couple years of her life with Qrell'q.

LEVEL 10

Over the years as serving the court, Ryssa took over much more than the duties of Court Wizardess. She also served as Royal Astrologer, Royal Inquisitor of Magical Antiquities, and Royal Treasurer for the free city of Arelios.

LEVEL 15

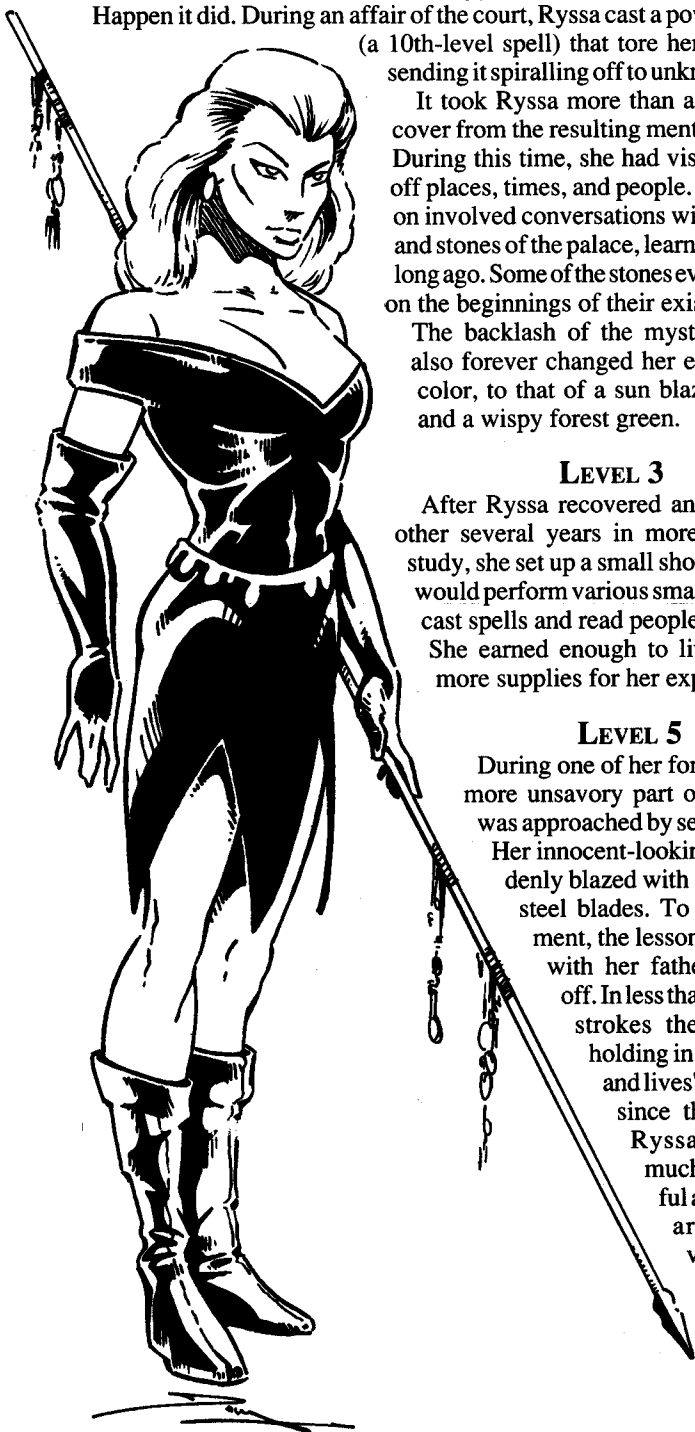
Her life for many years was rich in courtly affairs and duties. She would impress the masses on holidays and hold secret meetings with the King's counselors. Her attendance in court was always requested, for her eyes were sharp as a knife and her intellect could hardly be matched.

LEVEL 20

In her later years, she retired to a small castle built specifically by her instructions outside the city of Arelios. She spent many years in the small villa working on powerful incantations and spells.

It was learned recently that Ryssa even began funding expeditions into unknown parts of the world. It is said that she pays for the trips by Navigator to distant locations, and will supply groups of adventurers (indeed, she can work with these 'mercenaries' now) with waybread, herbs, and simple runes of healing. She expects half of all treasure retrieved, and she makes it a point to inspect every bundle picked up by the Navigator. Often she has agents within the group, or she uses her spells to inspect the minds of the adventurers to ensure that the group doesn't hold back any worthy treasure.

It is said that she is looking for a strangely ornate helmet which will give the wearer immortal youth and vigor, and great spell-casting capabilities (x5 spell multiplier, +10 spell adder). The helmet is said to lay far off in the unknown wastes of the deepest oceans, somewhere on an island of a tiny archipelago. The rumor goes on to say that the island's name is Tharda, but she has yet to find it.



DESCRIPTION

This small woman stands only five feet tall and weighs less than 100 pounds, but Ryssa seems to have unlimited, sometimes uncontrollable, energy and drive. She has strangely colored, blondish-green hair and sun-colored eyes. Her speech is quick and crisp — nearly as quick as her thoughts.

She wears a tight-fitting black gown, with a small golden belt, studded with lapis lazuli figurines of dragons, unicorns, and angels. On her left hand she adorns her fingers with a number of

silver and gold rings, all bejeweled with large fiery rubies. She prefers to wear soft, calfskin slippers, but will wear heavier boots if she plans to leave the city, or go adventuring.

She uses a long, well-constructed spear for both defense and acrobatics. She has learned to use the spear in pole vaulting and is a sight to see in a combative situation; springing and flipping over assailants, she lands behind them and thrusts her spear into enemies' backs or makes wide swings to knock them to the ground in absolute bewilderment.

LEVEL 1

Prof: Illusionist. **Level:** 1. **Exp Points:** 10,000.

Eyes: Yellow. **Hair:** Green. **Build:** Average.

Height: 5'. **Weight:** 100 lbs. **Hits:** 20/20

Realm: Essence. **Power Points:** 1 (+3 ♢).

St-87 (87); Qu-46 (90); Pr-90 (95); In-64 (86); Em-90 (90);

Co-59 (59); Ag:53 (80); SD-72 (95); Re-90 (90); Me-55 (100).

Background Options: SAA-82 +15 Str modifier; SAM-42 +15 Me;

SOC-5 +2 points to Pr; SOC-5 +2 points to Me; SIC-32 +10 Long

Spear †; SIC-93 +3 spell adder (necklace) ‡.

AT 2; DB: 5; Armor Penalty: 0/0/0. **Move:** 50 (40).

Primary Spell Lists:

Illusion Mastery 1-10 (Illusion Base List)

Secondary Spell Lists:

Feel-Taste-Smell 1-10 (Illusion Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development+	3	—	0, (0,0)	20/20	Basic Math	1	13	(2)	18
Climbing	1	—	0, (0,0)	5	Faerie Lore	1	13	(2)	18
Cookery	1	5	0, (0,0)	10	Hypnosis	2	13	(0)	18
General Perception	2	3	0, (1,2)	13	Jumping	1	13	(0)	18
Linguistics	12	—	—	R-12	Lip Reading	1	5	(0)	10
Long Spear+	3	17	0, (0,0), 10†	42	Magical Language	1	—	—	R-1
Runes	2	5	0, (2,3)	15	Philosophy	2	13	(2)	23
Spell Acquisition	10	10	—	60	Play Instrument (Horns)	1	—	(0)	5
Stalk/Hide	2	3/5	0, (0,1)	13/15	Pole Vaulting	2	13	(0), 10 †	33
Staves/Wands	2	5	0, (2,3)	15	Racial History	1	13	(2)	18
Swimming	1	—	0, (0,0)	5	Stone Evaluation	1	5	(0)	10

LEVEL 3

Prof: Illusionist. **Level:** 3. **Exp Points:** 10,000.

Eyes: Yellow. **Hair:** Green. **Build:** Average.

Height: 5'. **Weight:** 104 lbs. **Hits:** 30/30

Realm: Essence. **Power Points:** 3 (+3 ♢).

St-87 (87); Qu-58 (90); Pr-90 (95); In-64 (86); Em-90 (90);

Co-59 (59); Ag:61 (80); SD-72 (95); Re-90 (90); Me-78 (100).

AT 2; DB: 5; Armor Penalty: 0/0/0. **Move:** 50 (40).

Primary Spell Lists:

Illusion Mastery 1-10 (Illusionist Base List)

Mind Sense Molding 1-10 (Illusionist Base List)

Light Molding 1-10 (Illusionist Base List)

Secondary Spell Lists:

Feel-Taste-Smell 1-10 (Illusionist Base List)

Rune Mastery 1-10 (Open Essence List)

Spell Wall 1-10 (Open Essence List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development+	5	—	0, (0,0)	30/30	Basic Math	1	13	(6)	18
Climbing	2	—	0, (0,0)	10	Divination	4	5	(9)	25
Cookery	5	5	0, (0,0)	30	Faerie Lore	1	13	(6)	18
General Perception	4	3	0, (3,6)	23	Fauna Lore	2	13	(6)	23
Linguistics	12	—	—	R-12	Flora Lore	2	13	(6)	23
Linguistics	5	—	—	R-5	Herb Lore	2	13	(6)	23
Long Spear+	4	17	0, (0,0), 10 †	47	Hypnosis	4	8	(0)	28
Runes	5	5	0, (6,9)	30	Jumping	1	13	(0)	18
Stalk/Hide	2	3/5	0, (0,3)	13/15	Lip Reading	1	5	(0)	10
Staves/Wands	5	5	0, (6,9)	30	Magical Language	1	—	—	R-1
Swimming	1	—	0, (0,0)	5	Philosophy	2	13	(6)	23
					Play Instrument (Horn)	3	—	(0)	15
					Poison Lore	2	13	(6)	23
					Pole Vaulting	2	13	(0), 10 †	23
					Racial History	1	13	(6)	18
					Stone Evaluation	1	5	(0)	10

LEVEL 5

Prof: Illusionist. **Level:** 5. **Exp Points:** 50,000.

Eyes: Yellow. **Hair:** Green. **Build:** Average.

Height: 5'. **Weight:** 110 lbs. **Hits:** 41/41

Realm: Essence. **Power Points:** 5 (+3 ♯).

St-87 (87); Qu-65 (90); Pr-91 (95); In-72 (86); Em-90 (90);
Co-59 (59); Ag-72 (80); SD-81 (95); Re-90 (90); Me-99 (100).

AT 2; DB: 5; Armor Penalty: 0/0/0. **Move:** 50 (40).

New Equipment: Potion of Flying (200'/round, max altitude of 50', duration of D100+50 rnds); Potion of Speed (treat as Haste X, Rapid Ways, Essence 20th lvl); 4 Potions of Healing (5-50 hits).

Primary Spell Lists:

Illusion Mastery 1-10 (Illusionist Base List)
Mind Sense Molding 1-10 (Illusionist Base List)
Light Molding 1-10 (Illusionist Base List)
Sound Molding 1-10 (Illusionist Base List)

Secondary Spell Lists:

Feel-Taste-Smell 1-10 (Illusion Base List)
Rune Mastery 1-10 (Open Essence List)
Spell Wall 1-10 (Open Essence List)
Physical Enhancement 1-10 (Open Essence List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Stalk/Hide	4	3/5	0, (0,5)	23/25	Flora Lore	2	23	(10)	33
General Perception	6	3	0, (5,10)	33	Herb Lore	2	23	(10)	33
Long Spear+	5	17	0, (0,0), 10 †	52	Hypnosis	4	13	(0)	33
Swimming	1	—	0, (0,0)	5	Jumping	1	13	(0)	18
Runes	9	5	0, (10,15)	50	Lip Reading	1	5	(0)	10
Staves/Wands	7	5	0, (10,15)	40	Magical Language	3	—	—	R-3
Linguistics	12	—	—	R-12	Midwifery	2	15	(0)	25
Linguistics	5	—	—	R-5	Philosophy	2	23	(10)	33
Body Development+	7	—	0, (0,0)	41/41	Play Instrument (Horn)	3	18	(0)	33
Climbing	4	—	0, (0,0)	20	Poison Lore	2	23	(10)	33
Cookery	5	5	0, (0,0)	30	Pole Vaulting	4	13	(0), 10 †	43
Basic Math	1	23	(10)	28	Racial History	1	23	(10)	28
Divination	6	5	(10)	35	Stone Evaluation	1	5	(0)	10
Faerie Lore	1	23	(10)	28	Stunned Maneuvers	2	10	(0)	20
Fauna Lore	2	23	(10)	33					

LEVEL 7

Prof: Illusionist. **Level:** 7. **Exp Points:** 90,000.

Eyes: Yellow. **Hair:** Green. **Hits:** Average.

Height: 5'. **Weight:** 111 lbs. **Hits:** 53/53

Realm: Essence. **Power Points:** 7 (+3 ♯).

St-87 (87); Qu-86 (90); Pr-95 (95); In-86 (86); Em-90 (90);
Co-59 (59); Ag-80 (80); SD-95 (95); Re-90 (90); Me-100 (100).

AT 6; DB: 5; Armor Penalty: 0/5/0. **Move:** 55 (45).

New Equipment: Potion of Flying (200'/round, maximum altitude of 50', duration of D100+50 rounds); Potion of Speed (treat as Haste X, Rapid Ways, Essence list 20th level); 4 Potions of Healing (heals 5-50 hits); +10 High Steel Long Spear with Pale II Demon Slaying.

Primary Spell Lists:

Illusion Mastery 1-10 (Illusionist Base List)
Mind Sense Molding 1-10 (Illusionist Base List)
Light Molding 1-10 (Illusionist Base List)
Sound Molding 1-10 (Illusionist Base List)
Feel-Taste-Smell 1-10 (Illusionist Base List)

Secondary Spell Lists:

Feel-Taste-Smell 1-10 (Illusionist Base List)
Rune Mastery 1-10 (Open Essence List)
Spell Wall 1-10 (Open Essence List)
Physical Enhancement 1-10 (Open Essence List)
Spell Enhancement 1-10 (Closed Essence List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development+	9	—	0, (0,0)	53/53	Basic Math	3	25	(14)	40
Climbing	4	—	0, (0,0)	20	Divination	6	8	(21)	38
Cookery	5	5	0, (0,0)	30	Faerie Lore	3	25	(14)	40
Directed Spell					Fauna Lore	4	25	(14)	45
F-T-S list	4	5	0, (7,7)	25	Flora Lore	4	25	(14)	45
General Perception	6	10	0, (7,14)	40	Herb Lore	4	25	(14)	45
Linguistics	12	—	—	R-12	Hypnosis	6	15	(0)	45
Linguistics	5	—	—	R-5	Jumping	1	15	(0)	20
Long Spear+	7	18	0, (0,0), 10 †	63	Lip Reading	3	8	(0)	23
Maneuver Soft Leather	2	15	0, (0,0)	25	Magical Language	3	—	—	R-3
Runes	9	5	0, (14,21)	50	Midwifery	2	18	(0)	28
Stalk/Hide	4	13/20	0, (0,7)	33/40	Philosophy	6	25	(14)	55
Staves/Wands	7	5	0, (14,21)	40	Play Instrument (Horn)	5	23	(0)	48
Swimming	1	—	0, (0,0)	5	Poison Lore	4	25	(14)	45
					Pole Vaulting	6	15	(0), 10 †	55
					Racial History	1	25	(14)	30
					Stone Evaluation	1	8	(0)	13
					Stunned Maneuvers	2	20	(0)	30

LEVEL 10

Prof: Illusionist. **Level:** 10. **Exp Points:** 150,000.

Eyes: Yellow. **Hair:** Green. **Build:** Average.

Height: 5'. **Weight:** 98 lbs. **Hits:** 53/53

Realm: Essence. **Power Points:** 10 (+3 ‡).

St-87 (87); Qu-90 (90); Pr-95 (95); In-86 (86); Em-90 (90);
Co-59 (59); Ag-80 (80); SD-95 (95); Re-90 (90); Me-100 (100).

AT 6; DB: 10; Armor Penalty: 0/5/0. **Move:** 60 (50).

New Equipment: Potion of Flying (200'/round, maximum altitude of 50', duration of D100+50 rounds); Potion of Speed (treat as Haste X, Rapid Ways, Essence list 20th level); 4 Potions of Healing (immediately heals 5-50 hits); +10 High Steel Long Spear with Pale II Demon Slaying; Polearm of Flight (a halberd which has only 20% normal weight, can be tossed as a Javelin with 20% Range Penalty Reduction and 10% Range Increase. It strikes Harpies and Hippogriffs as a Slaying weapon).

Primary Spell Lists:

Illusion Mastery 1-10 (Illusionist Base List)
Mind Sense Molding 1-10 (Illusionist Base List)
Light Molding 1-10 (Illusionist Base List)
Sound Molding 1-10 (Illusionist Base List)
Feel-Taste-Smell 1-10 (Illusionist Base List)
Shield Mastery 1-10 (Closed Essence List)
Guises 1-10 (Illusionist Base List)

Secondary Spell Lists:

Feel-Taste-Smell 1-25 (Illusionist Base List)
Rune Mastery 1-10 (Open Essence List)
Spell Wall 1-10 (Open Essence List)
Physical Enhancement 1-10 (Open Essence List)
Spell Enhancement 1-10 (Closed Essence List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development+	12	—	0, (0,0)	68/68	Alchemy	3	25	(20)	40
Climbing	4	5	0, (0,0)	25	Architecture	3	25	(20)	40
Cookery	5	8	0, (0,0)	33	Basic Math	6	25	(20)	55
Directed Spell					Boat Pilot	3	23	(20)	38
F-T-S list	10	5	0, (10,10)	55	Divination	6	8	(30)	38
General Perception	6	3	0, (10,20)	33	Engineering	3	25	(20)	40
Linguistics	12	—	—	R-12	Faerie Lore	6	25	(20)	55
Linguistics	8	—	—	R-8	Fauna Lore	7	25	(20)	60
Long Spear+	8	18	0,(0,0), 10 †	68	Flora Lore	7	25	(20)	60
Maneuver Soft Leather	4	15	0, (0,0)	35	Herb Lore	7	25	(20)	60
Runes	12	5	0, (10,15)	59	Hypnosis	6	15	(0)	45
Stalk/Hide	4	13/20	0, (0,10)	33/40	Jumping	1	15	(0)	20
Staves/Wands	10	5	0, (10,15)	55	Lip Reading	3	8	(0)	23
Swimming	4	5	0, (0,0)	25	Magical Language	3	—	—	R-3
					Midwifery	2	18	(0)	28
					Philosophy	9	25	(20)	70
					Play Instrument (Horn)	5	23	(0)	48
					Poison Lore	7	25	(20)	60
					Pole Vaulting	6	15	(0), 10 †	55
					Racial History	1	25	(20)	30
					Stone Evaluation	1	8	(0)	13
					Stunned Maneuvers	2	20	(0)	30

Prof: Illusionist. **Level:** 15. **Exp Points:** 300,000.

Eyes: Yellow. **Hair:** Green. **Build:** Average.

Height: 5'. **Weight:** 106 lbs. **Hits:** 100/100

Realm: Essence. **Power Points:** 15 (+3 ‡).

St-87 (87); Qu-90 (90); Pr-95 (95); In-86 (86); Em-90 (90);
Co-59 (59); Ag:80 (80); SD-95 (95); Re-90 (90); Me-100 (100).

AT 6; DB: 10; Armor Penalty: 0/5/0. **Move:** 60 (50).

New Equipment: Potion of Flying (200'/round, maximum altitude of 50', duration of D100+50 rounds); Potion of Speed (treat as Haste X, Rapid Ways, Essence list 20th level); 4 Potions of Healing (immediately heals 5-50 hits); +10 High Steel Long Spear with Pale II Demon Slaying; Polearm of Flight (a spear which has only 20% normal weight, can be tossed as a Javelin with 20% Range Penalty Reduction and 10% Range Increase. It strikes Harpies and Hippogriffs as a Slaying weapon); +10 Non-Magical Shark Skin Leather Jacket (+10 to Defensive Bonus).

Primary Spell Lists:

Illusion Mastery 1-20 (Illusionist Base List)
Mind Sense Molding 1-10 (Illusionist Base List)
Light Molding 1-10 (Illusionist Base List)
Sound Molding 1-10 (Illusionist Base List)
Feel-Taste-Smell 1-10 (Illusionist Base List)
Shield Mastery 1-20 (Closed Essence List)
Guises 1-10 (Illusionist Base List)
Spell Enhancement 1-10 (Closed Essence List)

Secondary Spell Lists:

Feel-Taste-Smell 1-25 (Illusionist Base List)
Rune Mastery 1-10 (Open Essence List)
Spell Wall 1-20 (Open Essence List)
Physical Enhancement 1-20 (Open Essence List)
Spell Enhancement 1-20 (Closed Essence List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development+	17	—	0, (0,0)	100/100	Administration	10	10	(30)	60
Climbing	4	5	0, (0,0)	25	Alchemy	3	25	(30)	40
Cookery	5	8	0, (0,0)	33	Architecture	3	25	(30)	40
Directed Spell					Basic Math	6	25	(30)	55
F-T-S list	16	5	0, (0,0)	72	Boat Pilot	3	23	(30)	38
Disarm Traps	2	5	0, (0,15)	20	Divination	6	8	(45)	38
General Perception	11	3	0, (15,30)	59	Engineering	3	25	(30)	40
Linguistics	8	—	—	R-8	Faerie Lore	16	25	(30)	87
Linguistics	12	—	—	R-12	Fauna Lore	17	25	(30)	89
Long Spear+	8	18	0, (0,0), 10 †	68	Flora Lore	8	25	(30)	65
Maneuver Soft Leather	4	15	0, (0,0)	35	Herb Lore	8	25	(30)	65
Pick Locks	3	7	0, (0,15)	22	Hypnosis	6	15	(0)	45
Riding	5	8	0, (0,0)	33	Jumping	1	15	(0)	20
Runes	17	8	0, (30,45)	72	Lip Reading	3	8	(0)	23
Stalk/Hide	9	13/20	0, (0,15)	58/65	Magical Language	3	—	—	R-3
Staves/Wands	15	8	0, (30,45)	68	Midwifery	2	18	(0)	28
Swimming	4	5	0, (0,0)	25	Philosophy	9	25	(30)	70
					Play Instrument (Horn)	5	23	(0)	48
					Poison Lore	7	25	(30)	60
					Pole Vaulting	6	15	(0), 10 †	55
					Racial History	1	25	(30)	30
					Stone Evaluation	1	8	(0)	13
					Stunned Maneuvers	2	20	(0)	30

Prof: Illusionist. **Level:** 20. **Exp Points:** 500,000.

Eyes: Yellow. **Hair:** Green. **Build:** Average.

Height: 5'. **Weight:** 112 lbs.. **Hits:** 120/120

Realm: Essence. **Power Points:** 20 (+3 ‡).

St-87 (87); Qu-90 (90); Pr-95 (95); In-86 (86); Em-90 (90);
Co-59 (59); Ag-80 (80); SD-95 (95); Re-90 (90); Me-100 (100).

AT 6; DB: 10; Armor Penalty: 0/5/0. **Move:** 60 (50).

New Equipment: Potion of Flying (200'/round, maximum altitude of 50', duration of D100+50 rounds); Potion of Speed (treat as Haste X, Rapid Ways, Essence list 20th level); 4 Potions of Healing (immediately heals 5-50 hits); +10 High Steel Long Spear with Pale II Demon Slaying; Polearm of Flight (a spear which has only 20% normal weight, can be tossed as a Javelin with 20% Range Penalty Reduction and 10% Range Increase. It strikes Harpies and Hippogriffs as a Slaying weapon); +10 Non-Magical Shark Skin Leather Jacket (+10 to Defensive Bonus); Ring of Essence Flow (Can Determine Essence Storms as Weather Watch Skill and x2 Spell Multiplier of Essence).

Primary Spell Lists:

Illusion Mastery 1-20 (Illusionist Base List)
Mind Sense Molding 1-10 (Illusionist Base List)
Light Molding 1-20 (Illusionist Base List)
Sound Molding 1-10 (Illusionist Base List)
Feel-Taste-Smell 1-20 (Illusionist Base List)
Shield Mastery 1-20 (Closed Essence List)
Guises 1-20 (Illusionist Base List)
Spell Enhancement 1-25 (Closed Essence List)

Secondary Spell Lists:

Feel-Taste-Smell 1-25 (Illusionist Base List)
Rune Mastery 1-10 (Open Essence List)
Spell Wall 1-20 (Open Essence List)
Physical Enhancement 1-20 (Open Essence List)
Spell Enhancement 1-20 (Closed Essence List)
Illusion Mastery 1-20 (Illusionist Base List)
Light Molding 1-10 (Illusionist Base List)
Sound Molding 1-10 (Illusionist Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Administration	10	10	(40)	60
Balance	2	18	0, (0,0)	28	Alchemy	3	25	(40)	40
Leaping	1	18	0, (0,0)	23	Architecture	3	25	(40)	40
Landing	5	18	0, (0,0)	43	Basic Math	6	25	(40)	55
Speed	1	18	0, (0,0)	23	Boat Pilot	3	23	(40)	38
Body Development+	17	—	0, (0,0)	120/120	Divination	6	8	(60)	38
Climbing	4	5	0, (0,0)	25	Engineering	3	25	(40)	40
Cookery	5	8	0, (0,0)	33	Faerie Lore	26	25	(40)	101
Directed Spell					Fauna Lore	17	25	(40)	89
F-T-S list	26	5	0, (20,20)	81	Flora Lore	8	25	(40)	65
Disarm Traps	2	5	0, (0,20)	20	Herb Lore	8	25	(40)	65
General Perception	16	3	0, (20,40)	69	Hypnosis	6	15	(0)	45
Linguistics	8	—	—	R-8	Jumping	6	15	(0)	45
Linguistics	12	—	—	R-12	Lip Reading	3	8	(0)	23
Long Spear+	8	18	0, (0,0), 10 †	68	Magical Language	3	—	—	R-3
Maneuver Soft Leather	4	15	0, (0,0)	35	Midwifery	2	18	(0)	28
Pick Locks	3	7	0, (0,20)	22	Philosophy	14	25	(40)	83
Riding	5	8	0, (0,0)	33	Play Instrument (Horn)	5	23	(0)	48
Runes	17	8	0, (40,60)	72	Poison Lore	7	25	(40)	60
Stalk/Hide	14	13/20	0, (0,20)	71/78	Pole Vaulting	11	15	(0), 10 †	77
Staves/Wands	15	8	0, (40,60)	68	Racial History	1	25	(40)	30
Swimming	4	5	0, (0,0)	25	Stone Evaluation	1	8	(0)	13
					Stunned Maneuvers	7	20	(0)	55



(*Moosmth Werk'*)

Mosmth was born under the sign of the Sleeping Sow, in the year 6025. Mosmth was very much akin to his astrological sign, as the young boy seemed to do nothing but sleep. During his first several years his mother fretted constantly that the youth was cursed or diseased with some incurable malady.

As Mosmth grew older, he discovered he had a gift that no one else had, the ability to see in the infrared. He used his talents well and learned how to cause great mischief around his tiny village.

LEVEL 3

When he was fourteen years old, Mosmth's family moved from his tiny village of Frisk Fey to the Capital of Fydon Fey, Ebon City, where he met up with his future tutor and master, Yish Umfrum'al. The master Alchemist had recently lost his two apprentices in a freak accident that turned their minds to quicksand (literally!). There were few young men willing to risk having their brains turned into mud, but Mosmth's family needed a way to unburden themselves from their listless son. Telling poor Mosmth that the Alchemist was the grandest wizard in the land, which was hardly the truth, he went to the old man with dreams of grandeur.

LEVEL 5

Once there, the young apprentice and the old wizard discovered the truth, that neither was what he was made out to be. Poor Mosmth learned that the work of an Apprentice rarely leaves enough time for a normal bit of rest, let alone a good ten to fourteen hours. The (great) Alchemist learned that he should never trust people from Frisk Fey, for they are the biggest liars west of Ord'enal Ke'rq.

Slowly over time the apprentice adapted to his new life, and the old wizard learned to live with the slow-witted youngster.

Several seasons passed and Mosmth slowly worked his way toward the Gold Circle of Apprenticeship. As the years past, his knowledge of the arts and the craft grew increasingly powerful, until his graduation on a late Summer day in the year 6044.

LEVEL 7

For his graduation present the old Alchemist gave the boy a beautifully worked copper bowl and dragon bone pastel. Not long after that, Yish suffered a great heart attack and passed from this world. Mosmth never knew how much he would miss the cantankerous old man that never was satisfied. Mosmth fell into depression and slept nearly twenty hours a day for seven months. What snapped him out of his depression no one truly knows, but there was word that he started to see a priestess from the temple of Romonth quite frequently.

LEVEL 10

Mosmth's spirit renewed over the next several years and, through the help of the young priestess,

he actually started a small business of exporting runes, magical scrolls, and small magical artifacts to the far off land of Quellborne. His wares went exclusively to a sly man named Sien Vae'Qru. With his status shifting from pauper to near-tradesman, he married the young priestess and moved to the suburbs of the Ebon City.

LEVEL 15

Mosmth still lives and works in the Ebon City, his family presently consisting of his beautiful wife and three children. It is rumored that Mosmth has a mistress that lives in a sleek noble section of the Ebon City, but there is no proof to the gossip. He continually sells his wares to the sly Sien Vae'Qru, though lately the man seems to be treading the fine line of sanity—it is said that he smokes a powerful derivative of Black Lotus, also known as Haliish. Mosmth cares little for what or who the man is; after all, he is too far away for Mosmth to be frightened of him.

LEVEL 20

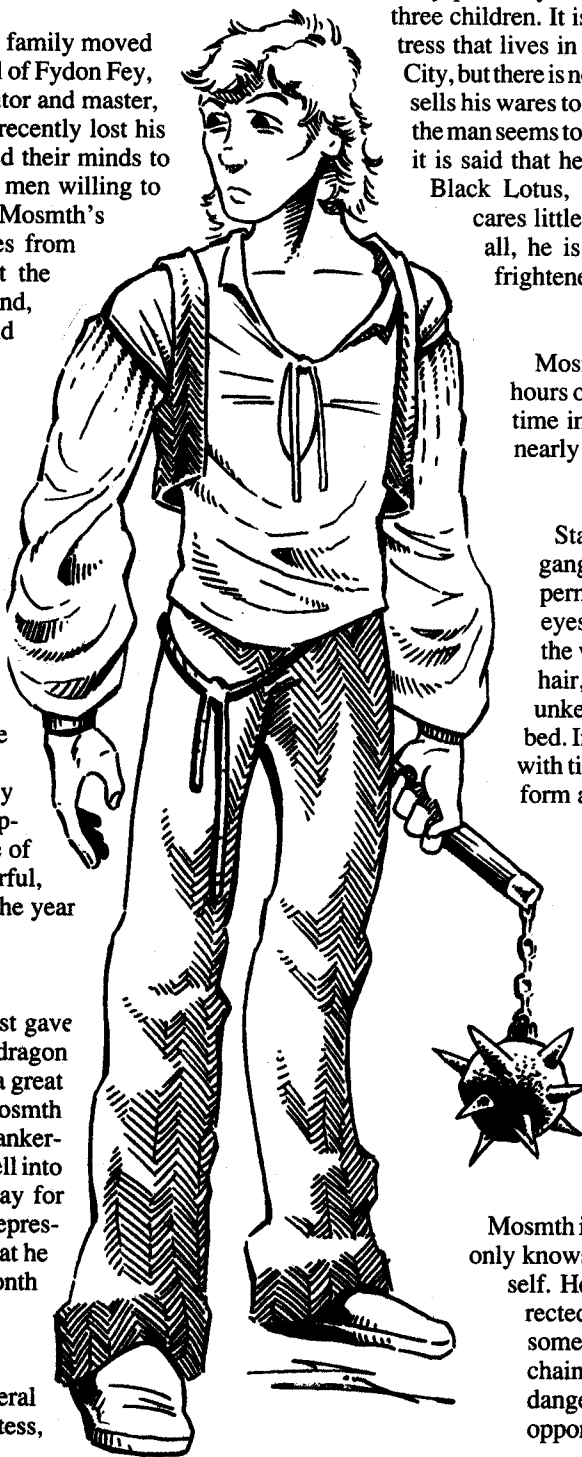
Mosmth still requires a good eleven hours of sleep a day, spending most of the time in a small garden in the rear of his nearly noble-looking estate.

DESCRIPTION

Standing six feet tall, Mosmth is a gangly youth with a look of a lost dog permanently plastered on his face. His eyes are large but droopy, giving him the visage of a man barely awake. His hair, golden in color, is shaggy and unkempt, as if he just crawled out of bed. In later years his face was splotched with tiny little whiskers, never enough to form a mustache or beard.

Coming from a lower-class family further accentuated his drowsy look, since Mosmth will openly yawn in front of people — big, wide open-mouthed sort of yawns — and in the early morning will rub and scratch places that most people attend to in private. His speech is somewhat slurred and he, of course, talks like a rural-born farmer which causes many of his colleagues to simply never take him seriously.

Mosmth is not a fighter, nor adventurer, and only knows the spells he has to defend himself. He has given some attention to directed spells, but only for defense. He is sometimes seen practicing with a long-chained morning star, but he is more dangerous to himself than he is to any opponent that may face him.



LEVEL 1

Prof: Alchemist. **Level:** 1. **Exp Points:** 10,000.

Eyes: Blue. **Hair:** Golden. **Build:** Slender.

Height: 6'. **Weight:** 120 lbs. **Hits:** 37/46.

Realm: Essence. **Power Points:** 1 (+1 †).

St-73 (81); Qu-85 (85); Pr-99 (99); In-62 (77); Em-90 (90);

Co-93 (93); Ag-59 (95); SD-98 (98); Re-56 (72); Me-70 (76).

Background Options: SOC-5 +2 points to SD; SAA-96 +15

Co modifier; SAM-94 +20 Pr modifier; SIC-55 +1 Spell Adder (robes) †; SAC-18 100' infravision/requires 10 hrs.sleep/night.

AT 2; DB: 5; Armor Penalty: 0/0/0. **Move:** 55.

Primary Spell Lists:

Enchanting Ways 1-10 (Alchemist Base List)

Inorganic Skills 1-10 (Alchemist Base List)

Secondary Spell Lists:

Rune Mastery 1-10 (Open Essence List)

Organic Skills 1-10 (Alchemist Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development+	5	1.25	0, (0,0)	37/46
First Aid	1	18	0, (0,0)	23
General Perception	2	—	0, (0,1)	10
Linguistics	11	—	—	R-11
Morning Star+	3	3	0, (0,0)	18
Riding	1	5	0, (0,0)	10
Runes	4	5	0, (3,3)	25
Staves/wands	4	5	0, (3,3)	25

Skill	Rank	Stat Bonus	Special Bonus	Total
Advanced Math	2	—	(3)	10
Alchemy	4	—	(3)	20
Basic Math	2	—	(3)	10
Drug Tolerance	3	25	(0)	40
Meditation				
Trance	2	33	(0)	43
Philosophy	1	—	(3)	5
Poison Lore	1	—	(3)	5
Time Sense	2	—	(1)	10

LEVEL 3

Prof: Alchemist. **Level:** 3. **Exp Points:** 30,000.

Eyes: Blue. **Hair:** Golden. **Build:** Slender.

Height: 6'. **Weight:** 120 lbs. **Hits:** 37/46.

Realm: Essence. **Power Points:** 3 (+1 †).

St-81 (81); Qu-85 (85); Pr-99 (99); In-77 (77); Em-90 (90);

Co-93 (93); Ag-79 (95); SD-98 (98); Re-70 (72); Me-76 (76).

AT 2; DB: 5; Armor Penalty: 0/0/0. **Move:** 55.

Primary Spell Lists:

Enchanting Ways 1-10 (Alchemist Base List)

Inorganic Skills 1-10 (Alchemist Base List)

Organic Skills 1-10 (Alchemist Base List)

Essence Embedding 1-10 (Alchemist Base List)

Secondary Spell Lists:

Rune Mastery 1-10 (Open Essence List)

Organic Skills 1-10 (Alchemist Base List)

Essence Perception 1-10 (Open Essence List)

Spell Wall 1-10 (Open Essence List)

Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves				
Strength	2	33	0, (0,0)	43
Speed	2	33	0, (0,0)	43
Balance	2	33	0, (0,0)	43
Leaping	2	33	0, (0,0)	43
Landing	2	33	0, (0,0)	43
Body Development+	5	1.25	0, (0,0)	37/46
First Aid	1	18	0, (0,0)	23
General Perception	2	5	0, (0,3)	15
Linguistics	11	—	—	R-11
Morning Star+	3	8	0, (0,0)	23
Riding	1	8	0, (0,0)	13
Runes	6	8	0, (9,9)	38
Staves/wands	6	8	0, (9,9)	38

Skill	Rank	Stat Bonus	Special Bonus	Total
Acting	1	25	(0)	30
Advanced Math	2	3	(9)	13
Alchemy	4	3	(9)	23
Animal Hand (Cats)	1	25	(0)	30
Basic Math	2	3	(9)	13
Begging	2	25	(0)	35
Diplomacy	2	23	(0)	33
Disguise	1	33	(0)	38
Drug Tolerance	3	25	(0)	40
Magical Languages	1	—	—	R-1
Meditation				
Cleansing	2	18	(0)	28
Death	2	33	(0)	43
Healing	2	18	(0)	28
Ki	2	33	(0)	43
Sleep	2	15	(0)	25
Trance	4	33	(0)	53
Philosophy	1	5	(9)	10
Poison Lore	1	5	(9)	10
Time Sense	2	—	(3)	10

LEVEL 5

Prof: Alchemist. **Level:** 5. **Exp Points:** 50,000.

Eyes: Blue. **Hair:** Golden. **Build:** Slender.

Height: 6'. **Weight:** 120 lbs. **Hits:** 51/64.

Realm: Essence. **Power Points:** 5 (+1 †).

St-81 (81); Qu-85 (85); Pr-99 (99); In-77 (77); Em-90 (90);
Co-93 (93); Ag-95 (95); SD-98 (98); Re-70 (72); Me-76 (76).

AT 2; DB: 5 (+2 TE); Armor Penalty: 0/0/0. **Move:** 55.

New Equipment: Candle of Impurity (see *Spell Law* pg. 89).

Primary Spell Lists:

Enchanting Ways 1-10 (Alchemist Base List)
Inorganic Skills 1-10 (Alchemist Base List)
Organic Skills 1-10 (Alchemist Base List)
Essence Embedding 1-10 (Alchemist Base List)
Mentalism/Channel Imbedding 1-10 (Alchemist Base List)

Secondary Spell Lists:

Rune Mastery 1-10 (Open Essence List)
Organic Skills 1-10 (Alchemist Base List)
Essence Perception 1-10 (Open Essence List)
Spell Wall 1-10 (Open Essence List)
Enchanting Ways 1-10 (Alchemist Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Basic Math	2	3	(15)	13
Strength	2	33	0, (0,0)	43	Begging	2	25	(0)	35
Speed	4	33	0, (0,0)	53	Diplomacy	2	23	(0)	33
Balance	2	33	0, (0,0)	43	Disguise	1	33	(0)	38
Leaping	2	33	0, (0,0)	43	Magical Languages	1	—	—	R-1
Landing	4	33	0, (0,0)	53	Meditation				
Body Development+	7	1.25	0, (0,0)	51/64	Cleansing	2	18	(0)	28
First Aid	1	18	0, (0,0)	23	Death	2	33	(0)	43
General Perception	4	5	0, (0,5)	25	Healing	6	18	(0)	48
Linguistics	9	—	—	R-9	Ki	2	33	(0)	43
Linguistics	11	—	—	R-11	Sleep	2	15	(0)	25
Martial Arts					Trance	8	33	(0)	73
Sweeps R-1	1	13	0, (0,0)	18	Mnemonics	4	15	(0)	35
Morning Star	3	12	0, (0,0)	27	Drug Tolerance	3	25	(0)	40
Riding	1	13	0, (0,0)	18	Time Sense	2	—	(5)	10
Runes	10	8	0, (15,15)	58	Tumbling				
Staves/Wands	10	8	0, (15,15)	58	Evasion	2	10	(0)	20
Acting	1	25	(0)	30	Philosophy	1	3	(15)	8
Animal Hand (Cats)	1	25	(0)	30	Poison Lore	1	3	(15)	8
Advanced Math	2	3	(15)	13	Use/Remove Poison	2	10	(0)	20
Alchemy	4	3	(15)	22					

LEVEL 7

Prof: Alchemist. **Level:** 7. **Exp Points:** 90,000.

Eyes: Blue. **Hair:** Golden. **Build:** Slender.

Height: 6'. **Weight:** 120 lbs. **Hits:** 51/64.

Realm: Essence. **Power Points:** 7 (+1 †).

St-81 (81); Qu-85 (85); Pr-99 (99); In-77 (77); Em-90 (90);
Co-93 (93); Ag-95 (95); SD-98 (98); Re-70 (72); Me-76 (76).

AT 2; DB: 5 (+2 TE); Armor Penalty: 0/0/0. **Move:** 55.

New Equipment: Candle of Impurity (see *Spell Law* pg. 89); Flaming Morning Star (+10 Adamantium spiked balls which burn and hits for Extra 'B' Heat Critical).

Primary Spell Lists:

Enchanting Ways 1-10 (Alchemist Base List)
Inorganic Skills 1-10 (Alchemist Base List)
Organic Skills 1-10 (Alchemist Base List)
Essence Embedding 1-10 (Alchemist Base List)
Mentalism/Channel Imbedding 1-10 (Alchemist Base List)
Detection Mastery 1-5 (Channeling Open List)

Secondary Spell Lists:

Rune Mastery 1-20 (Open Essence List)
Organic Skills 1-20 (Alchemist Base List)
Essence Perception 1-10 (Open Essence List)
Spell Wall 1-10 (Open Essence List)
Enchanting Ways 1-10 (Alchemist Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	General Perception	5	5	0, (0,7)	30
Adrenal Moves					Linguistics	9	—	—	R-9
Strength	2	33	0, (0,0)	43	Linguistics	11	—	—	R-11
Speed	6	33	0, (0,0)	63	Martial Arts				
Balance	2	33	0, (0,0)	43	Sweeps R-1	1	13	0, (0,0)	18
Leaping	2	33	0, (0,0)	43	Morning Star+	4	12	0, (0,0)	32
Landing	6	33	0, (0,0)	63	Riding	1	13	0, (0,0)	18
Body Development+	7	1.25	0, (0,0)	51/64	Rope Mastery	1	10	0, (0,14)	15
Cookery	2	5	0, (0,14)	15	Runes	14	8	0, (21,21)	62
First Aid	1	18	0, (0,0)	23	Staves/wands	14	8	0, (21,21)	62

(Level 7 continued on next page)

Skill	Rank	Stat Bonus	Special Bonus	Total				
Acting	1	25	(0)	30	Lock Lore	1	3	(21) 8
Advanced Math	2	3	(21)	13	Magical Languages	1	—	— R-1
Alchemy	4	3	(21)	23	Meditation			
Animal Hand (Cats)	1	25	(0)	30	Cleansing	2	18	(0) 28
Basic Math	2	3	(21)	13	Death	2	33	(0) 43
Begging	2	25	(0)	35	Healing	10	18	(0) 68
Diplomacy	2	23	(0)	33	Ki	2	33	(0) 43
Disguise	1	33	(0)	38	Sleep	2	15	(0) 25
Distance Running	2	25	(0)	35	Trance	10	33	(0) 83
Dragon Lore	1	3	(21)	8	Metal Lore	1	3	(21) 8
Drug Tolerance	3	25	(0)	40	Mnemonics	4	15	(0) 35
Faerie Lore	1	3	(21)	8	Philosophy	1	3	(21) 8
Fauna Lore	1	3	(21)	8	Poison Lore	1	3	(21) 8
Flora Lore	1	3	(21)	8	Stunned Maneuvers	2	25	— 35
Flying/Gliding	2	15	(0)	25	Time Sense	2	—	(7) 10
Herb Lore	1	3	(21)	8	Tumbling			
					Evasion	2	10	(0) 20
					Use/Remove Poison	2	10	(0) 20

LEVEL 10

Prof: Alchemist. **Level:** 10. **Exp Points:** 150,000.

Eyes: Blue. **Hair:** Golden. **Build:** Slender.

Height: 6'. **Weight:** 125 lbs. **Hits:** 76/95.

Realm: Essence. **Power Points:** 10 (+1 †).

St-81 (81); Qu-85 (85); Pr-99 (99); In-77 (77); Em-90 (90);

Co-93 (93); Ag-95 (95); SD-98 (98); Re-70 (72); Me-76 (76).

AT 2; DB: 5 (+2 TE); **Armor Penalty:** 0/0/0. **Move:** 55.

New Equipment: Candle of Impurity (see *Spell Law* pg. 89); Flaming

Morning Star (+10 Adamantium spiked balls burn and hit for Extra 'B'

Heat Critical); Robes of Defense (acts as normal robes, treat as AT 4).

Primary Spell Lists:

Enchanting Ways 1-10 (Alchemist Base List)

Inorganic Skills 1-10 (Alchemist Base List)

Organic Skills 1-10 (Alchemist Base List)

Essence Embedding 1-10 (Alchemist Base List)

Mentalism/Channel Imbedding 1-10 (Alchemist Base List)

Detection Mastery 1-5 (Channeling Open List)

Anticipations 1-5 (Mentalism Open List)

Secondary Spell Lists:

Rune Mastery 1-20 (Open Essence List)

Organic Skills 1-20 (Alchemist Base List)

Essence Perception 1-10 (Open Essence List)

Spell Wall 1-10 (Open Essence List)

Enchanting Ways 1-20 (Alchemist Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Drug Tolerance	3	25	(0)	40
Strength	2	33	0, (0,0)	43	Faerie Lore	1	3	(30)	8
Speed	9	33	0, (0,0)	78	Falsification	4	15	(0)	35
Balance	3	33	0, (0,0)	48	Fauna Lore	1	3	(30)	8
Leaping	3	33	0, (0,0)	48	Flora Lore	1	3	(30)	8
Landing	9	33	0, (0,0)	78	Flying/Gliding	2	15	(0)	25
Body Development+	11	1.25	0, (0,0)	76/95	Herb Lore	1	3	(30)	8
Cookery	2	5	0, (0,20)	15	Horticulture	2	8	(30)	18
First Aid	3	18	0, (0,0)	28	Lie Perception	4	3	(10)	23
General Perception	5	5	0, (0,10)	30	Lock Lore	1	3	(30)	8
Linguistics	11	—	—	R-11	Magical Languages	1	—	—	R-1
Linguistics	9	—	—	R-9	Meditation				
Martial Arts, Sw R-1	1	13	0, (0,0)	18	Cleansing	2	18	(0)	28
Morning Star+	4	12	0, (0,0)	32	Death	2	33	(0)	43
Riding	2	13	0, (0,0)	18	Healing	10	18	(0)	68
Rope Mastery	1	10	0, (0,20)	15	Ki	2	33	(0)	43
Runes	18	8	0, (30,30)	74	Sleep	2	15	(0)	25
Signaling	2	10	0, (0,0)	20	Trance	10	33	(0)	83
Staves/Wands	18	8	0, (30,30)	74	Metal Lore	1	3	(30)	8
Swimming	2	15	0, (0,0)	25	Mnemonics	4	15	(0)	35
Acting	3	25	(0)	40	Philosophy	1	3	(30)	8
Advanced Math	2	3	(30)	13	Poison Lore	1	3	(30)	8
Alchemy	4	3	(30)	23	Scrounge	2	3	(0)	13
Animal Hand (Cats)	1	25	(0)	30	Stone Lore	1	3	(30)	8
Basic Math	2	3	(30)	13	Streetwise	2	23	(0)	33
Begging	2	25	(0)	35	Stunned Maneuvers	3	25	(0)	40
Diplomacy	2	23	(0)	33	Time Sense	4	—	(10)	20
Disguise	1	33	(0)	38	Tumbling, Evasion	2	10	(0)	20
Distance Running	2	25	(0)	35	Use/Remove Poison	2	10	(0)	20
Dragon Lore	1	3	(30)	8	Warding Lore	2	3	(30)	12

Prof: Alchemist. **Level:** 15. **Exp Points:** 300,000.

Eyes: Blue. **Hair:** Golden. **Build:** Slender.

Height: 6'. **Weight:** 125 lbs. **Hits:** 94/118.

Realm: Essence. **Power Points:** 15 (+1 †).

St-81 (81); Qu-85 (85); Pr-99 (99); In-77 (77); Em-90 (90); Co-93 (93); Ag-95 (95); SD-98 (98); Re-70 (72); Me-76 (76).

AT 2; DB: 5 (+2 TE); Armor Penalty: 0/0/0. **Move:** 55.

New Equipment: Candle of Impurity (see *Spell Law* pg. 89); Flaming Morning Star (+10 Adamantium spiked balls which burn and hits for Extra 'B' Heat Critical); Robes of Defense (acts as normal robes but treat as AT 4); Wand of Mystic Trinity (+2 Spell Adder of Channeling, +2 Spell Adder of Essence, +2 Spell Adder of Mentalism); Wisps of Attunement (foggy white halo surrounding head gives +40 bonus to attune to all mystical objects).

Primary Spell Lists:

Enchanting Ways 1-20 (Alchemist Base List)
Inorganic Skills 1-10 (Alchemist Base List)
Organic Skills 1-10 (Alchemist Base List)
Essence Embedding 1-20 (Alchemist Base List)
Mentalism/Channel Imbedding 1-20 ... (Alchemist Base List)
Detection Mastery 1-5 (Channeling Open List)
Anticipations 1-5 (Mentalism Open List)
Concussion Ways 1-5 (Channeling Open List)

Secondary Spell Lists:

Rune Mastery 1-25 (Open Essence List)
Organic Skills 1-25 (Alchemist Base List)
Essence Perception 1-10 (Open Essence List)
Spell Wall 1-20 (Open Essence List)
Enchanting Ways 1-25 (Alchemist Base List)
Liquid-Gas Skills 1-20 (Alchemist Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Acting	3	25	(0)	40
Strength	2	33	0, (0,0)	43	Advanced Math	2	3	(45)	13
Speed	19	33	0, (0,0)	99	Alchemy	4	3	(45)	23
Balance	3	33	0, (0,0)	48	Animal Handling (Cats)	1	25	(0)	30
Leaping	3	33	0, (0,0)	48	Basic Math	2	3	(45)	12
Landing	19	33	0, (0,0)	99	Begging	2	25	(0)	35
Body Development+	14	1.25	0, (0,0)	94/118	Diplomacy	2	23	(0)	33
Climbing	1	15	0, (0,0)	20	Disguise	1	33	(0)	38
Cookery	2	5	0, (0,30)	15	Distance Running	2	25	(0)	35
First Aid	3	18	0, (0,0)	28	Dragon Lore	1	3	(45)	8
General Perception	10	5	0, (0,15)	55	Drug Tolerance	3	25	(0)	40
Linguistics	11	—	—	R-11	Faerie Lore	1	3	(45)	8
Linguistics	9	—	—	R-9	Falsification	4	15	(0)	35
Martial Arts					Fauna Lore	1	3	(45)	8
Sweeps R-1	1	13	0, (0,0)	18	Flora Lore	1	3	(45)	8
Morning Star+	4	12	0, (0,0)	32	Flying/Gliding	2	15	(0)	25
Riding	2	13	0, (0,0)	23	Herb Lore	1	3	(45)	8
Rope Mastery	1	10	0, (0,30)	15	Horticulture	2	8	(45)	18
Runes	28	8	0, (45,45)	86	Lie Perception	4	3	(15)	25
Signaling	2	10	0, (0,0)	20	Lock Lore	1	3	(45)	8
Staves/wands	28	8	0, (45,45)	86	Magical Languages	1	—	—	R-1
Swimming	2	15	0, (0,0)	25	Meditation				
					Cleansing	2	18	(0)	28
					Death	2	33	(0)	43
					Healing	20	18	(0)	88
					Ki	2	33	(0)	43
					Sleep	2	15	(0)	25
					Trance	20	33	(0)	103
					Metal Lore	1	3	(45)	8
					Mnemonics	14	15	(0)	73
					Philosophy	1	3	(45)	8
					Poison Lore	1	3	(45)	8
					Scrounge	2	3	(0)	13
					Stone Lore	1	3	(45)	8
					Streetwise	2	23	(0)	33
					Stunned Maneuvers	8	25	(0)	65
					Time Sense	4	—	(15)	20
					Tumbling				
					Evasion	2	10	(0)	20
					Use/Remove Poison	2	10	(0)	20
					Warding Lore	2	5	(45)	15
					Yado (arrows)	1	10	(0)	15

Prof: Alchemist. **Level:** 20. **Exp Points:** 500,000.

Eyes: Blue. **Hair:** Golden. **Build:** Slender.

Height: 6'. **Weight:** 132 lbs. **Hits:** 109/136.

Realm: Essence. **Power Points:** 20 (+1 †).

St-81 (81); Qu-85 (85); Pr-99 (99); In-77 (77); Em-90 (90); Co-93 (93); Ag-95 (95); SD-98 (98); Re-70 (72); Me-76 (76).

AT 2; DB 5 (+2 TE); **Armor Penalty:** 0/0/0. **Move:** 55.

New Equipment: Candle of Impurity (see *Spell Law* pg. 89); Flaming Morning Star (+10 Adamantium spiked balls which burn and hits for Extra 'B' Heat Critical); Robes of Defense (acts as normal robes but treat as AT 4); Wand of Mystic Trinity (+2 Spell Adder of Channeling, +2 Spell Adder of Essence, +2 Spell Adder of Mentalism); Wisps of Attunement (foggy white halo surrounding head gives +40 bonus to Attune to all mystical objects); Crystal Ball of the Astral Realm (crystal sphere with Super High Intelligence imbedded enabling to cast once per day one of the following spells: Intuitions True, Mentalism Open List, Finding True, Mentalist's Base List, or Long Sense, Seer's Base List)

Primary Spell Lists:

Enchanting Ways 1-20 (Alchemist Base List)
Inorganic Skills 1-10 (Alchemist Base List)
Organic Skills 1-10 (Alchemist Base List)
Essence Embedding 1-20 (Alchemist Base List)
Mentalism/Channel Imbedding 1-20 ... (Alchemist Base List)
Detection Mastery 1-5 (Channeling Open List)
Anticipations 1-5 (Mentalism Open List)
Concussion Ways 1-5 (Channeling Open List)
Purifications 1-5 (Channeling Open List)
Attack Avoidance 1-5 (Mentalism Open List)
Self Heal (Mentalism Open List)

Secondary Spell Lists:

Rune Mastery 1-25 (Open Essence List)
Organic Skills 1-50 (Alchemist Base List)
Essence Perception 1-10 (Open Essence List)
Spell Wall 1-20 (Open Essence List)
Enchanting Ways 1-50 (Alchemist Base List)
Liquid-Gas Skills 1-25 (Alchemist Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Drug Tolerance	3	25	(0)	40
Strength	2	33	0, (0,0)	43	Faerie Lore	11	3	(60)	55
Speed	29	33	0, (0,0)	112	Falsification	4	15	(0)	35
Balance	3	33	0, (0,0)	48	Fauna Lore	1	3	(60)	8
Leaping	3	33	0, (0,0)	48	Flora Lore	1	3	(60)	8
Landing	29	33	0, (0,0)	112	Flying/Gliding	2	15	(0)	25
Body Development+	17	1.25	0, (0,0)	109/136	Herb Lore	1	3	(60)	8
Climbing	3	15	0, (0,0)	30	Horticulture	2	8	(60)	18
Cookery	2	5	0, (0,40)	15	Lie Perception	4	3	(20)	23
First Aid	5	18	0, (0,0)	43	Lock Lore	1	3	(60)	8
General Perception	10	5	0, (0,20)	55	Magical Languages	1	—	—	R-1
Linguistics	11	—	—	R-11	Meditation				
Linguistics	9	—	—	R-9	Cleansing	2	18	(0)	28
Martial Arts					Death	2	33	(0)	43
Sweeps R-1	1	13	0, (0,0)	18	Healing	25	18	(0)	93
Morning Star+	4	12	0, (0,0)	32	Ki	2	33	(0)	43
Riding	2	13	0, (0,0)	23	Sleep	2	15	(0)	25
Rope Mastery	4	10	0, (0,40)	30	Trance	25	33	(0)	108
Runes	38	8	0, (60,60)	92	Metal Lore	1	3	(60)	8
Signaling	5	10	0, (0,0)	35	Mnemonics	19	15	(0)	83
Staves/Wands	38	8	0, (60,60)	92	Philosophy	1	3	(60)	8
Swimming	2	15	0, (0,0)	25	Poison Lore	1	3	(60)	8
Acting	3	25	(0)	40	Scrounge	2	3	(0)	13
Advanced Math	2	3	(60)	13	Stone Lore	1	3	(60)	8
Alchemy	14	3	(60)	61	Streetwise	2	23	(0)	33
Animal Handling (Cats)	1	25	(0)	30	Stunned Maneuvers	8	25	(0)	65
Basic Math	2	3	(60)	13	Time Sense	4	—	(20)	20
Begging	2	25	(0)	35	Tumbling				
Diplomacy	2	23	(0)	33	Evasion	2	10	(0)	20
Disguise	1	33	(0)	38	Use/Remove Poison	2	10	(0)	20
Distance Running	7	25	(0)	60	Warding Lore	2	3	(60)	13
Dragon Lore	11	3	(60)	55	Yado (arrows)	1	10	(0)	15

PURE CHANNELING USERS

5.1

DAGULUS "DAG" SABOR, CLERIC

B

(Deguloos Sebor)

orn in the year 6029 in the great city-state of Ketaum, which lies in the desert kingdom of Gethrya, Dag was the son of a simple scribe in the royal house of Neptha. From an early age, Dag was schooled in the arts of writing and reading the various scripts that poured into the temple. Secrets of lost times and places and far-away foreign lands were always at his disposal.

LEVEL 3

It was his father's intention and hope that his son would replace him and maybe even exceed his station at the religious house of Neptha. But Dag Sabor, in his many trips to the ink vendors and paper suppliers, came to sit next to a blind beggar whispering of Dramedjii, the sleeping god. After each trip, the young Dag returned with more tantalizing tales and religious dogma of the strange god. The old man even gave Dag his own polished bloodstone Dramedjii holy symbol (later Dag discovered it was a spell point multiplier).

It was with these scraps of information that he started his first work, the *Scribblings of Dramedjii*, a historical and religious text for worshipping the Dreaming God. In his brief periods of free time, Dag would rush out to visit the old man and learn as much as he could about his newly accepted religion.

On one of his visits, after he had finished his first scribblings, he found that the old man was not in his normal place. Searching the alleys of Ketaum, Dag eventually found the old man beaten and mugged. His will to live was long past, and his last words were, "The Dreaming God awakes...." Dag didn't know what that meant, but he took it as his life-long crusade to spread the word of Dramedjii and to search for the elusive god.

LEVEL 5

Dag left his post at the house of Neptha, after no less than a public brawl with his father, took his few possessions, and set out to search the world for his deity and to spread the word of the Dreaming God.

He followed the great river upstream, stopping at Entreph, Saeth, and Korzeem. He earned a few coppers in the small nomes, preaching the ways of Dramedjii. He spoke of his god's return to Kulthea, and how the great Dreaming God would grant his followers unimaginable wealth: Gold, silver, gems, and, most importantly, water would be unending! There he met a poor pauper named Brooc' Karp'Ter (Brus), who quickly began following the worship of Dramedjii. It was thought that the small boy followed Dag only for food and protection, but later in life the boy would grow into a formidable fighter known as Thark the Merciless (but that is another story).

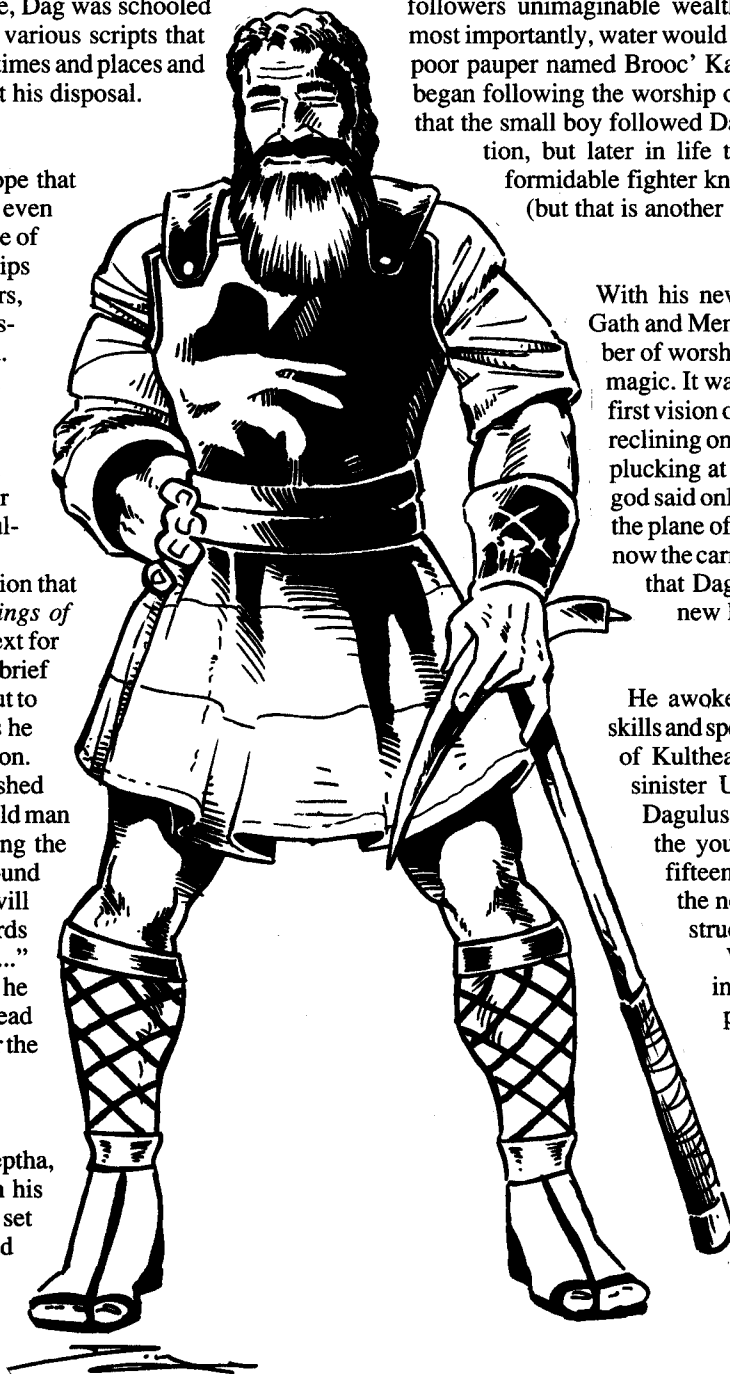
LEVEL 7

With his new follower, Dag set off for Gath and Menos. There he secured a number of worshippers through the use of his magic. It was also there that Dag had his first vision of Dramedjii, a powerful man reclining on a couch of feathered pillows plucking at large glistening grapes. The god said only these words: "As you walk the plane of Kulthea, I am alive. You are now the carrier of my words." It was then that Dag came to see the world in a new light.

LEVEL 10

He awoke from the dream with new skills and spells to apply against the forces of Kulthea. Then he encountered the sinister Unlife priests. It was while Dagulus, Thark the Merciless (once the young boy Brooc'), and about fifteen followers were travelling to the nome Gii that the evil Clerics struck.

When following the teachings of Dramedjii, one must be prepared for conflict but never initiate bloodletting. The battle with the Clerics was short and swift; the forces of Unlife were defeated and any prisoners quickly put to death. In the turmoil of battle, several followers fell to the Unlife's blades, but worst of all, Dag took a poison arrow which became infected.



Although Dag had many great gifts from his god, he didn't seem to have the power to rid the poison in his blood.

That night, Dag Sabor passed from this world into the gates of Dramedjii, or so the Unlife thought. At the brief moment before Dag's soul departed forever for the lost realms, Dramedjii pushed him back to the world of Kulthea. Dag spoke of actually feeling the presence of the Dreaming God and swore that he would do all to spread the word of Dramedjii. It was with his resurrection that the holy crusade of Dramedjii began.

LEVEL 15

Dramedjii's teachings shifted noticeably after Dag's return, and soon nomes were converted to the dreaming god's religion, or simply were burnt to the ground, their citizens made examples of and tortured. During those early years of conquest, Thark's and Dag's name brought both fear and adulation to the listener.

Dag Sabor built his first temple in the nome Entraba, stripping the stone and adornments of nearby temples to build a cylindrical stone tower more than sixteen stories high, adorned with gold and silver friezes, white and black marble statuary, and inscriptions in a dozen languages.

He also started several schools of scribing and religious discipline, combat universities, and a house of foreign studies at the site. Although Dag and Dramedjii brought fear to nomes without knowledge of the religion, to those who had been converted, the Temple of the Dreaming God was very considerate.

LEVEL 20

In the last several years, Dag has remained in his new temple, built on the rocky shelf of Rochoah and towering nearly twice as tall as his first great house devoted to the Dreaming God. He is content to run the administrative duties and oversee the schooling of the dozens of children that will one day serve as an army of Dramedjii priests.

DESCRIPTION

Dagulus, Dag to his friends, Sabor is an imposing figure to perceive. Although not overly tall or large, his presence seems to captivate anyone who even glances in his direction. His visage, a weathered face surrounded by curly brown hair and a magnificent flowing beard, is punctuated by his deep penetrating brown eyes and hawkish nose.

Dag wears, almost at all times, a highly burnished leather breast plate trimmed in gold and silver strands of woven unicorn hair. He favors blood-red pants or skirts, with high-strapped black sandals which run cross-weaved to just below the knee. On his arms are golden clasped arm guards that are both gaudy and useful; on the right armlet is a relief of his god Dramedjii, on his left is a relief of two swords crossed over a desert oasis. On his legs he wears iron greaves. He uses, exclusively, a large iron war mattock in battle or contests.

LEVEL 1

Prof: Cleric. **Level:** 1. **Exp Points:** 10,000.

Eyes: Brown. **Hair:** Brown. **Build:** Average.

Height: 5' 11". **Weight:** 135 lbs. **Hits:** 23/23.

Realm: Channeling. **Power Points:** 3 (x2 §).

St-41 (61); Qu-78 (82); Pr-95 (100); In-100 (101); Em-45 (97); Co-70 (70); Ag-81 (90); SD-55 (73); Re-58 (93); Me-90 (90).

Background Options: SIC-11 +5 Intuition ring; SAA-52 +15 Ag; SAM-57 +15 Re; SAC-66 PC can see invisible and visible objects/see listing for penalties; SIC-85 Daily II spell item (Impair I, Physical Erosion/Healing, Concussion Ways); SIC-93 x2 spell multiplier (Holy Symbol) §.

AT: 10; **DB:** 5; **Armor Penalty:** 10/10/5. **Move:** 55'.

Primary Spell Lists:

Concussion Ways 1-10 (Open Channeling List)

Bone Law 1-10 (Closed Channeling List)

Secondary Spell Lists (Evil Cleric):

Barrier Law 1-10 (Open Channeling List)

Weather Ways 1-10 (Open Channeling List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development+	4	—	0, (0,0)	23/23	Demon/Devil Lore	1	13	(1)	18
Channeling	4	25	0, (1,2)	45	First Aid	2	3	(1)	13
Linguistics	5	—	—	R-5	Mediation				
Mace+	3	10	1, (-,-)	26	Healing	2	10	(0)	20
Maneuver Rigid Leather	11	10	0, (0,1)	62	Trance	1	10	(0)	15
Swimming	1	20	0, (1,0)	25	Sleep	2	18	(0)	3
					Philosophy	4	13	(1)	33
					Religion	4	13	(1)	33
					Second Aid	1	12	(1)	17
					Star Gazing	1	20	(1)	25

LEVEL 3

Prof: Cleric. **Level:** 3. **Exp Points:** 30,000.

Eyes: Brown. **Hair:** Brown. **Build:** Average.

Height: 5' 11". **Weight:** 137 lbs. **Hits:** 23/23.

Realm: Channeling. **Power Points:** 9 (x2 §).

St-52 (61); Qu-79 (82); Pr-95 (100); In-101 (101); Em-54 (97);

Co-70 (70); Ag-87 (90); SD-62 (73); Re-47 (93); Me-90 (90).

AT: 10; **DB:** 5; **Armor Penalty:** 10/10/5. **Move:** 55'.

Primary Spell Lists:

Concussion Ways 1-10 (Open Channeling)

Bone Law 1-10 (Closed Channeling List)

Summons 1-10 (Cleric Base List)

Secondary Spell Lists (Evil Cleric):

Barrier Law 1-10 (Open Channeling List)

Weather Ways 1-10 (Open Channeling List)

Necromancy 1-10 (Evil Cleric Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development+	4	—	0, (0,0)	23/23	Administration	1	15	(3)	20
Channeling	8	30	0, (3,6)	65	Appraisal	2	23	(6)	33
Climbing	1	20	0, (0,0)	25	Basic Math	1	13	(3)	18
General Perception	2	25	0, (3,6)	35	Demon/devil Lore	1	13	(3)	18
Linguistics	5	—	—	R-5	Divination	1	15	(6)	20
Linguistics	3	—	—	R-3	First Aid	3	3	(3)	18
Linguistics	2	—	—	R-2	Mediation				
Mace+	4	10	3, (-,-)	33	Healing	6	10	(0)	40
Maneuver Rigid Leather	11	10	0, (0,3)	62	Trance	1	10	(0)	15
Riding	2	10	0, (0,0)	20	Sleep	2	18	(0)	38
Stalk/Hide	1	13/5	0, (0,0)	18/10	Military Organization	1	15	(3)	20
Staves & Wands	3	15	0, (3,6)	30	Philosophy	4	13	(3)	33
Swimming	1	20	0, (0,0)	25	Propaganda	2	15	(0)	25
					Public speaking	1	8	(0)	13
					Religion	4	13	(3)	33
					Second Aid	2	12	(3)	22
					Star Gazing	1	20	(3)	25
					Stunned Maneuvers	1	5	(3)	10
					Tactics	1	23	(3)	28

LEVEL 5

Prof: Cleric. **Level:** 5. **Exp Points:** 50,000.

Eyes: Brown. **Hair:** Brown. **Build:** Average.

Height: 5' 11". **Weight:** 137 lbs. **Hits:** 33/33.

Realm: Channeling. **Power Points:** 20 (x2 §).

St-57 (61); Qu-82 (82); Pr-99 (100); In-101 (101); Em-55 (97);

Co-70 (70); Ag-90 (90); SD-65 (73); Re-56 (93); Me-90 (90).

AT: 10; **DB:** 5; **Armor Penalty:** 10/10/5. **Move:** 55'.

New Equipment: +15 Cured Kh'Orse Leather Breast Plate (+10 vs. Maneuvers, +5 vs. Quickness Penalty).

Primary Spell Lists:

Concussion Ways 1-10 (Open Channeling)

Bone Law 1-10 (Closed Channeling List)

Summons 1-10 (Cleric Base List)

Blood Law 1-10 (Open Channeling List)

Secondary Spell Lists (Evil Cleric):

Barrier Law 1-10 (Open Channeling List)

Weather Ways 1-10 (Open Channeling List)

Necromancy 1-10 (Evil Cleric Base List)

Disease 1-10 (Evil Cleric Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acrobatics	1	15	0, (0,0)	20	Administration	2	15	(5)	25
Acting	1	10	0, (0,0)	15	Appraisal	4	23	(10)	43
Body Development+	6	—	0, (0,0)	33/33	Basic Math	2	13	(5)	23
Channeling	12	30	0, (5,10)	84	Demon/devil Lore	1	13	(5)	18
Climbing	1	20	0, (0,0)	25	Divination	2	15	(10)	25
First Aid	2	3	0, (0,5)	13	First Aid	3	**	**	+15
Frenzy	2	3	0, (0,0)	13	Mediation				
General Perception	4	25	0, (5,10)	45	Healing	6	10	(0)	40
Linguistics	4	—	—	R-4	Trance	1	10	(0)	15
Linguistics	3	—	—	R-3	Sleep	2	18	(0)	38
Linguistics	6	—	—	R-6	Military Organization	2	15	(5)	25
Mace+	4	12	5, (-,-)	37	Philosophy	4	13	(5)	33
Maneuver Rigid Leath	11	15	0, (0,5)	70	Propaganda	4	15	(0)	35
Riding	2	13	0, (0,0)	23	Public speaking	2	8	(0)	18
Stalk/Hide	1	13/5	0, (0,0)	18/10	Religion	6	13	(5)	43
Staves & Wands	5	15	0, (5,10)	40	Second Aid	2	**	(5)	22
Swimming	1	20	0, (0,0)	25	Star Gazing	1	20	(5)	25
					Stunned Maneuvers	1	5	(5)	10
					Tactics	2	23	(5)	33

LEVEL 7

Prof: Cleric. **Level:** 7. **Exp Points:** 90,000.

Eyes: Brown. **Hair:** Brown. **Build:** Average.

Height: 5' 11". **Weight:** 137 lbs. **Hits:** 33/33.

Realm: Channeling. **Power Points:** 28 (x2 §).

St-61 (61); Qu-82 (82); Pr-100 (100); In-101 (101); Em-62 (97);

Co-70 (70); Ag-90 (90); SD-70 (73); Re-62 (93); Me-90 (90).

AT: 10; **DB:** 5; **Armor Penalty:** 10/10/5. **Move:** 55'.

New Equipment: +15 Cured Kh'Orse Leather Breast Plate (+10 vs. Maneuvers, +5 vs. Quickness Penalty); Seal of Dramedjii (Daily IX item: Water Production x3, Closed Channeling List)

Primary Spell Lists:

Concussion Ways 1-10 (Open Channeling)
 Bone Law 1-10 (Closed Channeling List)
 Summons 1-10 (Cleric Base List)
 Blood Law 1-10 (Open Channeling List)
 Nerve Law 1-10 (Closed Channeling List)
 Muscle Law 1-10 (Closed Channeling List)

Secondary Spell Lists (Evil Cleric):

Barrier Law 1-10 (Open Channeling List)
 Weather Ways 1-10 (Open Channeling List)
 Necromancy 1-10 (Evil Cleric Base List)
 Disease 1-10 (Evil Cleric Base List)
 Dark Lore 1-10 (Evil Cleric Base List)
 Dark Channels 1-10 (Evil Cleric Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total
Acrobatics	2	15	0, (0,0)	25
Acting	2	10	0, (0,0)	20
Body Development+	8	—	0, (0,0)	41/41
Channeling	16	30	0, (7,14)	92
Climbing	1	20	0, (0,0)	25
First Aid	2	3	0, (0,7)	13
Frenzy	3	3	0, (0,0)	18
General Perception	6	25	0, (7,14)	55
Linguistics	5	—	—	R-5
Linguistics	4	—	—	R-4
Linguistics	7	—	—	R-7
Mace+	5	12	7, (-,-)	44
Maneuver Rigid Leath	11	15	0, (0,7)	70
Riding	2	13	0, (0,0)	23
Stalk/Hide	1	13/5	0, (0,0)	18/10
Staves & Wands	7	15	0, (7,14)	50
Swimming	1	20	0, (0,0)	25
Administration	2	15	(7)	25
Appraisal	4	23	(14)	43
Basic Math	2	13	(7)	23

Skill	Rank	Stat Bonus	Special Bonus	Total
Bribery	2	23	(0)	33
Demon/Devil Lore	1	13	(7)	18
Diplomacy	2	28	(14)	38
Direction Sense	2	23	(14)	33
Divination	3	15	(14)	30
First Aid	3	**	(7)	+15
Leadership	2	20	(14)	30
Meditation				
Healing	10	10	(0)	60
Trance	1	10	(0)	15
Sleep	2	18	(0)	38
Military Organization	2	15	(7)	25
Philosophy	8	13	(7)	53
Propaganda	4	15	(0)	35
Public speaking	2	8	(0)	18
Religion	10	13	(7)	63
Second Aid	2	12	(7)	22
Star Gazing	1	20	(7)	25
Stunned Maneuvers	1	5	(7)	10
Tactics	2	23	(7)	33

LEVEL 10

Prof: Cleric. **Level:** 10. **Exp Points:** 150,000.

Eyes: Brown. **Hair:** Brown. **Build:** Average.

Height: 5' 11". **Weight:** 137 lbs. **Hits:** 52/52.

Realm: Channeling. **Power Points:** 40 (x2 §).

St-61 (61); Qu-82 (82); Pr-100 (100); In-101 (101); Em-67 (97);

Co-70 (70); Ag-90 (90); SD-73 (73); Re-72 (93); Me-90 (90).

AT: 10; **DB:** 5; **Armor Penalty:** 10/10/5. **Move:** 55'.

New Equipment: +15 Cured Kh'Orse Leather Breast Plate (+10 vs. Maneuvers, +5 vs. Quickness Penalty); Seal of Dramedjii (Daily IX item: Water Production x3, Closed Channeling List); Mace of Doom! (+10 Adamantium mace with Extra 'C' Critical on Acid Table *RMC III* <pg. 87> or if unavailable alternating Heat and Cold Critical).

Primary Spell Lists:

Concussion Ways 1-10 (Open Channeling)

Bone Law 1-10 (Closed Channeling List)
 Summons 1-20 (Cleric Base List)
 Blood Law 1-10 (Open Channeling List)
 Nerve Law 1-10 (Closed Channeling List)
 Muscle Law 1-10 (Closed Channeling List)
 Purifications 1-10 (Open Channeling List)
 Organ Law 1-10 (Closed Channeling List)

Secondary Spell Lists (Evil Cleric):

Barrier Law 1-10 (Open Channeling List)
 Weather Ways 1-10 (Open Channeling List)
 Necromancy 1-20 (Evil Cleric Base List)
 Disease 1-10 (Evil Cleric Base List)
 Dark Lore 1-20 (Evil Cleric Base List)
 Dark Channels 1-10 (Evil Cleric Base List)
 Concussion Ways 1-10 (Cleric Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total
Acrobatics	2	15	0, (0,0)	25
Acting	2	10	0, (0,0)	20
Body Development+	10	—	0, (0,0)	52/52
Channeling	22	30	0, (10,20)	102
Climbing	1	20	0, (0,0)	25
First Aid	2	3	0, (0,10)	13
Frenzy	6	3	0, (0,0)	33
General Perception	9	25	0, (10,20)	70

Linguistics	7	—	—	R-4
Linguistics	8	—	—	R-5
Linguistics	10	—	—	R-7
Mace+	8	12	10, (-,-)	62
Maneuver Rigid Leath	11	15	0, (0,10)	70
Riding	2	13	0, (0,0)	23
Stalk/Hide	1	13/5	0, (0,0)	18/10
Staves & Wands	10	15	0, (10,20)	65
Swimming	1	20	0, (0,0)	25

(Level 10 continued on next page)

Skill	Rank	Stat Bonus	Special Bonus	Total	Mediation				
Administration	2	15	(10)	25	Healing	11	10	(0)	62
Advertising	3	23	(20)	48	Trance	1	10	(0)	15
Appraisal	4	23	(20)	43	Sleep	2	18	(0)	38
Basic Math	2	13	(10)	23	Military Organization	2	15	(10)	25
Bribery	2	23	(0)	33	Philosophy	8	13	(10)	53
Demon/Devil Lore	1	13	(10)	18	Propaganda	7	15	(0)	50
Diplomacy	5	28	(20)	53	Public speaking	5	8	(0)	33
Direction Sense	2	23	(20)	33	Religion	10	13	(10)	63
Divination	3	15	(20)	30	Second aid	2	12	(10)	22
First Aid	3	**	**	+15	Star Gazing	1	20	(10)	25
Jumping	1	15	(0)	20	Stunned Maneuvers	1	5	(10)	10
Leadership	5	20	(20)	45	Surgery	2	12	(10)	22
Lie Perception	3	23	(20)	38	Tactics	2	23	(10)	33
					Time Sense	3	20	(10)	35
					Transcend Armor	2	30	(20)	40

LEVEL 15

Prof: Cleric. **Level:** 15. **Exp Points:** 300,000.

Eyes: Brown. **Hair:** Brown. **Build:** Average.

Height: 5' 11". **Weight:** 137 lbs. **Hits:** 67/67.

Realm: Channeling. **Power Points:** 60 (x2 §).

St-61 (61); Qu-82 (82); Pr-100 (100); In-101 (101); Em-97 (97);

Co-70 (70); Ag-90 (90); SD-73 (73); Re-93 (93); Me-90 (90).

AT: 10; **DB:** 5; **Armor Penalty:** 10/10/5. **Move:** 55'.

New Equipment: +15 Cured Kh'Orse Leather Breast Plate (+10 vs. Maneuvers, +5 vs. Quickness Penalty); Seal of Dramedjii (Daily IX item: Water Production x3, Closed Channeling List); Mace of Doom! (+10 Adamantium mace with Extra 'C' Critical on Acid Table *RMC III* (pg. 87) or if unavailable alternating Heat and Cold Critical); Holy Relic of Ba (Daily X item: casts up to 10 levels of spells a day from the following list; Healing, Concussion Way, Closed Channeling, and/or Clotting I, Blood Law, Closed Channeling, and/or Muscle Repair I, Muscle Law, Closed Channeling and/or Minor Fracture Repair, Bone Law, Closed Channeling).

Primary Spell Lists:

Concussion Ways 1-20 (Open Channeling)
 Bone Law 1-20 (Closed Channeling List)
 Summons 1-20 (Cleric Base List)
 Blood Law 1-10 (Open Channeling List)
 Nerve Law 1-10 (Closed Channeling List)
 Muscle Law 1-20 (Closed Channeling List)
 Purifications 1-10 (Open Channeling List)
 Organ Law 1-10 (Closed Channeling List)
 Repulsions 1-10 (Cleric Base List)

Secondary Spell Lists (Evil Cleric):

Barrier Law 1-20 (Open Channeling List)
 Weather Ways 1-20 (Open Channeling List)
 Necromancy 1-25 (Evil Cleric Base List)
 Disease 1-20 (Evil Cleric Base List)
 Dark Lore 1-20 (Evil Cleric Base List)
 Dark Channels 1-10 (Evil Cleric Base List)
 Concussion Ways 1-20 (Cleric Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acrobatics	2	15	0, (0,0)	25	Demon/devil Lore	1	13	(15)	18
Acting	2	10	0, (0,0)	20	Diplomacy	5	28	(30)	53
Body Development+	10	—	0, (0,0)	67/67	Direction Sense	2	28	(15)	38
Channeling	32	30	0, (15,45)	111	Divination	3	15	(30)	30
Climbing	2	25	0, (0,0)	35	First Aid	3	**	**	+15
First Aid	2	3	0, (0,15)	13	Jumping	1	15	(0)	20
Frenzy	11	3	0, (0,0)	55	Leadership	5	20	(30)	45
General Perception	11	32	0, (15,30)	84	Lie Perception	3	28	(15)	43
Heavy Crossbow	2	18	15, (-,-)	43	Mediation				
Linguistics	11	—	—	R-11	Healing	11	10	(0)	62
Linguistics	9	—	—	R-9	Trance	1	10	(0)	15
Linguistics	8	—	—	R-8	Sleep	2	18	(0)	38
Mace+	8	12	15, (-,-)	67	Military Organization	7	25	(15)	60
Maneuver Rigid Leath	11	15	0, (0,15)	70	Philosophy	8	18	(15)	58
Maneuver Chain	2	15	0, (0,15)	25	Propaganda	7	15	(0)	50
Riding	2	13	0, (0,0)	23	Public Speaking	15	20	(0)	80
Runes	3	25	0, (15,30)	40	Religion	15	18	(15)	78
Stalk/Hide	2	13/5	0, (0,0)	23/15	Second Aid	7	17	(15)	52
Staves & Wands	14	25	0, (15,30)	83	Star Gazing	1	20	(15)	25
Swimming	3	25	0, (0,0)	40	Stunned Maneuvers	1	5	(15)	10
Administration	5	25	(15)	50	Surgery	2	12	(15)	22
Advertising	3	23	(30)	48	Tactics	2	23	(15)	33
Appraisal	4	28	(30)	48	Time Sense	3	20	(15)	35
Basic Math	4	18	(15)	38	Transcend Armor	2	30	(30)	40
Bribery	7	25	(0)	60					

Prof: Cleric. **Level:** 20. **Exp Points:** 500,000.

Eyes: Brown. **Hair:** Brown. **Build:** Average.

Height: 5' 11". **Weight:** 137 lbs. **Hits:** 67/67.

Realm: Channeling. **Power Points:** 60 (x2 §).

St-61 (61); Qu-82 (82); Pr-100 (100); In-102 (102); Em-97 (97);

Co-70 (70); Ag-90 (90); SD-73 (73); Re-93 (93); Me-90 (90).

AT: 10; **DB:** 5; **Armor Penalty:** 10/10/5. **Move:** 55'.

New Equipment: +15 Cured Kh'Orse Leather Breast Plate (+10 vs. Maneuvers, +5 vs. Quickness Penalty); Seal of Dramedjii (Daily IX item: Water Production x3, Closed Channeling List); Mace of Doom! (+10 Adamantium mace with Extra 'C' Critical on Acid Table *RMC III* (pg. 87) or if unavailable alternating Heat and Cold Critical); Holy Relic of Ba (Daily X item: casts up to 10 levels of spells a day from the following list; Healing, Concussion Way, Closed Channeling and/or Clotting I, Blood Law, Closed Channeling and/or Muscle Repair I, Muscle Law, Closed Channeling and/or Minor Fracture Repair, Bone Law, Closed Channeling); Crossbow of Speed (its use immediately confers Haste on to the character with all of its bonuses. The Crossbow is enchanted with +10 to its OB).

Primary Spell Lists:

Concussion Ways 1-20 (Open Channeling)
 Bone Laws 1-20 (Closed Channeling List)
 Summons 1-20 (Cleric Base List)
 Blood Law 1-20 (Open Channeling List)
 Nerve Law 1-20 (Closed Channeling List)
 Muscle Law 1-20 (Closed Channeling List)
 Purifications 1-10 (Open Channeling List)
 Organ Law 1-20 (Closed Channeling List)
 Repulsions 1-10 (Cleric Base List)
 Channels 1-10 (Cleric Base List)

Secondary Spell Lists (Evil Cleric):

Barrier Law 1-30 (Open Channeling List)
 Weather Ways 1-20 (Open Channeling List)
 Necromancy 1-30 (Evil Cleric Base List)
 Disease 1-20 (Evil Cleric Base List)
 Dark Lore 1-20 (Evil Cleric Base List)
 Dark Channels 1-10 (Evil Cleric Base List)
 Concussion Ways 1-20 (Cleric Base List)
 Curses 1-20 (Evil Cleric Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Administration	5	25	(20)	50
Strength	3	15	0, (0,0)	30	Advertising	3	23	(40)	48
Speed	3	15	0, (0,0)	30	Appraisal	4	28	(40)	48
Balance	3	15	0, (0,0)	30	Basic Math	4	18	(20)	38
Leaping	3	15	0, (0,0)	30	Bribery	7	25	(0)	60
Landing	3	15	0, (0,0)	30	Demon/Devil Lore	1	13	(20)	18
Acrobatics	2	15	0, (0,0)	25	Diplomacy	5	28	(40)	53
Acting	2	10	0, (0,0)	20	Direction Sense	2	28	(20)	38
Body Development+	10	—	0, (0,0)	67/67	Divination	3	15	(40)	30
Channeling	42	30	0, (20,40)	116	First Aid	3	**	(20)	+15
Climbing	2	25	0, (0,0)	35	Jumping	1	15	(0)	20
First Aid	2	3	0, (0,20)	13	Leadership	5	20	(40)	45
Frenzy	16	10	0, (0,0)	72	Lie Perception	3	28	(20)	43
General Perception	11	32	0, (10,20)	84	Mediation				
Heavy Crossbow	2	18	20, (-,-)	48	Healing	21	10	(0)	81
Linguistics	11	—	—	R-11	Trance	1	10	(0)	15
Linguistics	11	—	—	R-11	Sleep	2	18	(0)	38
Linguistics	11	—	—	R-11	Military Organization	7	25	(20)	60
Mace+	8	12	20, (-,-)	72	Philosophy	18	18	(20)	84
Maneuver Rigid Leath	11	15	0, (0,20)	67	Propaganda	7	15	(0)	50
Maneuver Chain	2	15	0, (0,20)	25	Public Speaking	15	20	(0)	80
Riding	2	13	0, (0,0)	23	Religion	25	18	(20)	93
Runes	3	23	0, (20,40)	38	Second Aid	7	17	(20)	52
Stalk/Hide	2	13/5	0, (0,0)	23/15	Star Gazing	1	20	(20)	25
Staves & Wands	14	15	0, (20,40)	73	Stunned Maneuvers	1	5	(20)	10
Swimming	3	25	0, (0,0)	40	Surgery	2	12	(20)	22
					Tactics	2	23	(20)	33
					Time Sense	3	20	(20)	35
					Transcend Armor	7	30	(40)	65

(Dre' Ku Ulp'aK')

Born in 6034 to a goat herder in the province of Shaajin, DradQ' spent his early years running and playing along the shores of the Claedesbrim Bay and the surrounding countryside. During one of these frolics, DradQ found an ancient black monument that had been split and cracked by the elements. Upon examining it, he soon found himself face to face with a Navigator.

It must have been something to do with the weird alignment and partial damage to the black monolith that caused the Navigator to seize hold of DradQ'. Maybe he thought the boy had inflicted the damage to the pylon, maybe there was some other cause. In any event, he whisked the child off to Trelkinaar'est. There, the boy, lost and afraid, had to make a life of his own.

LEVEL 3

It was during these initial days that hunger and lack of heat forced the small boy into becoming both hardened and courageous. DradQ' found a cave and inhabited it, later discovering that a large mountain cat also claimed the same cave. The gods must have been looking down on DradQ', since instead of devouring the boy, the lioness adopted him as her own.

While living with the lioness, the boy discovered ancient ruins and stone pylons containing weird glyphs. It was his association with the ruins that enabled him to begin casting magic.

LEVEL 5

It was during his fifth summer on the island that the boy encountered a number of missionaries exploring the island. They caught DradQ' and forced civilization back into him. After two years of imprisonment and schooling, which forced him to learn to speak, read, and write, he managed to escape back to the wilderness.

Now with some semblance of an education, DradQ' returned to the ancient ruins and started to slowly decipher the glyphs and ancient writings. While doing so, he learned of a number of Elder Gods of life, fertility, and nature. He chose one as his deity and began sacrificing hares, turtles, and other small woodland animals to him.

For eons the Elder Gods slept in their plane, undisturbed by mortals. Suddenly, a small wink of light shone through the darkness; though the light was but a candle in a maelstrom of darkness, nearly all of the Elder Gods scrambled to its source. Because of DradQ's offerings, he was inundated with offers that he could hardly turn down.

LEVEL 7

LEVEL 10

Overnight it seemed, DradQ' grew to immense power in the arts of survival and casting magic associated with nature and all her shadows. It was this gift that he used to create splendors on the island, a near paradise for animals.

LEVEL 15

He contacted, with some difficulty, several travelling circuses and bought their animals from them, freeing them in "his" reserve on the island. He also used his gifts and abilities to hunt down any 'man' who dared to cross into his territory. On more than one occasion, DradQ' fought furious battles with the Sea Kral. To them, he seemed like some ancient demon summoned from ages past to curse them where they travelled. Eventually, the sea kral left Trelkinaar'est, never to return, and speaking of it only in their most cursed and frightening tales.

LEVEL 20

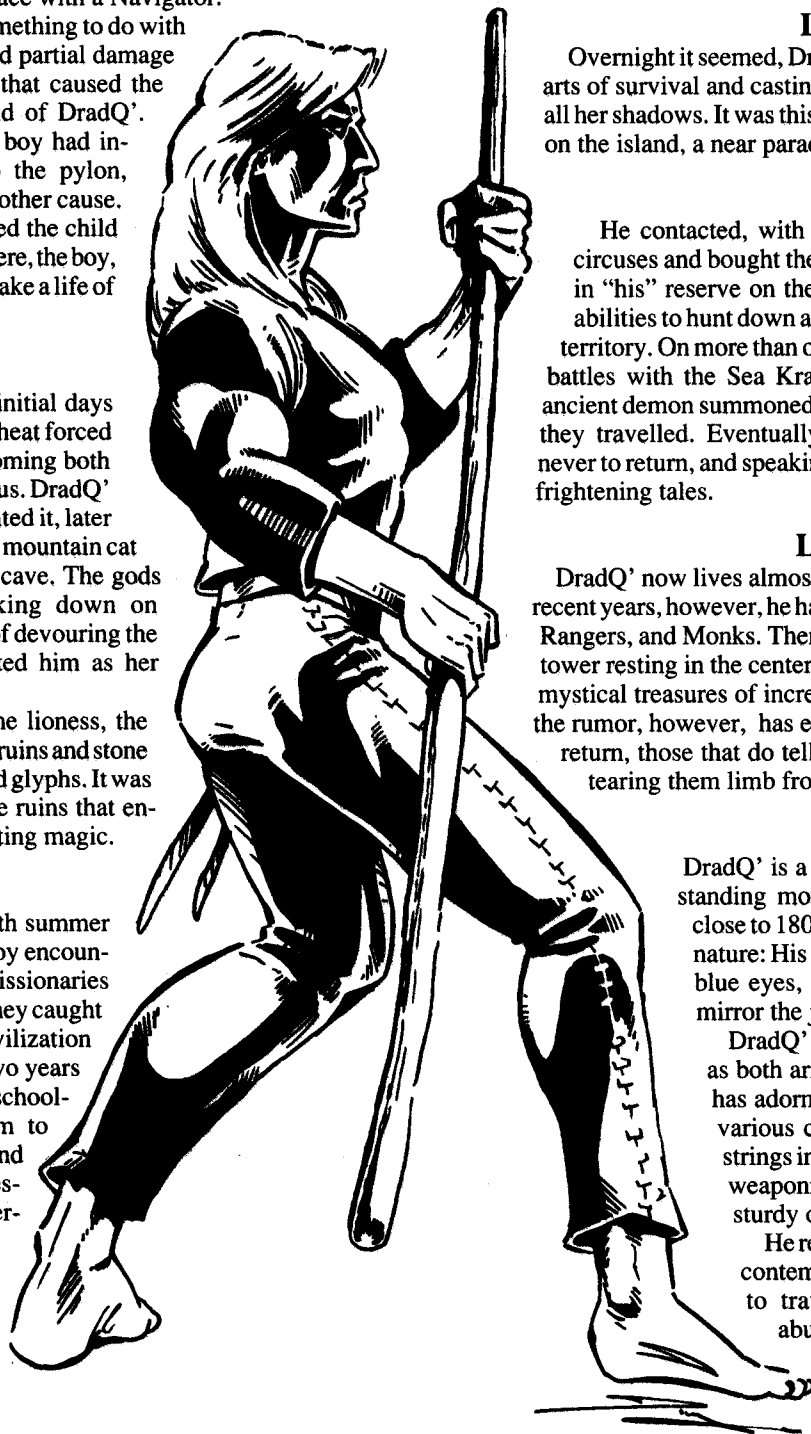
DradQ' now lives almost exclusively alone on the island. In recent years, however, he has attracted a loyal band of Animists, Rangers, and Monks. There is a legend that tells of a fabulous tower resting in the center of the elder god ruins, which holds mystical treasures of incredible power. All attempts to verify the rumor, however, has ended in failure; most who try never return, those that do tell of the entire forest rearing up and tearing them limb from limb.

DESCRIPTION

DradQ' is a large, ominous-looking individual, standing more than six feet tall and weighing close to 180 pounds. His consonance is one with nature: His flowing unkempt sandy hair, his sky blue eyes, and his tight, panther-like reflexes mirror the jungle around him.

DradQ' wears only soft buckskin which acts as both armor and clothing. In latter years he has adorned his buckskin shirt with beads of various colors, and stitched gold and silver strings into his leggings. He uses only natural weaponry, including his hands or feet, or a sturdy oak staff.

He regards most of civilization with open contempt and has no mercy when it comes to travellers, especially those bent on abusing his lands.



LEVEL 1

Prof: Animist. **Level:** 1. **Exp Points:** 10,000.

Eyes: Light Blue. **Hair:** Sandy. **Build:** Average.

Height: 6' 2". **Weight:** 170 lbs. **Hits:** 24/28.

Realm: Channeling. **Power Points:** 1 (+1 ‡).

St-98 (98); Qu-95 (95); Pr-77 (84); In-90 (90); Em-57 (96);
Co-96 (96); Ag-90 (90); SD-78 (78); Re-82 (82); Me-90 (90).

Background Options: SOC-5 +2 to Str; SOC-5 +2 to Co;
SAA-35 Light Sleeper; SAM-90 +20 Me modifier; SIC-58 +10
magic Leather Coat (reduces all man. penalties by 10)†; SIC-64
+1 Spell Adder (turquoise broach) ‡.

AT: 7; **DB:** 15; **Armor Penalty:** 0/5/0. **Move:** 65'.

Primary Spell Lists:

None.

Secondary Spell Lists:

None.

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Maneuver Soft Leather	5	18	0, (0,0), 10 †	53	Animal Handling	2	3	(3)	13
Staff+	6	20	0, (0,0)	50	Animal Healing	2	3	(1)	13
Climbing	2	10	0, (2,0)	20	Dance	2	10	(0)	20
Swimming	2	10	0, (2,0)	20	Direction Sense	2	7	(2)	17
Riding	4	5	0, (2,3)	25	Faerie Lore	4	18	(0)	38
General Perception	2	8	0, (1,2)	18	Fauna Lore	4	18	(0)	38
Body Development+	5	1.15	0, (0,0)	24/28	First Aid	1	**	**	5
Language	2	—	—	R-2	Flora Lore	4	18	(0)	38
First Aid	1	5	0, (0,1)	10	Herb Lore	1	18	(0)	24
					Read Tracks	2	7	(2)	17
					Skinning	2	10	(1)	20
					Tracking	2	7	(2)	17

LEVEL 3

Prof: Animist. **Level:** 3. **Exp Points:** 30,000.

Eyes: Light Blue. **Hair:** Sandy. **Build:** Average.

Height: 6' 2". **Weight:** 170 lbs. **Hits:** 36/41.

Realm: Channeling. **Power Points:** 3 (+1 ‡).

St-98 (98); Qu-95 (95); Pr-75 (84); In-90 (90); Em-61 (96);
Co-96 (96); Ag-90 (90); SD-78 (78); Re-82 (82); Me-90 (90).

AT: 7; **DB:** 15; **Armor Penalty:** 0/5/0. **Move:** 65'.

Primary Spell Lists:

Animal Mastery 1-10 (Animist Base List)

Herb Mastery 1-10 (Animist Base List)

Secondary Spell Lists:

Plant Mastery 1-10 (Animist Base List)

Calm Spirits 1-10 (Closed Channeling List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development+	2	1.15	0, (0,0)	36/41	Animal Healing	2	3	(3)	13
Climbing	4	10	0, (6,0)	30	Animal Handling	2	3	(9)	13
First Aid	1	5	0, (0,3)	10	Caving	2	8	(9)	18
General Perception	4	8	0, (3,6)	28	Dance	2	10	(0)	20
Language	2	—	—	R-2	Direction Sense	2	7	(6)	17
Linguistics	3	—	—	R-3	Faerie Lore	4	18	(0)	38
Maneuver Soft Leather	5	18	0, (0,0), 10 †	53	Fauna Lore	4	18	(0)	38
Maneuver Rigid Leather	2	18	0, (0,0)	28	First Aid	1	**	**	5
Riding	8	5	0, (6,9)	45	Flora Lore	4	18	(0)	38
Staff+	8	20	0, (0,0)	60	Foraging				
Stalk & Hide	1	10/10	0, (0,0)	15/15	Hunting	4	20	(9)	40
Swimming	4	10	0, (6,0)	30	Herb Lore	1	18	(0)	24
					Hostile Environments				
					Underwater	4	10	(9)	30
					Magical Language	1	(0)	—	R-1
					Mimicry	4	10	(3)	30
					Read Tracks	2	7	(6)	17
					Region Lore	2	18	(0)	28
					Skinning	2	10	(3)	20
					Tracking	2	7	(6)	17

LEVEL 5

Prof: Animist. **Level:** 5. **Exp Points:** 50,000.

Eyes: Light Blue. **Hair:** Sandy. **Build:** Average.

Height: 6' 2". **Weight:** 170 lbs. **Hits:** 36/41.

Realm: Channeling. **Power Points:** 5 (+1 ‡).

St-98 (98); Qu-95 (95); Pr-80 (84); In-90 (90); Em-72 (96);
Co-96 (96); Ag-90 (90); SD-78 (78); Re-82 (82); Me-90 (90).

AT: 7; **DB:** 15; **Armor Penalty:** 0/5/0. **Move:** 65'.

New Equipment: +15 Elven Oak Staff.

Primary Spell Lists:

Animal Mastery 1-10 (Animist Base List)

Herb Mastery 1-10 (Animist Base List)

Secondary Spell Lists:

Plant Mastery 1-10 (Animist Base List)

Calm Spirits 1-10 (Closed Channeling List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development+	2	1.15	0, (0,0)	36/41	Horses	2	3	(15)	13
Climbing	4	10	0, (10,0)	30	Animal Healing	2	3	(5)	13
First Aid	1	5	0, (0,5)	10	Anthropology	2	5	(0)	15
Foraging	4	20	0, (10,15)	40	Architecture	1	18	(0)	23
Frenzy	2	5	0, (0,0)	15	Caving	2	8	(15)	18
General Perception	4	8	0, (5,10)	28	Dance	2	10	(0)	20
Language	2	—	—	R-2	Direction Sense	2	7	(10)	17
Linguistics	3	—	—	R-3	Distance Running	1	15	(0)	20
Maneuver Rigid Leath	7	18	0, (0,0)	53	Faerie Lore	4	18	(0)	38
Maneuver Soft Leather	5	18	0, (0,0), 10 †	53	Fauna Lore	8	18	(0)	58
Riding	8	5	0, (10,15)	45	First Aid	1	**	**	+5
Runes	4	5	0, (5,5)	25	Flora Lore	8	18	(0)	58
Spell Acquisition	10	10	—	**	Foraging, Hunting	4	**	**	+20
Staff+	8	20	0, (0,0)	60	Herb Lore	5	18	(0)	43
Stalk & Hide	1	10/10	0, (0,0)	15/15	Hostile Environments				
Staves & Wands	4	5	0, (5,5)	25	Underwater	4	10	(15)	30
Swimming	4	10	0, (10,0)	30	Magical Language	1	—	—	R-1
Tracking	1	8	0, (10,10)	13	Mimicry	4	10	(5)	30
Trap Building	1	3	0, (0,5)	8	Read Tracks	2	7	(10)	17
Animal Handling					Region Lore	2	18	(0)	28
Big Cats	4	3	(15)	23	Skinning	2	10	(5)	20
Bears	2	3	(15)	13	Tracking	2	<*>	<*>	+10
Birds	2	3	(15)	13					

LEVEL 7

Prof: Animist. **Level:** 7. **Exp Points:** 90,000.

Eyes: Light Blue. **Hair:** Sandy. **Build:** Average.

Height: 6' 2". **Weight:** 170 lbs. **Hits:** 44/51.

Realm: Channeling. **Power Points:** 7 (+1 ‡).

St-98 (98); Qu-95 (95); Pr-84 (84); In-90 (90); Em-83 (96);
Co-96 (96); Ag-90 (90); SD-78 (78); Re-82 (82); Me-90 (90).

AT: 7; **DB:** 15; **Armor Penalty:** 0/5/0. **Move:** 65'.

New Equipment: +15 Elven Oak Staff; 3 Menelar (cures circulatory poisons); 3 Mook (cures respiratory poisons); 3

Quilmufur (cures conversion poisons); 3 Shen (cures nerve poisons); 1 dose of Ul-Naza (cures any poison).

Primary Spell Lists:

Animal Mastery 1-10 (Animist Base List)

Herb Mastery 1-10 (Animist Base List)

Concussion Ways 1-10 (Open Channeling List)

Nature's Movement 1-10 (Animist Base List)

Secondary Spell Lists:

Plant Mastery 1-10 (Animist Base List)

Calm Spirits 1-10 (Closed Channeling List)

Nature's Movement 1-20 (Animist Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Martial Arts	Rank	Stat Bonus	Special Bonus	Total
Body Development+	4	1.15	0, (0,0)	44/51	Striking R-1	1	20	0, (0,0)	25
Climbing	6	10	0, (14,0)	40	Riding	8	8	0, (10,15)	48
First Aid	1	8	0, (0,7)	13	Runes	8	8	0, (7,7)	48
Foraging	4	20	0, (14,21)	40	Spell Acquisition	10	10	—	**
Frenzy	4	8	0, (0,0)	28	Staff+	8	20	0, (0,0)	60
General Perception	6	8	0, (7,14)	38	Stalk & Hide	1	10/10	0, (0,0)	15/15
Hand Axe	2	20	0, (0,0)	30	Staves & Wands	4	8	0, (7,7)	28
Language	2	—	—	R-2	Swimming	4	10	0, (14,0)	30
Linguistics	3	—	—	R-3	Tracking	1	8	0, (14,14)	13
Maneuver Rigid Leather	7	18	0, (0,0)	53	Trap Building	2	3	0, (0,0)	13
Maneuver Soft Leather	5	18	0, (0,0), 10 †	53					

(Level 7 continued on next page)

Skill	Rank	Stat Bonus	Special Bonus	Total					
Animal Handling					Fauna Lore	8	18	(0)	58
Big Cats	8	5	(21)	45	First Aid	1	**	**	5
Bears	6	5	(21)	35	Flora Lore	8	18	(0)	58
Birds	6	5	(21)	35	Foraging, Hunting	4	**	**	+20
Horses	6	5	(21)	35	Herb Lore	1	18	(0)	24
Animal Healing	2	5	(7)	13	Herb Lore	4	18	(0)	38
Anthropology	2	5	(0)	15	Hostile Environments				
Architecture	1	18	(0)	23	Underwater	4	10	(21)	30
Caving	2	8	(21)	18	Magical Language	1	—	—	R-1
Dance	2	10	(0)	20	Meditation, Sleep	2	10	(0)	20
Direction Sense	2	7	(14)	17	Mimicry	4	10	(7)	30
Distance Running	3	15	(0)	30	Read Tracks	3	7	(14)	22
Diving	2	10	(0)	20	Region Lore	2	18	(0)	28
Faerie Lore	4	18	(0)	38	Skinning	3	10	(7)	25
					Surfing	1	10	(0)	15
					Tracking	2	7	(14)	17

LEVEL 10

Prof: Animist. **Level:** 10. **Exp Points:** 150,000.

Eyes: Light Blue. **Hair:** Sandy. **Build:** Average.

Height: 6' 2". **Weight:** 170 lbs. **Hits:** 59/68.

Realm: Channeling. **Power Points:** 10 (+1 ‡).

St-98 (98); Qu-95 (95); Pr-84 (84); In-90 (90); Em-83 (96); Co-96 (96); Ag-90 (90); SD-78 (78); Re-82 (82); Me-90 (90).

AT: 7; **DB:** 15; **Armor Penalty** 0/5/0. **Move:** 65'.

New Equipment: +15 Elven Oak Staff with Extra 'C' Critical from Electricity Table; 3 doses of Menelar (cures circulatory poisons); 3 doses of Mook (cures respiratory poisons); 3 doses of Quilmufur (cures conversion poisons); 3 doses of Shen (cures nerve poisons); 1 dose of Ul-Naza (cures any poison).

Primary Spell Lists:

Animal Mastery 1-20 (Animist Base List)

Herb Mastery 1-20 (Animist Base List)

Concussion Ways 1-20 (Open Channeling List)

Nature's Movement 1-10 (Animist Base List)

Secondary Spell Lists:

Plant Mastery 1-10 (Animist Base List)

Calm Spirits 1-10 (Closed Channeling List)

Nature's Movement 1-20 (Animist Base List)

Animal Mastery 1-10 (Animist Base List)

Herb Mastery 1-10 (Animist Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development+	7	1.15	0, (0,0)	59/68	Anthropology	2	5	(0)	15
Climbing	6	10	0, (20,0)	40	Architecture	1	18	(0)	23
First Aid	1	8	0, (0,10)	13	Caving	5	8	(30)	33
Foraging	4	20	0, (20,30)	40	Dance	2	10	(0)	20
Frenzy	7	8	0, (0,0)	43	Direction Sense	2	7	(20)	17
General Perception	9	8	0, (10,20)	53	Distance Running	3	15	(0)	30
Hand Axe	2	20	0, (0,0)	30	Diving	2	10	(0)	20
Language	2	—	—	R-2	Faerie Lore	4	18	(0)	38
Leather Working	3	8	0, (0,10)	23	Fauna Lore	8	18	(0)	58
Linguistics	6	—	—	R-6	First Aid	1	**	**	5
Maneuver Rigid Leather	7	18	0, (0,0)	53	Flora Lore	8	18	(0)	58
Maneuver Soft Leather	5	18	0, (0,0), 10 †	53	Foraging, Hunting	10	**	**	+50
Martial Arts, Str R-1	1	20	0, (0,0)	25	Herb Lore	1	18	(0)	24
Riding	8	8	0, (20,30)	48	Herb Lore	4	18	(0)	38
Runes	11	8	0, (10,10)	60	Hostile Environments				
Staff+	11	20	0, (0,0)	72	Underwater	4	10	(30)	30
Stalk & Hide	4	10/10	0, (0,0)	30/30	Magical Language	1	—	—	R-1
Staves & Wands	7	8	0, (10,10)	43	Meditation				
Swimming	4	10	0, (20,0)	30	Sleep	2	10	(0)	20
Tracking	7	8	0, (20,20)	43	Healing	2	10	(0)	20
Trap Building	5	3	0, (0,0)	28	Mimicry	10	10	(10)	60
Animal Handling					Read Tracks	3	7	(20)	22
Big Cats	8	5	(30)	45	Region Lore	2	18	(0)	28
Bears	6	5	(30)	35	Skinning	6	10	(10)	40
Birds	6	5	(30)	35	Surfing	1	10	(0)	15
Horses	6	5	(30)	35	Tracking	2	**	**	+10
Animal Healing	8	5	(10)	45					

Prof: Animist. **Level:** 15. **Exp Points:** 300,000.

Eyes: Light Blue. **Hair:** Sandy. **Build:** Average.

Height: 6' 2". **Weight:** 170 lbs. **Hits:** 87/100

Realm: Channeling. **Power Points:** 15. (+1 ♢).

St-98 (98); Qu-95 (95); Pr-84 (84); In-90 (90); Em-96 (96);
Co-96 (96); Ag-90 (90); SD-78 (78); Re-82 (82); Me-90 (90).

AT: 7; **DB:** 15; **Armor Penalty:** 0/5/0. **Move:** 65'.

New Equipment: +15 Elven Oak Staff with Extra 'C' Critical from Electricity Table; 3 doses of Menelar (cures circulatory poisons); 3 doses of Mook (cures respiratory poisons); 3 doses of Quilmufur (cures conversion poisons); 3 doses of Shen (cures nerve poisons); 1 dose of Ul-Naza (cures any poison); 3 doses of Arfandas (doubles healing rate for fractures); 3 doses of Aloe (doubles healing rate for burns); 3 doses of Fek (clots and stops any bleeding); 3 doses of Ebur (repairs sprains); 3 doses of Zulsendura (gives Haste for 3 rounds).

Primary Spell Lists:

Animal Mastery 1-20 (Animist Base List)
Herb Mastery 1-25 (Animist Base List)
Concussion Ways 1-20 (Open Channeling List)
Nature's Movement 1-10 (Animist Base List)
Bone Law 1-20 (Open Channeling List)
Plant Mastery 1-10 (Animist Base List)

Secondary Spell Lists:

Plant Mastery 1-20 (Animist Base List)
Calm Spirits 1-25 (Closed Channeling List)
Nature's Movement 1-25 (Animist Base List)
Animal Mastery 1-10 (Animist Base List)
Herb Mastery 1-10 (Animist Base List)
Nature's Protection 1-10 (Animist Base List)
Nature's Lore 1-10 (Animist Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development+	12	1.15	0, (0,0)	87/100
Climbing	8	10	0, (30,0)	50
First Aid	1	13	0, (0,15)	18
Foraging	4	20	0, (30,45)	40
Frenzy	12	13	0, (0,0)	67
General Perception	9	8	0, (15,30)	53
Hand Axe	4	20	0, (0,0)	40
Herding	7	8	0, (0,15)	43
Language	2	—	—	R-2
Leather Working	3	8	0, (0,15)	23
Linguistics	6	—	—	R-6
Maneuver Rigid Leather	10	18	0, (0,0)	68
Maneuver Soft Leather	5	18	0, (0,0), 10 †	53
Martial Arts				
Striking R-1	1	20	0, (0,0)	25
Riding	8	5	0, (20,45)	45
Rope Mastery	5	10	0, (0,15)	35
Runes	19	13	0, (15,15)	81
Staff+	14	20	0, (0,0)	78
Stalk & Hide	9	10/10	0, (0,0)	55/55
Staves & Wands	7	13	0, (15,15)	48
Swimming	9	10	0, (30,0)	55
Tracking	12	8	0, (30,30)	62
Trap Building	5	3	0, (0,0)	28

Skill	Rank	Stat Bonus	Special Bonus	Total
Animal Handling				
Big Cats	8	5	(45)	45
Bears	6	5	(45)	35
Birds	6	5	(45)	35
Horses	6	5	(45)	35
Animal Healing	8	5	(15)	45
Anthropology	2	5	(0)	15
Architecture	1	18	(0)	23
Caving	10	8	(45)	58
Dance	2	10	(0)	20
Direction Sense	2	7	(30)	17
Distance Running	8	15	(0)	55
Diving	7	10	(0)	45
Faerie Lore	4	18	(0)	38
Fauna Lore	8	18	(0)	58
First Aid	1	**	**	5
Flora Lore	8	18	(0)	58
Foraging				
Hunting	20	**	**	+70
Herb Lore	4	18	(0)	38
Herb Lore	1	18	(0)	24
Hostile Environments				
Underwater	4	10	(30)	30
Magical Language	4	—	—	R-4
Meditation				
Sleep	2	10	(0)	20
Healing	2	10	(0)	20
Mimicry	12	10	(15)	64
Racial History	5	18	(0)	43
Read Tracks	3	7	(30)	22
Region Lore	2	18	(0)	28
Skinning	6	10	(15)	40
Surfing	1	10	(0)	15
Tracking	2	**	**	+10
Weather Watching	10	13	(0)	63

Prof: Animist. **Level:** 20. **Exp Points:** 500,000.

Eyes: Light Blue. **Hair:** Sandy. **Build:** Average.

Height: 6' 2". **Weight:** 170 lbs. **Hits:** 113/120

Realm: Channeling. **Power Points:** 20. (+1 ♣).

St-98 (98); Qu-95 (95); Pr-84 (84); In-90 (90); Em-96 (96);
Co-96 (96); Ag-90 (90); SD-78 (78); Re-82 (82); Me-90 (90).

AT: 7; **DB:** 15; **Armor Penalty** 0/5/0. **Move:** 65'.

New Equipment: +15 Elven Oak Staff with Extra 'A' and 'C'
Critical from Electricity Table; 6 doses of Menelar (cures
circulatory poisons); 6 doses of Mook (cures respiratory
poisons); 6 doses of Quilmufur (cures conversion poisons); 6
doses of Shen (cures nerve poisons); 6 dose of Ul-Naza (cures
any poison); 6 doses of Arfandas (doubles healing rate for
fractures); 6 doses of Aloe (doubles healing rate for burns); 3
doses of Fek (clots and stops any bleeding); 6 doses of Ebur
(repairs sprains); 6 doses of Zulsendura (gives Haste for 3
rounds).

Primary Spell Lists:

Animal Mastery 1-30 (Animist Base List)
Herb Mastery 1-30 (Animist Base List)
Concussion Ways 1-20 (Open Channeling List)
Nature's Movement 1-20 (Animist Base List)
Bone Law 1-20 (Open Channeling List)
Plant Mastery 1-20 (Animist Base List)

Secondary Spell Lists:

Plant Mastery 1-20 (Animist Base List)
Calm Spirits 1-50 (Closed Channeling List)
Nature's Movement 1-25 (Animist Base List)
Animal Mastery 1-10 (Animist Base List)
Herb Mastery 1-10 (Animist Base List)
Nature's Protection 1-30 (Animist Base List)
Nature's Lore 1-20 (Animist Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Animal Handling				
Strength	3	8	0, (0,0)	23	Big Cats	8	10	(60)	50
Speed	3	8	0, (0,0)	23	Bears	6	10	(60)	40
Balance	3	8	0, (0,0)	23	Birds	6	10	(60)	40
Leaping	3	8	0, (0,0)	23	Horses	6	10	(60)	40
Landing	3	8	0, (0,0)	23	Animal Healing	8	10	(20)	50
Ambush	6	—	—	+/- 6	Anthropology	2	5	(0)	15
Body Development+	17	1.15	0, (0,0)	113/130	Architecture	1	18	(0)	23
Climbing	8	10	0, (40,0)	50	Caving	10	8	(60)	58
First Aid	1	13	0, (0,20)	18	Dance	2	10	(0)	20
Foraging	4	20	0, (40,60)	40	Direction Sense	7	7	(40)	42
Frenzy	12	13	0, (0,0)	67	Distance Running	13	15	(0)	71
General Perception	9	8	0, (20,40)	53	Diving	7	10	(0)	45
Hand Axe	4	20	0, (0,0)	40	Faerie Lore	4	18	(0)	38
Herding	7	8	0, (0,20)	43	Fauna Lore	8	18	(0)	58
Language	2	—	—	R-2	First Aid	6	**	**	+30
Leather Working	3	8	0, (0,20)	23	Foraging				
Linguistics	6	—	—	R-6	Hunting	30	**	**	+80
Maneuver Soft Leather	5	18	0, (0,0), 10 †	53	Flora Lore	8	18	(0)	58
Maneuver Rigid Leather	10	18	0, (0,0)	68	Herb Lore	4	18	(0)	38
Martial Arts					Herb Lore	1	18	(0)	24
Striking R-1	6	20	0, (0,0)	50	Hostile Environments				
Riding	8	13	0, (40,60)	58	Underwater	4	10	(60)	30
Rope Mastery	5	10	0, (0,20)	35	Magical Language	4	—	—	R-4
Runes	19	13	0, (20,20)	81	Meditation				
Staff+	14	20	0, (0,0)	78	Sleep	2	10	(0)	20
Stalk & Hide	14	10/10	0, (0,0)	68/68	Healing	2	10	(0)	20
Staves & Wands	7	13	0, (20,20)	48	Mimicry	12	10	(20)	64
Swimming	9	10	0, (40,0)	55	Racial History	5	18	(0)	43
Tracking	12	8	0, (40,40)	62	Read Tracks	3	7	(40)	22
Trap Building	5	3	0, (0,0)	28	Region Lore	12	18	(0)	72
					Sense Ambush	5	8	(40)	33
					Skinning	6	10	(20)	40
					Surfing	1	10	(0)	15
					Tracking	2	**	**	+10
					Weather Watching	10	13	(0)	63

(Tamii'n Doom)

Sister to the great patriarch Dag Sabor (see Cleric above), Tammin Duum was bound for a different destiny than her often rebellious brother. Tammin was born in the year 6035 and was forced to be the spouse of a much older man in a pre-arranged marriage at the age of thirteen. Her early life was nothing more than that of most young girls, and her early skills were merely those of a mother and housewife.

LEVEL 3

Something in her, probably that same spark of energy found within Dag, made Tammin rebel. Sometime around 6051 she murdered her husband — a wild drunkard that beat her and her children. Her trial was swift and fast and she was quickly escorted to the city walls where she was to be impaled for all to see. It was there that she met up with Brooc', who was more commonly called, by this time, Thark the Merciless. With his great cunning and battle skills he fought through the ranks of Ketuamian soldiers, hacking off arms and legs, and freed Tammin.

Tammin and Thark rode off into the desert. Here she became Thark's wife, and bore him four children by the age of twenty-two. Infrequently, Dag would stop by, talking secretly to Thark and offering presents of unsurpassed beauty to Tammin's and Thark's children. It was said that more than one great magic item was given unto their children — as time and destiny will unfold, these children would rule large tracts of Kulthea under an imperium that will last for a hundred thousand generations.

LEVEL 5

During this interim period, Tammin studied the arts of healing, and gained great knowledge from the books, scrolls, and mystical items that Dag supplied her. She quickly began to understand the intricacies of blood, bone, muscle, and organs. Her knowledge of the arts of healing geometrically increased as days passed.

LEVEL 7

For the next several years, Tammin offered her services freely to Dag and his crusaders, mending many broken bones, torn muscles, and shredded organs. She even experimented with bringing back the dead, but in these instances she failed. Her association with her brother may have continued for the rest of her life, had it not been for one of Dag's numerous binges into strange narcotics and hallucinogens, which exposed an evil side within him. In one spree he forced himself on her, resulting in a son. Thark's and Dag's relationship became strained and Tammin fled after the child's birth.

LEVEL 10

It was said that Dag repented for three hundred days, each day being flailed a hundred times and refusing medical care of any sorts. To this day Dag has not seen Tammin and doesn't know if she is dead or alive. Thark left Dag to find his beloved wife and is now somewhere in the world searching for her.

LEVEL 15

After her brother's betrayal, Tammin fled to the nearest Navigator's pylon, offering the pilot all of her jewels and gold to fling her across the globe. The Navigator agreed and she ended up in a strange place where no civilized man had ever set foot. There she tended Faerie folk, Elves, Dwarves, and many Giants who all lived together peacefully. She gained even greater knowledge there, finding ways to treat all humanoids, and discovering ways to destroy disease of the mind and soul.

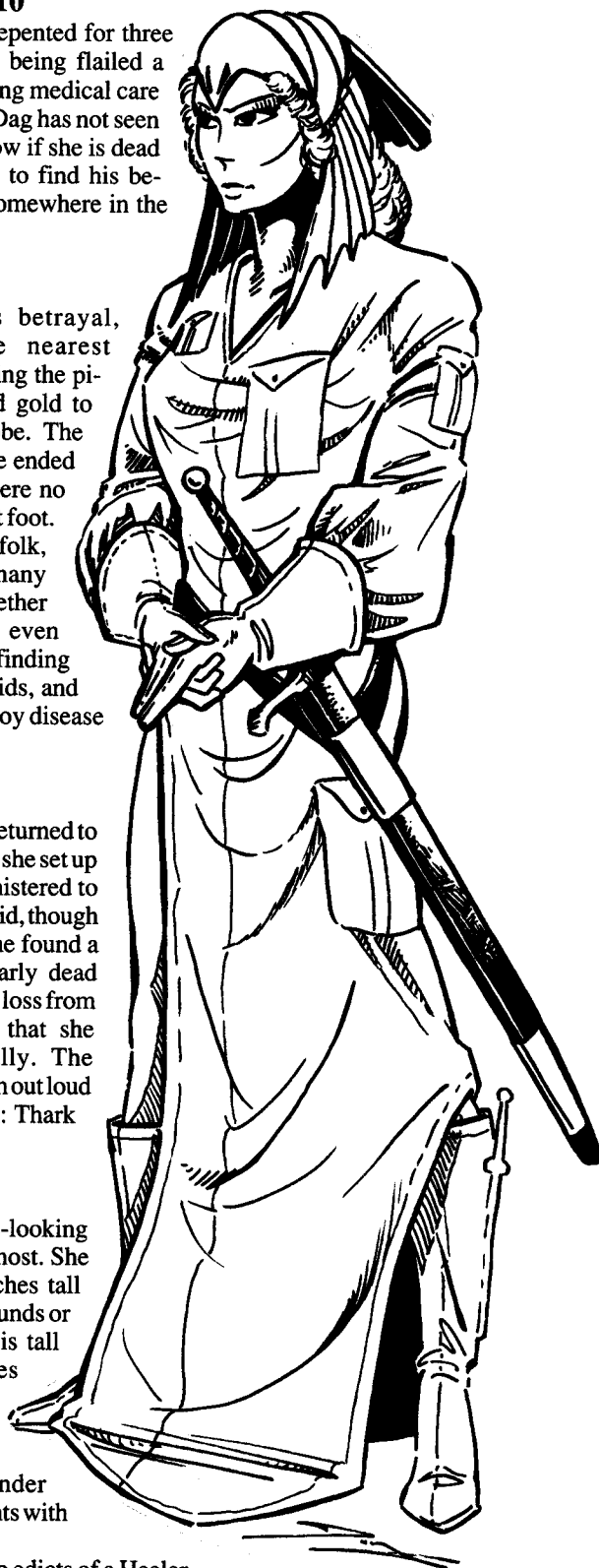
LEVEL 20

After many years, she returned to the land of Gethrya where she set up a small temple and administered to the sick and injured. It is said, though it is only rumored, that she found a wind-scarred warrior nearly dead from starvation and blood loss from numerous wounds, and that she cared for him personally. The warrior's name was spoken out loud but once and never again: Thark the Caring.

DESCRIPTION

Tammin is an average-looking woman, a bit taller than most. She stands five foot, nine inches tall and weighs a good 140 pounds or more. Luckily, Tammin is tall and strong, which hides most of her mass. It is also hard to determine her dimensions, since she conceals herself under large, loose-fitting garments with many folds and pockets.

Tammin is bound by the edicts of a Healer, but she still totes a hefty broad sword and several smaller weapons. She is also trained, quite well, in the use and maneuvering of chain. If she plans to adventure she also dons a cast iron helm, shaped like an eagle, with a beak as the visor.



LEVEL 1

Prof: Healer. **Level:** 1. **Exp Points:** 10,000.

Eyes: Blue. **Hair:** Black. **Build:** Average.

Height: 5'7". **Weight:** 125 lbs. **Hits:** 26/26

Realm: Channeling. **Power Points:** 1 (+1 †).

St-59 (75); Qu-90 (90); In-90 (101); Pr-59 (59); Em-63 (63);
Co-73 (92); SD-76 (86); Ag-78 (78); Re-59 (75); Me-90 (90).

Background Options: SAM-11 Transcendence; SAA-64 +15
Qu; SOC-5 +1 to In, Me, Qu; SIC-51 +1 Adder †; SIC-05 Herb;
SIC-83 +15 Pr bonus, magical stomach stone (a small pebble,
once swallowed, will adhere to the walls of a person's stomach
permanently, radiating described magical bonus).

AT: 13; **DB:** 20; **Armor Penalty:** 45/0/5. **Move:** 60.

Primary Spell Lists:

Blood Ways 1-10 (Healer Base List)

Secondary Spell Lists:

Transferring Ways 1-10 (Healer Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development	3	1.00	0, (2,2)	26/26	Animal Healing	2	—	(2)	10
Broad Sword+	4	5	0, (0,0)	25	Body Damage Stab	4	5	(2)	25
Maneuver Chain+	4	5	0, (0,0)	25	First Aid	3	5	(2)	20
Swimming	1	5	0, (0,0)	10	Meditation				
Riding	1	3	0, (0,0)	8	Healing	4	5	(2)	25
General Perception	2	7	0, (1,1)	17	Sleep	3	10	(2)	25
Channeling	2	10	0, (1,1)	20	Ki	2	13	(2)	13
					Midwifery	2	5	(2)	15

LEVEL 3

Prof: Healer. **Level:** 3. **Exp Points:** 30,000.

Eyes: Blue. **Hair:** Brown. **Build:** Average.

Height: 5'7". **Weight:** 135 lbs. **Hits:** 46/48

Realm: Channeling. **Power Points:** 9 (+1 †).

St-72 (75); Qu-90 (90); In-100 (101); Pr-59 (59); Em-63 (63);
Co-80 (92); SD-86 (86); Ag-78 (78); Re-67 (75); Me-90 (90).

AT: 13; **DB:** 20; **Armor Penalty:** 40/0/5. **Move:** 60'.

Primary Spell Lists:

Blood Ways 1-10 (Healer Base List)

Bone Ways 1-10 (Healer Base List)

Muscle Ways 1-10 (Healer Base List)

Secondary Spell Lists:

Transferring Ways 1-20 (Healer Base List)

Surface Ways 1-10 (Healer Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development	7	1.05	0, (6,6)	46/48	Animal Healing	4	0	(6)	20
Broad Sword	5	5	0, (0,0)	30	Body Damage Stab	8	5	(6)	45
Maneuver Chain+	5	5	0, (0,0)	30	First Aid	6	5	(6)	35
Channeling	3	25	0, (3,3)	40	Meditation				
Climbing	1	5	0, (0,0)	10	Healing	8	5	(6)	45
General Perception	3	17	0, (3,3)	32	Sleep	7	18	(6)	53
Riding	2	3	0, (0,0)	13	Ki	4	13	(6)	33
Swimming	2	5	0, (0,0)	15	Midwifery	4	5	(6)	25

LEVEL 5

Prof: Healer. **Level:** 5. **Exp Points:** 50,000.

Eyes: Blue. **Hair:** Black. **Build:** Average.

Height: 5'9". **Weight:** 145 lbs. **Hits:** 56/61

Realm: Channeling. **Power Points:** 15 (+1 †).

St-74 (75); Qu-90 (90); In-101 (101); Pr-59 (59); Em-63 (63);
Co-90 (92); SD-86 (86); Ag-78 (78); Re-72 (75); Me-90 (90).

AT: 13; **DB:** 20; **Armor Penalty:** 35/0/0. **Move:** 60'.

New Equipment: Seal of Love (broach of intricate design of white gold and silver: allows exact knowledge of the location of Dag Sabor or any other priest of Dramedjii for purposes of Channeling, receiving or sending, power points. It is all a x2 Spell Multiplier of Channeling).

Primary Spell Lists:

Blood Ways 1-10 (Healer Base List)
Bone Ways 1-10 (Healer Base List)
Muscle Ways 1-10 (Healer Base List)
Organ way 1-10 (Healer Base List)
Transferring Ways 1-10 (Healer Base List)

Secondary Spell Lists:

Transferring Ways 1-20 (Healer Base List)
Surface Ways 1-20 (Healer Base List)
Bone Ways 1-20 (Healer Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development	9	1.05	0, (10,10)	56/61	Animal Healing	6	(0)	(10)	30
Broad Sword+	6	5	0, (0,0)	35	Body Damage Stab	10	5	(10)	55
Channeling	5	30	0, (5,5)	55	First Aid	10	5	(10)	55
Climbing	3	5	0, (0,0)	20	Magic Ritual	2	—	(5)	10
General Perception	5	20	0, (5,5)	45	Meditation				
Maneuver Chain+	6	5	0, (0,0)	35	Healing	10	5	(10)	55
Riding	4	3	0, (0,0)	23	Sleep	9	20	(10)	65
Swimming	4	5	0, (0,0)	25	Ki	6	13	(10)	43
					Midwifery	6	5	(10)	35
					Transcend Armor	2	30	(5)	40

LEVEL 7

Prof: Healer. **Level:** 7. **Exp Points:** 90,000.

Eyes: Blue. **Hair:** Black. **Build:** Average.

Height: 5'9". **Weight:** 140 lbs. **Hits:** 68/74

Realm: Channeling. **Power Points:** 21 (+1 †).

St-74 (75); Qu-90 (90); In-100 (101); Pr-59 (59); Em-63 (63);
Co-92 (92); SD-86 (86); Ag-78 (78); Re-73 (75); Me-90 (90).

AT: 13; **DB:** 20. **Armor Penalty:** 30/0/5. **Move:** 60'.

New Equipment: Seal of Love (broach of intricate design of white gold and silver: allows exact knowledge of the location of Dag Sabor or any other priest of Dramedjii for purposes of Channeling, receiving or sending, power points. It is all a x2 Spell Multiplier of Channeling); +15 White Alloy Broad sword with Low Intelligence and the ability to cast Sustain Self, Creations, Closed Channeling List.

Primary Spell Lists:

Blood Ways 1-10 (Healer Base List)
Bone Ways 1-10 (Healer Base List)
Muscle Ways 1-10 (Healer Base List)
Organ way 1-10 (Healer Base List)
Transferring Ways 1-10 (Healer Base List)
Surface Ways 1-10 (Healer Base List)

Secondary Spell Lists:

Transferring Ways 1-20 (Healer Base List)
Surface Ways 1-20 (Healer Base List)
Bone Ways 1-20 (Healer Base List)
Blood Ways 1-10 (Healer Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development	11	1.05	0, (14,14)	68/74	Animal Healing	8	—	(14)	40
Broad Sword	7	5	0, (0,0)	40	Body Damage Stab	14	5	(14)	63
Maneuver Chain+	7	5	0, (0,0)	40	First Aid	12	5	(14)	59
Channeling	6	25	0, (7,7)	60	Magic Ritual	4	—	(7)	20
Climbing	5	5	0, (0,0)	30	Meditation				
General Perception	7	17	0, (7,14)	52	Healing	12	5	(14)	59
Riding	6	3	0, (0,0)	33	Sleep	11	18	(14)	70
Runes	1	13	0, (7,7)	18	Ki	8	13	(14)	53
Swimming	5	5	0, (0,0)	30	Midwifery	8	5	(14)	45
					Transcend Armor	4	30	(7)	50

LEVEL 10

Prof: Healer. **Level:** 10. **Exp Points:** 150,000.

Eyes: Blue. **Hair:** Black. **Build:** Average.

Height: 5'9". **Weight:** 140 lbs. **Hits:** 87/96.

Realm: Channeling. **Power Points:** 30 (+1 †).

St-74 (75); Qu-90 (90); In-101 (101); Pr-59 (59); Em-61 (63); Co-92 (92); SD-86 (86); Ag-78 (78); Re-74 (75); Me-90 (90).

AT: 13; **DB:** 20. **Armor Penalty:** -25/0/5. **Move:** 60'.

New Equipment: Seal of Love (broach of intricate design of white gold and silver: allows exact knowledge of the location of Dag Sabor or any other priest of Dramedjii for purposes of Channeling, receiving or sending, power points. It is all a x2 Spell Multiplier of Channeling); +15 White Alloy Broad sword with Low Intelligence and the ability to cast Sustain Self, Creations, Closed Channeling List>. Rod of Dramedjii (solid bar of Adamantium with bejeweled head of star-crystals and diamonds. Embedded with Superior Intelligence enabling to cast High Prayer, Communal Ways, Cleric Base List.

Primary Spell Lists:

Blood Ways 1-10 (Healer Base List)
 Bone Ways 1-10 (Healer Base List)
 Muscle Ways 1-10 (Healer Base List)
 Organ way 1-10 (Healer Base List)
 Transferring Ways 1-10 (Healer Base List)
 Surface Ways 1-10 (Healer Base List)
 Creations 1-10 (Closed Channeling List)
 Purifications 1-10 (Closed Channeling List)

Secondary Spell Lists:

Transferring Ways 1-20 (Healer Base List)
 Surface Ways 1-20 (Healer Base List)
 Bone Ways 1-20 (Healer Base List)
 Blood Ways 1-20 (Healer Base List)
 Muscle Ways 1-10 (Healer Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development	14	1.05	0, (20,20)	87/96	Animal Healing	13	0	(20)	56
Broad Sword	9	5	0, (0,0)	50	Body Damage Stab	17	5	(20)	69
Maneuver Chain+	8	5	0, (0,0)	45	First Aid	14	5	(20)	63
Channeling	8	30	0, (10,10)	70	Magic Ritual	7	—	(10)	35
Climbing	8	5	0, (0,0)	45	Meditation				
General Perception	10	20	0, (10,10)	70	Healing	15	5	(20)	65
Riding	9	3	0, (0,0)	48	Sleep	14	20	(20)	68
Runes	4	15	0, (10,10)	35	Ki	11	13	(20)	65
Swimming	6	5	0, (0,0)	35	Midwifery	11	5	(20)	57
					Transcend Armor	7	30	(10)	65

LEVEL 15

Prof: Healer. **Level:** 15. **Exp Points:** 300,000.
Eyes: Blue. **Hair:** Black Hand: Left **Build:** Average.
Height: 5'9". **Weight:** 140 lbs. **Hits:** 120/126.
Realm: Channeling. **Power Points:** 45 (+1 †).

St-75 (75); Qu-90 (90); In-101 (101); Pr-59 (59); Em-63 (63);
Co-87 (92); SD-86 (86); Ag-78 (78); Re-75 (75); Me-90 (90).

AT: 13. **DB:** 20. **Armor Penalty:** 0/0/0. **Move:** 60'.

New Equipment: Seal of Love (broach of intricate design of white gold and silver: allows exact knowledge of the location of Dag Sabor or any other priest of Dramedjii for purposes of Channeling, receiving or sending, power points. It is all a x2 Spell Multiplier of Channeling); +15 White Alloy Broad sword with Low Intelligence and the ability to cast Sustain Self, Creations, Closed Channeling List. Rod of Dramedjii (solid bar of Adamantium with bejeweled head of star-crystals and diamonds. Embedded with Superior Intelligence enabling to cast High Prayer, Communal Ways, Cleric Base List; +15 Enchanted Steel II Chain Mail Shirt (+15 to all modifiers).

Primary Spell Lists:

Blood Ways 1-20 (Healer Base List)
 Bone Ways 1-20 (Healer Base List)
 Muscle Ways 1-20 (Healer Base List)
 Organ way 1-20 (Healer Base List)
 Transferring Ways 1-10 (Healer Base List)
 Surface Ways 1-20 (Healer Base List)
 Creations 1-10 (Closed Channeling List)
 Purifications 1-10 (Closed Channeling List)

Secondary Spell Lists:

Transferring Ways 1-25 (Healer Base List)
 Surface Ways 1-25 (Healer Base List)
 Bone Ways 1-20 (Healer Base List)
 Blood Ways 1-20 (Healer Base List)
 Muscle Ways 1-20 (Healer Base List)
 Organ Ways 1-20 (Healer Base List)
 Calm Spirits 1-10 (Closed Channeling List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development	20	1.05	0, (30,30)	120/126	Animal Healing	18	3	(30)	69
Broad Sword	10	8	0, (0,0)	58	Body Damage Stab	27	5	(30)	82
Maneuver Chain+	12	8	0, (0,0)	68	Diplomacy	5	23	(0)	48
Swimming	11	5	0, (0,0)	57	First Aid	18	5	(30)	71
Riding	14	3	0, (0,0)	61	Magic Ritual	11	8	(15)	60
General Perception	14	22	0, (15,15)	80	Meditation				
Channeling	13	30	0, (15,15)	86	Healing	20	5	(30)	75
Climbing	13	5	0, (0,0)	61	Sleep	15	20	(30)	80
Runes	7	15	0, (15,15)	50	Ki	16	13	(30)	75
					Midwifery	16	5	(30)	67
					Transcend Armor	12	30	(15)	84

LEVEL 20

Prof: Healer. **Level:** 20. **Exp Points:** 500,000.

Eyes: Blue. **Hair:** Black. **Build:** Average.

Height: 5'9". **Weight:** 175. **Hits:** 120/132.

Realm: Channeling. **Power Points:** 60 (+1 †).

Co-92 (92); **SD-86** (86); **Ag-78** (78); **Re-75** (75); **Me-90** (90).

AT: 13. **DB:** 20. **Armor Penalty:** 0/0/0. **Move:** 60.

New Equipment: Seal of Love (broach of intricate design of white gold and silver: allows exact knowledge of the location of Dag Sabor or any other priest of Dramedjii for purposes of Channeling, receiving or sending, power points. It is all a x2 Spell Multiplier of Channeling); +15 White Alloy Broad sword with Low Intelligence and the ability to cast Sustain Self, Creations, Closed Channeling List. Rod of Dramedjii (solid bar of Adamantium with bejeweled head of star-crystals and diamonds. Embedded with Superior Intelligence enabling to cast High Prayer, Communal Ways, Cleric Base List; +15 Enchanted Steel II Chain Mail Shirt (+15 to all modifiers); Ring of the Elementalist (mithril ring with +60 RR against all Elemental spells or attacks and embedded with Low Intelligence with a Daily IV item enabling to cast Boil Liquid, Fire Law, Magician Base List, Enchanted Rope, Earth Law, Magician Base List, Condensation, Water Law, Magician Base List, Breezes, Wind Law, Magician Base List.

Primary Spell Lists:

Blood Ways 1-20 (Healer Base List)
 Bone Ways 1-20 (Healer Base List)
 Muscle Ways 1-20 (Healer Base List)
 Organ way 1-20 (Healer Base List)
 Transferring Ways 1-20 (Healer Base List)
 Surface Ways 1-20 (Healer Base List)
 Creations 1-20 (Closed Channeling List)
 Purifications 1-20 (Closed Channeling List)
 Detection Mastery 1-10 (Open Channeling List)

Secondary Spell Lists:

Transferring Ways 1-25 (Healer Base List)
 Surface Ways 1-25 (Healer Base List)
 Bone Ways 1-20 (Healer Base List)
 Blood Ways 1-20 (Healer Base List)
 Muscle Ways 1-20 (Healer Base List)
 Organ Ways 1-25 (Healer Base List)
 Calm Spirits 1-20 (Closed Channeling List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Attune	6	15	0, (20,20)	45	Animal Healing	23	3	(40)	76
Body Development	20	1.05	0, (40,40)	120/132	Body Damage Stab	35	5	(40)	87
Broad Sword	15	8	0, (0,0)	68	Diplomacy	10	23	(0)	73
Channeling	17	30	0, (20,20)	94	First Aid	22	5	(40)	77
Climbing	16	5	0, (0,0)	67	Magic Ritual	15	8	(20)	68
General Perception	19	22	0, (20,20)	90	Meditation				
Maneuver Chain+	12	8	0, (0,0)	68	Healing	25	5	(40)	80
Riding	18	3	0, (0,0)	69	Sleep	15	20	(40)	80
Runes	12	15	0, (20,20)	69	Ki	21	13	(40)	84
Swimming	14	5	0, (0,0)	63	Midwifery	21	5	(40)	76
					Transcend Armor	17	30	(20)	94

PURE MENTALISM USERS

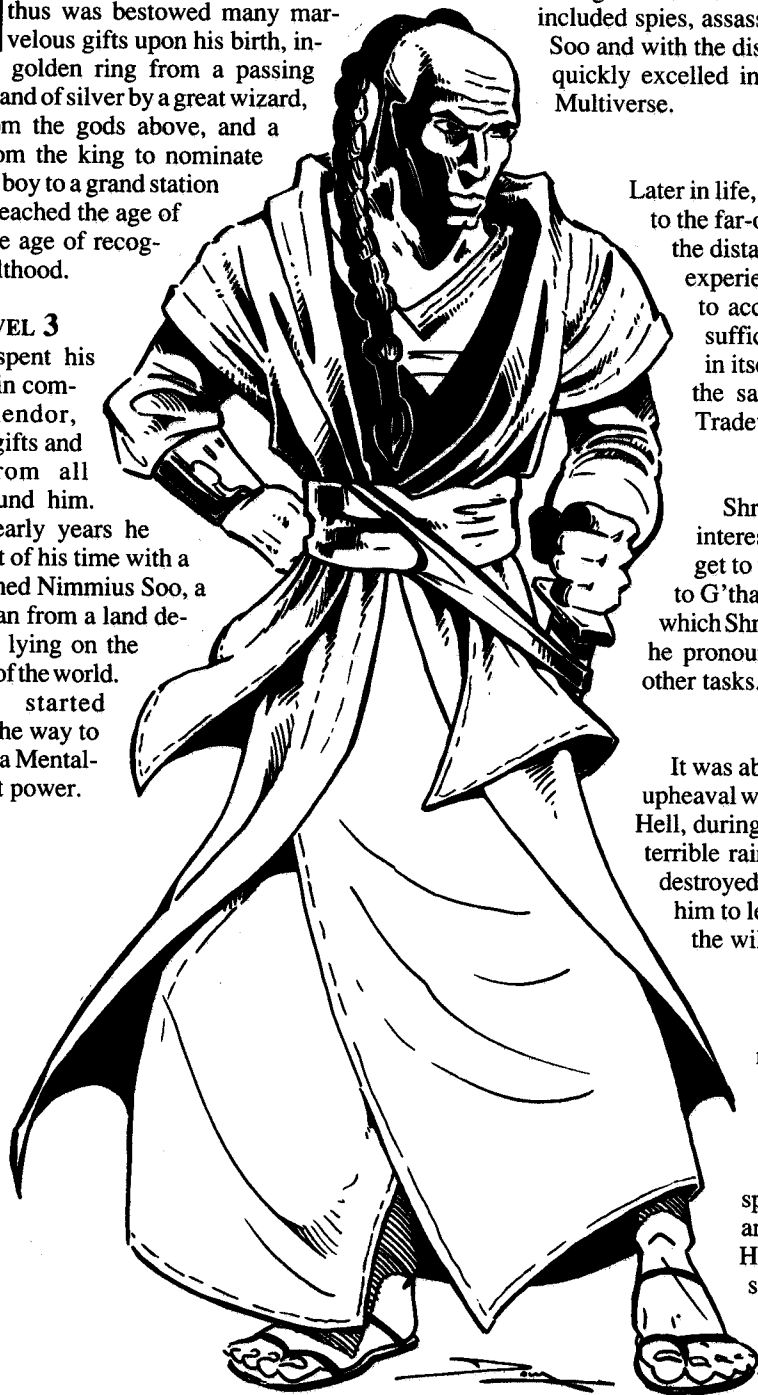
SHRAV MELIKAI, MENTALIST

(Shraav Me'liky)

Shrav was born on the very dawn of 6000, the great year of the transition, and thus was bestowed many marvelous gifts upon his birth, including a golden ring from a passing noble, a wand of silver by a great wizard, praise from the gods above, and a decree from the king to nominate the young boy to a grand station when he reached the age of fifteen, the age of recognized adulthood.

LEVEL 3

Shrav spent his early life in complete splendor, enjoying gifts and praise from all those around him. In these early years he spent most of his time with a Monk named Nimmius Soo, a strange man from a land described as lying on the very edge of the world. Nimmius started Shrav on the way to becoming a Mentalist of great power.

**LEVEL 5**

In the years that followed, he was appointed as Lord High Inquisitor, a rather menacing title for the king's intelligence gathering services. This service included spies, assassins, mentalists, wizards, and priests. With the aid of Soo and with the disposal of the kingdom completely in his hands, Shrav quickly excelled in his study of the mind and its interaction with the Multiverse.

LEVEL 7

Later in life, around the year 6043, Shrav took part in an adventure to the far-off land of Aranmor. It took more than a year to reach the distant island from his home of G'thal, and in that time he experienced many adventures which deserve a complete book to account for. (Because of lack of space here, it will be sufficient to state that his trip was perilous and an adventure in itself) Reaching the island and exploring its parameters, the sailors of G'thal sailed two small schooners up the Tradeway Canal and into the shambled port of Tarek Nev.

LEVEL 10

Shrav explored the city with the sailors, finding a few interesting baubles, but nothing worth the time and energy to get to the faraway island city. Disappointed, Shrav returned to G'thal through the use of the Navigators: a very costly trip which Shrav vowed to never make again. Returning to Haalkitane, he pronounced adventuring a foolish endeavor and set about other tasks.

LEVEL 15

It was about this time that Haalkitane went through a political upheaval which brought with it a curse called The Night of Raining Hell, during which most of the city was burned to the ground by terrible rainstorms of fiery acid. Shrav's house and shop were destroyed and he was nearly killed that night. The event persuaded him to leave Haalkitane once again to visit relatives far off in the wilderness of G'thal.

LEVEL 20

Shrav spent another several years returning to his roots in the wilderness and learning about his internal self. What discoveries he made are unknown, but eventually he returned to Haalkitane. He visited several noble houses on his return and spoke of mysterious matters — what he said is highly speculative, but it seems to deal with a certain woman and her use of intense magic during the Night of Raining Hell. What he did with this information is unsure. He still works infrequently for the king, but spends most of his time securing information and generating small items to use in his research of Mentalism.

DESCRIPTION

Shrav stands around six feet tall, and weighs nearly 180 pounds. He has straight, jet-black hair that has been shaved off his head except in two long braids that reach nearly to his waist. His eyes are large and menacing and he seems to have one large eyebrow which stretches above both eyes. His forehead is always shriveled into a frown of concentration. His face seems narrow and disfigured, though he is scarless.

He wears large flowing robes, most notably red or gold. Around his right wrist he wears a circlet of silver and braided gold. Shrav wears only the best sandals and the rarest perfumes — it is rumored that he believes that if he takes a bath he will lose most of his powers.

Shrav is not a Fighter, nor does he pretend to be. He does wear a short sword, but he uses it exclusively for defense (full parry).

LEVEL 1

Prof: Mentalist. **Level:** 1. **Exp Points:** 10,000.

Eyes: Green. **Hair:** Black. **Build:** Average.

Height: 5' 10". **Weight:** 130 lbs. **Hits:** 14/15.

Realm: Mentalism. **Power Points:** 4 (+1 ‡).

St-66 (78); Qu-62 (86); Pr-101 (101); In-55 (95); Em-50 (73);

Co-89 (89); Ag-61 (79); SD-90 (90); Re-90 (90); Me-81 (92).

Background Options: SAA-48 +15 Ag modifier; SAM-87 +15 Em modifier; SOC-5 +2 to Pr; SIC-76; +5 bonus to Presence Stomach Stone (a small pebble that lodges in one's stomach permanently,

radiating magic); SIC-54 +1 spell Adder of Mentalist (gold ring) ‡; SAC-42 +20 to moving maneuvers ‡.

AT: 2; **DB:** 0; **Armor Penalty:** 0/0/0. **Move:** 50'.

Primary Spell Lists:

Mind attack 1-10 (Mentalist Base List)

Mind Merge 1-10 (Mentalist Base List).

Secondary Spell Lists:

Cloaking 1-10 (Open Mentalism List)

Shifting 1-10 (Closed Mentalism List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Maneuver					Administration	1	23	(1)	28
Balance+	5	25	0, (0,3)	50	Cookery	1	13	(0)	18
Body Development	2	1.05	0, (1,0)	14/15	Diplomacy	1	18	(0)	23
Climbing	1	15	0, (0,0), 20 ‡	40	Direction Sense	2	5	(1)	15
General Perception	1	3	0, (1,1)	8	Hypnosis	4	25	(0)	45
Linguistics	5	—	—	R-5	Machination	2	13	(1)	23
Martial Arts					Seduction	1	25	(0)	30
Sweeps R-1	1	12	0, (0,0)	17	Time Sense	2	3	(1)	13
Riding	1	15	0, (0,0), 20 ‡	40	Ventriloquism	2	8	(1)	18
Short Sword+	3	8	0, (0,0)	23					
Stalk/Hide	1	15/15	0, (0,0), 20 ‡	40/20					
Staves/Wands	1	8	0, (1,2)	13					
Swimming	1	15	0, (0,0), 20 ‡	40					

LEVEL 3

Prof: Mentalist. **Level:** 3. **Exp Points:** 30,000.

Eyes: Green. **Hair:** Black. **Build:** Average.

Height: 5' 11". **Weight:** 143 lbs. **Hits:** 26/28.

Realm: Mentalism. **Power Points:** 12 (+1 ‡).

St-70 (78); Qu-80 (86); Pr-101 (101); In-75 (95); Em-72 (73);

Co-89 (89); Ag-75 (79); SD-90 (90); Re-90 (90); Me-90 (92).

AT: 2; **DB:** 5; **Armor Penalty:** 0/0/0. **Move:** 55'.

Primary Spell Lists:

Mind attack 1-10 (Mentalist Base List)

Mind Merge 1-10 (Mentalist Base List)

Presence 1-10 (Mentalist Base List)

Mind Control 1-10 (Mentalist Base List)

Secondary Spell Lists:

Cloaking 1-10 (Open Mentalism List)

Shifting 1-10 (Closed Mentalism List)

Presence 1-10 (Mentalist Base List)

Mind Mastery 1-10 (Closed Mentalism List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Maneuver					Linguistics	5	—	—	R-5
Balance+	7	25	0, (0,9)	60	Maneuver in Chain	1	13	0, (0,0)	18
Leaping	1	25	0, (0,9)	30	Martial Arts				
Landing	2	25	0, (0,9)	35	Sweeps R-1	1	12	0, (0,0)	17
Speed	1	25	0, (0,9)	30	Riding	1	10	0, (0,0), 20 ‡	35
Body Development	4	1.05	0, (3,0)	26/28	Runes	2	10	0, (3,6)	20
Climbing	1	20	0, (0,0), 20 ‡	45	Short Sword+	4	10	0, (0,0)	30
General Perception	1	7	0, (3,3)	12	Stalk/Hide	1	15/15	0, (0,0), 20 ‡	40/20
					Staves/Wands	3	10	0, (3,6)	25
					Swimming	1	20	0, (0,0), 20 ‡	45

(Level 3 continued on next page)

Skill	Rank	Stat Bonus	Special Bonus	Total				
Acting	2	25	(0)	35	Direction Sense	2	8	(3) 18
Administration	1	23	(3)	28	Disguise	2	25	(0) 35
Begging	1	25	(0)	30	Falsification	2	13	(0) 23
Bribery	1	23	(0)	28	Hide Item	2	8	(0) 18
Camouflage	2	8	(0)	18	Hypnosis	4	25	(0) 45
Cookery	1	15	(0)	20	Machination	2	15	(3) 25
Diplomacy	1	20	(0)	25	Seduction	1	25	(0) 30
					Time Sense	2	3	(3) 13
					Ventriloquism	2	10	(3) 20

LEVEL 5

Prof: Mentalist. **Level:** 5. **Exp Points:** 50,000.

Eyes: Green. **Hair:** Black. **Build:** Average.

Height: 6'. **Weight:** 176 lbs. **Hits:** 39/41.

Realm: Mentalism. **Power Points:** 20 (+1 ‡).

St-78 (78); Qu-80 (86); Pr-101 (101); In-89 (95); Em-73 (73);

Co-89 (89); Ag-79 (79); SD-90 (90); Re-90 (90); Me-92 (92).

AT: 2; **DB:** 5; **Armor Penalty:** 0/0/0. **Move:** 55'.

Primary Spell Lists:

Mind attack 1-10 (Mentalist Base List)

Mind Merge 1-10 (Mentalist Base List)

Presence 1-10 (Mentalist Base List)

Mind Control 1-10 (Mentalist Base List)

Mind Speech 1-10 (Mentalist Base List)

Sense Control 1-10 (Mentalist Base List)

Secondary Spell Lists:

Cloaking 1-20 (Open Mentalism List)

Shifting 1-20 (Closed Mentalism List)

Presence 1-10 (Mentalist Base List)

Mind Mastery 1-10 (Closed Mentalism List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Maneuver					Acting	4	25	(0)	45
Balance+	9	25	0, (0,15)	70	Administration	1	23	(5)	28
Leaping	3	25	0, (0,15)	40	Begging	2	25	(0)	35
Landing	4	25	0, (0,15)	45	Bribery	2	23	(0)	33
Speed	3	25	0, (0,15)	40	Camouflage	4	8	(0)	28
Short Sword+	4	13	0, (0,0)	33	Cookery	1	15	(0)	20
Maneuver in Chain	3	13	0, (0,0)	28	Diplomacy	1	20	(0)	25
Linguistics	5	—	—	R-5	Direction Sense	2	8	(5)	18
Body Development	4	1.05	0, (5,0)	39/41	Disguise	4	25	(0)	45
Climbing	1	20	0, (0,0), 20 †	45	Falsification	4	13	(0)	33
Riding	1	17	0, (0,0), 20 †	42	Hide Item	4	8	(0)	28
General Perception	3	10	0, (5,5)	25	Hypnosis	4	25	(0)	45
Swimming	1	20	0, (0,0), 20 †	45	Machination	2	15	(5)	25
Stalk/Hide	1	15/15	0, (0,0), 20 †	40/20	Seduction	1	25	(0)	30
Staves/Wands	3	12	0, (5,10)	27	Time Sense	2	3	(5)	13
Runes	2	12	0, (5,10)	22	Ventriloquism	2	10	(0)	20

LEVEL 7

Prof: Mentalist. **Level:** 7. **Exp Points:** 90,000.

Eyes: Green. **Hair:** Black. **Build:** Average.

Height: 6'. **Weight:** 176 lbs. **Hits:** 39/41.

Realm: Mentalism. **Power Points:** 28 (+1 ‡).

St-78 (78); Qu-86 (86); Pr-101 (101); In-95 (95); Em-73 (73);

Co-89 (89); Ag-79 (79); SD-90 (90); Re-90 (90); Me-92 (92).

AT: 2; **DB:** 5; **Armor Penalty:** 0/0/0. **Move:** 55'.

New Equipment: Crown of Control (silver circlet studded with amethysts: Empowered with +40 RR vs. Mentalism attacks or spells and a +4 Spell adder).

Primary Spell Lists:

Mind attack 1-10 (Mentalist Base List)

Mind Merge 1-20 (Mentalist Base List)

Presence 1-10 (Mentalist Base List)

Mind Control 1-10 (Mentalist Base List)

Mind Speech 1-20 (Mentalist Base List)

Sense Control 1-10 (Mentalist Base List)

Secondary Spell Lists:

Cloaking 1-20 (Open Mentalism List)

Shifting 1-20 (Closed Mentalism List)

Presence 1-20 (Mentalist Base List)

Mind Mastery 1-20 (Closed Mentalism List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Maneuver					Linguistics	5	—	—	R-5
Balance+	11	25	0, (0,21)	77	Maneuver in Chain	7	13	0, (0,0)	48
Leaping	5	25	0, (0,21)	50	Martial Arts				
Landing	6	25	0, (0,21)	55	Sweeps R-1	3	15	0, (0,0)	30
Speed	5	25	0, (0,21)	50	Riding	1	17	0, (0,0), 20 †	42
Body Development	4	1.05	0, (7,0)	39/41	Runes	3	15	0, (7,14)	30
Climbing	1	20	0, (0,0), 20 †	45	Short Sword+	4	15	0, (0,0)	35
General Perception	3	10	0, (7,7)	25	Stalk/Hide	1	15/15	0, (0,0), 20 †	40/20
					Staves/Wands	4	13	0, (7,14)	32
					Swimming	1	20	0, (0,0), 20 †	45

Skill	Rank	Stat Bonus	Special Bonus	Total					
Acting	4	25	(0)	45	Falsification	4	13	(0)	33
Administration	3	23	(7)	38	Hide Item	4	13	(0)	33
Begging	2	25	(0)	35	Hypnosis	4	25	(0)	45
Bribery	2	23	(0)	33	Machination	2	15	(7)	25
Camouflage	4	13	(0)	33	Seduction	1	25	(0)	30
Cookery	1	15	(0)	20	Set Traps	2	15	(0)	25
Diplomacy	1	25	(0)	30	Time Sense	2	13	(7)	23
Direction Sense	2	13	(7)	23	Trap Building	4	13	(0)	33
Disguise	4	25	(0)	45	Trickery	2	20	(0)	30
					Ventriloquism	2	15	(7)	25

LEVEL 10

Prof: Mentalist. **Level:** 10. **Exp Points:** 150,000.

Eyes: Green. **Hair:** Black. **Build:** Average.

Height: 6'. **Weight:** 182 lbs. **Hits:** 93/98.

Realm: Mentalism. **Power Points:** 40 (+1 ‡).

St-78 (78); Qu-86 (86); Pr-101 (101); In-95 (95); Em-73 (73);

Co-89 (89); Ag-79 (79); SD-90 (90); Re-90 (90); Me-92 (92).

AT: 13; **DB:** 5; **Armor Penalty:** 10/0/5. **Move:** 55'.

New Equipment: Crown of Control (silver circlet studded with amethysts; Empowered with +40 RR vs. Mentalism attacks or spells and a +4 Spell adder). +15 White Alloy Short Sword with Extra 'A' Electrical Critical on Same Roll; +10 Elven Chain Shirt (+10 on Defensive Bonus and 20% chance of Negating a Chest Critical. Weight has been reduced to 20% of its normal encumbrance and will almost float on water).

Primary Spell Lists:

Mind Attack 1-20	(Mentalist Base List)
Mind Merge 1-20	(Mentalist Base List)
Presence 1-20	(Mentalist Base List)
Mind Control 1-20	(Mentalist Base List)
Mind Speech 1-20	(Mentalist Base List)
Sense Control 1-20	(Mentalist Base List)
Attack Avoidance 1-25	(Open Mentalism List)

Secondary Spell Lists:

Cloaking 1-25	(Open Mentalism List)
Shifting 1-20	(Closed Mentalism List)
Presence 1-20	(Mentalist Base List)
Mind Mastery 1-20	(Closed Mentalism List)
Anticipations 1-10	(Open Mentalism List)
Damage Resistance 1-20	(Open Mentalism List)
Delving 1-10	(Open Mentalism List)
Brilliance 1-10	(Open Mentalism List)
Attack Avoidance 1-20	(Open Mentalism List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Maneuver					Direction Sense	2	13	(10)	23
Balance+	19	25	0, (0,30)	93	Disarm Foe, Unarmed	2	20	(0)	30
Leaping	7	25	0, (0,30)	60	Disguise	4	25	(0)	45
Landing	9	25	0, (0,30)	70	Distance Running	3	5	(0)	20
Speed	11	25	0, (0,30)	77	Diving	2	17	(0)	27
Body Development	12	1.05	0, (10,0)	93/98	Falsification	4	13	(0)	33
Climbing	4	20	0, (0,0), 20 †	60	Heraldry	3	10	(0)	25
Directed Spells					Hide Item	4	13	(0)	33
Mental Attack	2	20	0, (10,10)	30	Hypnosis	4	25	(0)	45
General Perception	8	10	0, (10,10)	50	Jumping	3	15	(0)	30
Linguistics	5	—	—	R-5	Lock Lore	1	10	(10)	15
Maneuver in Chain	13	13	0, (0,0)	78	Machination	2	15	(10)	25
Martial Art					Meditation				
Sweeps R-1	3	13	0, (0,0)	28	Cleansing	2	15	(30)	25
Riding	3	17	0, (0,0), 20 †	52	Death	2	25	(30)	35
Runes	7	15	0, (10,20)	50	Healing	2	15	(30)	25
Short Sword+	4	13	0, (0,0)	33	Ki	2	25	(30)	35
Stalk/Hide	6	15/15	0, (0,0), 20 †	65/45	Sleep	2	15	(30)	25
Staves/Wands	8	15	0, (10,20)	55	Trance	2	25	(30)	35
Swimming	6	20	0, (0,0), 20 †	70	Metal Lore	1	10	(10)	15
Acrobatics	5	13	(0)	38	Mnemonics	2	13	(30)	23
Acting	9	25	(0)	70	Poison Lore	1	10	(10)	15
Administration	3	23	(10)	38	Repelling	2	20	(0)	30
Architecture	2	10	(10)	20	Seduction	1	25	(0)	30
Astronomy	1	10	(10)	15	Set Traps	2	15	(0)	25
Begging	2	25	(0)	35	Sprinting	5	5	(0)	30
Bribery	5	23	(0)	48	Stunned Maneuvers	3	15	(0)	30
Camouflage	4	13	(0)	33	Time Sense	2	13	(10)	23
Contortions	5	17	(0)	42	Trap Building	4	13	(0)	33
Cookery	1	15	(0)	20	Trickery	2	20	(0)	30
Diplomacy	1	25	(0)	30	Ventriloquism	2	15	(10)	25

Prof: Mentalist. **Level:** 15. **Exp Points:** 300,000.

Eyes: Green. **Hair:** Black. **Build:** Average.

Height: 6'. **Weight:** 182 lbs. **Hits:** 108/113.

Realm: Mentalism. **Power Points:** 60 (+1 ‡).

St-78 (78); Qu-86 (86); Pr-101 (101); In-95 (95); Em-73 (73);

Co-89 (89); Ag-79 (79); SD-90 (90); Re-90 (90); Me-92 (92).

AT: 13; **DB:** 5; **Armor Penalty:** 10/0/5. **Move:** 55'.

New Equipment: Crown of Control (silver circlet studded with amethysts: Empowered with +40 RR vs. Mentalism attacks or spells and a +4 Spell adder). +15 White Alloy Short Sword with Extra A Electrical Critical on Same Roll; +20 Enchanted Elven Chain Shirt (+20 on Defensive Bonus and 50% chance of Negating a Chest Critical. Weight has been reduced to 10% of its normal encumbrance and will float on water).

Primary Spell Lists:

Mind attack 1-20	(Mentalist Base List)
Mind Merge 1-20	(Mentalist Base List)
Presence 1-20	(Mentalist Base List)
Mind Control 1-20	(Mentalist Base List)
Mind Speech 1-20	(Mentalist Base List)
Sense Control 1-20	(Mentalist Base List)
Attack Avoidance 1-50	(Open Mentalism List)
Telekinesis 1-10	(Closed Mentalism List)
Damage Resistance 1-10	(Open Mentalism List)
Detections 1-10	(Open Mentalism List)

Secondary Spell Lists:

Cloaking 1-25	(Open Mentalism List)
Shifting 1-25	(Closed Mentalism List)
Presence 1-25	(Mentalist Base List)
Mind Mastery 1-25	(Closed Mentalism List)
Anticipations 1-20	(Open Mentalism List)
Damage Resistance 1-25	(Open Mentalism List)
Delving 1-10	(Open Mentalism List)
Brilliance 1-10	(Open Mentalism List)
Attack Avoidance 1-20	(Open Mentalism List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Maneuver					Direction Sense	2	13	(15)	23
Balance+	24	25	0, (0,45)	99	Disarm Foe, Unarmed	2	20	(0)	30
Leaping	12	25	0, (0,45)	66	Disguise	14	25	(0)	83
Landing	14	25	0, (0,45)	83	Distance Running	3	5	(0)	20
Speed	16	25	0, (0,45)	87	Diving	2	17	(0)	27
Body Development	15	1.05	0, (15,0)	108/113	Falsification	4	13	(0)	33
Climbing	4	20	0, (0,0), 20 †	60	Heraldry	3	10	(15)	25
Directed Spells					Hide Item	4	13	(0)	33
Mental Attack	2	20	0, (15,15)	30	Hypnosis	4	25	(0)	45
General Perception	13	10	0, (15,15)	66	Jumping	3	15	(0)	30
Linguistics	5	—	—	R-5	Lock Lore	1	10	(15)	15
Maneuver in Chain	13	13	0, (0,0)	78	Machination	2	15	(15)	25
Martial Arts					Meditation				
Sweeps R-1	8	13	0, (0,0)	52	Cleansing	7	15	(45)	50
Riding	3	17	0, (0,0), 20 †	52	Death	2	25	(45)	35
Runes	14	15	0, (15,30)	73	Healing	7	15	(45)	50
Short Sword+	6	13	0, (0,0)	48	Ki	7	25	(45)	65
Stalk/Hide	6	15/15	0, (0,0), 20 †	65/45	Sleep	7	15	(45)	50
Staves/Wands	13	15	0, (15,30)	71	Trance	7	25	(45)	65
Swimming	6	20	0, (0,0), 20 †	70	Metal Lore	1	10	(15)	15
Acrobatics	5	13	(0)	38	Mnemonics	2	13	(45)	23
Acting	14	25	(0)	83	Poison Lore	1	10	(15)	15
Administration	6	23	(15)	53	Repelling	2	20	(0)	30
Architecture	4	10	(15)	30	Seduction	1	25	(0)	30
Astronomy	1	10	(15)	15	Set Traps	2	15	(0)	25
Begging	2	25	(0)	35	Sprinting	5	5	(0)	30
Bribery	11	23	(0)	75	Stunned Maneuvers	3	15	(0)	30
Camouflage	4	13	(0)	33	Time Sense	2	13	(15)	23
Contortions	5	17	(0)	42	Trap Building	4	13	(0)	33
Cookery	1	15	(0)	20	Trickery	2	20	(0)	30
Diplomacy	1	25	(0)	30	Ventriloquism	2	15	(15)	25

Prof:: Mentalist. **Level:** 20. **Exp Points:** 500,000.

Eyes: Green. **Hair:** Black. **Build:** Average.

Height: 6'. **Weight:** 182 lbs. **Hits:** 120/126.

Realm: Mentalism. **Power Points:** 80 (+1 ♢).

St-78 (78); Qu-86 (86); Pr-101 (101); In-95 (95); Em-73 (73);
Co-89 (89); Ag-79 (79); SD-90 (90); Re-90 (90); Me-92 (92).

AT: 13; **DB:** 5; **Armor Penalty:** 10/0/5. **Move:** 55'.

New Equipment: Crown of Control (silver circlet studded with amethysts: Empowered with +40 RR vs. Mentalism attacks or spells and a +4 Spell adder). +15 White Alloy Short Sword with Extra 'A' Electrical Critical on Same Roll; +20 Enchanted Elven Chain Shirt (+20 on Defensive Bonus and 50% chance of Negating a Chest Critical. Weight has been reduced to 10% of its normal encumbrance and will float on water). Sphere of Control (deep purple crystal palantir which acts as an exclusive Spell Deflect against Mentalism spells only. The item can turn 2 spells per day.).

Primary Spell Lists:

Mind attack 1-20 (Mentalist Base List)
Mind Merge 1-20 (Mentalist Base List)
Presence 1-20 (Mentalist Base List)
Mind Control 1-20 (Mentalist Base List)
Mind Speech 1-20 (Mentalist Base List)
Sense Control 1-20 (Mentalist Base List)
Attack Avoidance 1-50 (Open Mentalism List)
Telekinesis 1-10 (Closed Mentalism List)
Damage Resistance 1-10 (Open Mentalism List)
Detections 1-10 (Open Mentalism List)
Concussion Mastery 1-10 (Lay Healer Base List)
Blood Mastery 1-5 (Lay Healer Base List)

Secondary Spell Lists:

Cloaking 1-25 (Open Mentalism List)
Shifting 1-25 (Closed Mentalism List)
Presence 1-25 (Mentalist Base List)
Mind Mastery 1-25 (Closed Mentalism List)
Anticipations 1-20 (Open Mentalism List)
Damage Resistance 1-25 (Open Mentalism List)
Delving 1-10 (Open Mentalism List)
Brilliance 1-10 (Open Mentalism List)
Attack Avoidance 1-20 (Open Mentalism List)
Mind Subversion 1-10 (Evil Mentalist List)
Mind Domination 1-10 (Evil Mentalist Base List)
Mind Erosion 1-20 (Evil Mentalist List)
Mind Death 1-10 (Evil Mentalist Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Maneuver					Direction Sense	2	13	(20)	23
Balance+	24	25	0, (0,60)	99	Disarm Foe, Unarmed	2	20	(0)	30
Leaping	12	25	0, (0,60)	66	Disguise	19	25	(0)	93
Landing	14	25	0, (0,60)	83	Distance Running	3	5	(0)	20
Speed	16	25	0, (0,60)	87	Diving	2	17	(0)	27
Body Development	17	1.05	0, (20,0)	120/126	Falsification	4	13	(0)	33
Climbing	4	20	0, (0,0), 20 †	60	Heraldry	3	10	(20)	25
Directed Spells					Hide Item	4	13	(0)	33
Mental Attack	12	20	0, (20,20)	74	Hypnosis	4	25	(0)	45
General Perception	18	10	0, (20,20)	76	Jumping	3	15	(0)	30
Linguistics	5	—	—	R-5	Lock Lore	1	10	(20)	15
Maneuver in Chain	13	15	0, (0,0)	78	Machination	2	15	(20)	25
Martial Arts					Meditation				
Sweeps R-1	8	13	0, (0,0)	53	Cleansing	7	15	(45)	50
Riding	8	17	0, (0,0), 20 †	77	Death	2	25	(45)	35
Runes	19	15	0, (20,40)	83	Healing	7	15	(45)	50
Short Sword+	9	13	0, (0,0)	58	Ki	7	25	(45)	65
Stalk/Hide	11	15/15	0, (0,0), 20 †	87/67	Sleep	7	15	(45)	50
Staves/Wands	18	15	0, (20,40)	81	Trance	12	25	(45)	79
Swimming	6	20	0, (0,0), 20 †	70	Metal Lore	1	10	(20)	15
Acrobatics	5	13	(0)	38	Mnemonics	7	13	(45)	48
Acting	24	25	(0)	99	Poison Lore	1	10	(20)	15
Administration	6	23	(20)	53	Repelling	2	20	(0)	30
Architecture	4	10	(20)	30	Seduction	1	25	(0)	30
Astronomy	1	10	(20)	15	Set Traps	2	15	(0)	25
Begging	2	25	(0)	35	Sprinting	5	5	(0)	30
Bribery	21	23	(0)	94	Stunned Maneuvers	3	15	(0)	30
Camouflage	4	13	(0)	33	Time Sense	2	13	(20)	23
Contortions	5	17	(0)	42	Trap Building	4	13	(0)	33
Cookery	1	15	(0)	20	Trickery	2	20	(0)	30
Diplomacy	1	25	(0)	30	Ventriloquism	2	15	(20)	25

(Mis'a Ge'Ku'Ru)

Little Mess, as her parents called her, was born circa 6035 in the rough hills of Jaiman, far from any large settlement. There she lived with her father, who trapped various animals for their skins and pelts, and her mother, who was a master of basket-weaving and construction of intricate beaded necklaces. Later, she would also have the company of a smaller brother named Pesta JiQkru (Peesta Ge'Ku'Ru) who would carry on his father's skills and trade for another generation.

LEVEL 3

When she was older, Messa ventured into the dark forests to pick mushrooms, roots, and berries. There she discovered an injured animal. A small fawn had broken its leg, and Little Mess instantly took it under her care. The deer quickly grew strong and powerful. Soon the Little Mess was searching the great highlands for all sorts of animals to befriend or help.

Her father, being a protective parent, gave her an old, tarnished metal breastplate (the size of which hinted it was for a child-king or perhaps a near life-size toy soldier). He hoped that armor would be encumbering enough to prevent her trips, but the little girl didn't seem to mind the armor a bit, and later found she could easily cast spells in it.

LEVEL 5

It was on one of these forays searching for wounded animals, that she ran across what must have been an ancient burial ground. There she met up with twenty 'wounded' apparitions which had died in an ancient battle. The visions told her their story, which was a sad one indeed. They said that they were part of a noble clan of highlanders that met with a fierce force of Lugroki. They fought a great battle that day on the highland shelf, and each Lugroki met its horrible maker. Many of the great warriors, however, were wounded. No one within the party of warriors was a Healer, or Lay Healer, and thus twenty of the bravest men died from simple wounds. They told this to Little Mess because their spirits could only be freed from the mortal plane if they could persuade a highlander, a warrior no less, to learn the teachings and skills of a professional Lay Healer (a rather ignoble profession in the Highlands). Little Mess perceived their plight and agreed. The apparitions drifted off into the outer realms.

LEVEL 7

Messa returned home that day with a goal in life, which was to be the best Lay Healer she could be. According to the ghosts' plight, she also had to become a great warrior — something that the women of a Highlands rarely became. With her two goals in front of her, she set about to learn the craft of magic and the craft of war.

LEVEL 10

Over the next several years she spent more time in the woods and visited some minor skirmishes fought in the region in local wars or battles with the Unlife. Here, she cured the sick and injured, and at times even defended the fallen with her skills of war.

LEVEL 15

When she turned twenty-four, Messa had finally completed the full test of battle. Returning home from a three-day outing to the woods, she spotted a haze of spiralling smoke. She discovered a small war party of Lugroki attacking her house. Inside, her mother lay injured from a black arrow. Her brother fought furiously but had no real skills, nor did her father who was good with a trap but nearly useless with a bow or sword. She charged into the fray, brandishing her weapons. Though she took many wounds, she routed the party of Lugroki into the hills. The following day, after an amazing recovery, she set out with bow and arrow and with her wilderness friends (bear, fox, coyote, and puma) quickly dispatched the monsters for good.

LEVEL 20

Later in her life, she voyaged to faraway lands where she took part in numerous battles against the Lugroki. There she met up with High Chief Azog HiKQrul and later married him and had five children, three girls and two boys.

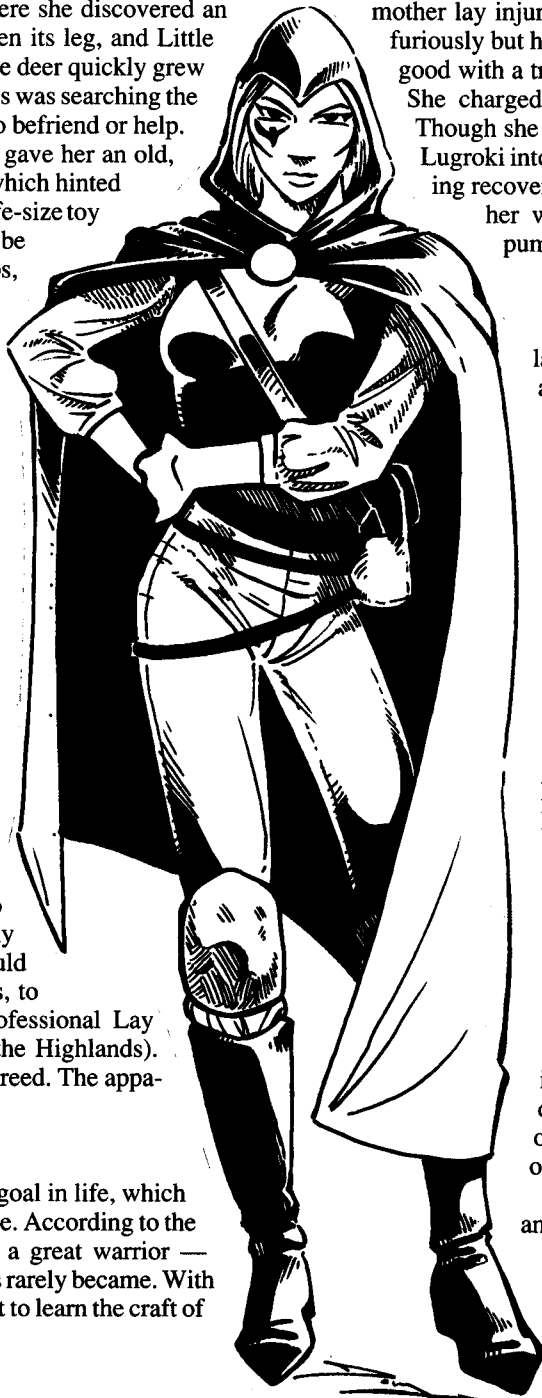
The Little Mess still lives in the Highlands with Azog and her children. She has honed her skill at healing, and at war, to a very fine edge.

DESCRIPTION

Messa JiQkru is a small woman, standing only four feet, nine inches tall and weighing no more than 100 pounds. She has shoulder-length, brown hair, which is straight and lifeless, and milky blue eyes. She bares a large birthmark under her right eye, which is shaped liked a swooping raven.

Messa wears a well-worn breastplate in times of conflict, with a flowing, but faded, blue cape sporting a large cowl. She wears tight-fitting leather leggings and well-soled boots that can withstand the highland terrain for months before needing repair. In battle, she also wears small circlets of unadorned iron and bronze knee caps, so that she may quickly bend down to help the injured without bruising her legs. She always carries a bag of medicines and bandages over her back.

Messa can be found with a large boar spear and a bow to protect herself.



LEVEL 1

Prof: Lay Healer. **Level:** 1. **Exp Points:** 10,000.

Eyes: Blue. **Hair:** Light Brown. **Build:** Light.

Height: 4' 9". **Weight:** 100 lbs. **Hits:** 27/27.

Realm: Mentalist. **Power Points:** 1 (x2 ‡).

St-85 (89); Qu-68 (85); Pr-90 (90); In-99 (99); Em-46 (64);
Co-73 (87); Ag-86 (101); SD-90 (90); Re-82 (82); Me-41 (82).

Background Options: SOC-5 +2 to In; SOC-5 +2 to Ag; SAA-93 +20 SD modifier; SAM-11 Armor doesn't hinder spell-casting; SOC-57 +1 Spell Adder (Gold Headband); SOC-93 x2 Spell Multiplier (Opal inset in gold headband) ‡.

AT: 17; **DB:** 0; **Armor Penalty:** 72/0/10. **Move:** 50' (45').

Primary Spell Lists:

Blood Mastery 1-10(Lay Healer Base List)
Concussion Mastery 1-10(Lay Healer Base List)

Secondary Spell Lists:

Attack Avoidance 1-10(Open Mentalism List)
Blood Mastery 1-10(Lay Healer Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development+	4	—	0, (2,0)	27/27	Alchemy	1	3	(3)	8
Climbing	2	5	0, (0,0)	15	Animal Healing	1	3	(3)	8
First Aid	2	18	—	28	Cookery	1	5	(1)	10
General Perception	5	15	0, (0,0)	40	Diagnostics	2	13	(3)	23
Maneuver Plate	2	8	0, (0,0)	18	Diplomacy	1	15	(0)	20
Riding	1	3	0, (0,0)	8	Drug Tolerance	2	18	(3)	28
Staves/Wands	1	10	0, (1,1)	15	Midwifery	2	7	(3)	17
Swimming	2	5	0, (0,0)	15	Philosophy	2	3	(2)	13
					Poetic Improvisation	1	13	(0)	18
					Religion	1	3	(3)	8
					Second Aid	2	18	(3)	28
					Surgery	2	18	(3)	28
					Trading	1	3	(0)	8

LEVEL 3

Prof: Lay Healer. **Level:** 3. **Exp Points:** 30,000.

Eyes: Blue. **Hair:** Light Brown. **Build:** Light.

Height: 4' 9". **Weight:** 100 lbs. **Hits:** 35/37.

Realm: Mentalist. **Power Points:** 3 ((x2 ‡).

St-87 (89); Qu-75 (85); Pr-90 (90); In-99 (99); Em-50 (64);
Co-80 (87); Ag-96 (101); SD-90 (90); Re-82 (82); Me-52 (82).

AT: 17; **DB:** 0; **Armor Penalty:** 37/0/10. **Move:** 55' (50').

Primary Spell Lists:

Blood Mastery 1-10(Lay Healer Base List)
Concussion Mastery 1-10(Lay Healer Base List)
Bone Mastery 1-10(Lay Healer Base List)

Secondary Spell Lists:

Attack Avoidance 1-10(Open Mentalism List)
Blood Mastery 1-10(Lay Healer Base List)
Damage Resistance 1-10(Open Mentalism List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development+	5	1.05	0, (6,0)	35/37	Alchemy	1	3	(6)	8
Climbing	2	15	0, (0,0)	25	Animal Healing	5	3	(9)	28
Compound Bow	1	13	0, (0,0)	18	Cookery	1	5	(3)	10
First Aid	4	18	0, (0,9)	38	Diagnostics	7	13	(9)	48
General Perception	5	15	0, (3,3)	40	Diplomacy	1	15	(0)	20
Maneuver Plate	8	13	0, (0,0)	53	Drug Tolerance	2	18	(9)	28
Riding	1	8	0, (0,0)	13	Meditation				
Runes	1	10	0, (3,3)	15	Cleanse	1	18	(3)	23
Spear	1	12	0, (0,0)	17	Healing	2	18	(3)	28
Staves/Wands	2	10	0, (3,3)	20	Midwifery	2	7	(9)	17
Swimming	2	15	0, (0,0)	25	Philosophy	2	3	(6)	13
					Poetic Improvisation	1	13	(0)	18
					Religion	1	3	(6)	8
					Second Aid	6	18	(9)	48
					Surgery	6	18	(9)	48
					Trading	1	3	(0)	8

LEVEL 5

Prof: Lay Healer. **Level:** 5. **Exp Points:** 50,000.

Eyes: Blue. **Hair:** Light Brown. **Build:** Light.

Height: 4' 9". **Weight:** 100 lbs. **Hits:** 48/50.

Realm: Mentalist. **Power Points:** 5 (x2 ♢).

St-88 (89); Qu-83 (85); Pr-90 (90); In-98 (99); Em-64 (64);

Co-87 (87); Ag-100 (101); SD-90 (90); Re-82 (82); Me-78 (82).

AT: 17; **DB:** 0 (+2 TE); **Armor Penalty:** 18/0/10. **Move:** 55' (50').

New Equipment: +15 Crimson Alloy Metal Breast Plate (Apply +10 to Maneuver Penalty, +5 to DB).

Primary Spell Lists:

Blood Mastery 1-10 (Lay Healer Base List)

Concussion Mastery 1-10 (Lay Healer Base List)

Bone Mastery 1-10 (Lay Healer Base List)

Muscle Mastery 1-10 (Lay Healer Base List)

Nerve and Organ Mastery 1-10 (Lay Healer Base List)

Secondary Spell Lists:

Attack Avoidance 1-10 (Open Mentalism List)

Blood Mastery 1-10 (Lay Healer Base List)

Damage Resistance 1-10 (Open Mentalism List)

Sense Mastery 1-10 (Closed Mentalism List)

Shifting 1-10 (Closed Mentalism List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Cookery	3	5	(5)	20
Strength	1	23	0, (0,5)	28	Diagnostics	7	13	(15)	48
Balance	2	23	0, (0,5)	33	Diplomacy	1	15	(0)	20
Body Development+	7	1.05	0, (10,0)	48/50	Drug Tolerance	2	18	(15)	28
Climbing	3	25	0, (0,0)	40	Frenzy	2	18	(5)	28
Compound Bow	1	20	0, (0,0)	25	Meditation				
First Aid	4	18	0, (0,15)	38	Cleanse	1	18	(5)	23
General Perception	7	15	0, (5,5)	50	Healing	2	18	(5)	28
Maneuver Plate	12	18	0, (0,0)	78	Midwifery	2	7	(15)	17
Riding	3	13	0, (0,0)	28	Philosophy	2	3	(10)	13
Runes	1	10	0, (5,5)	15	Poetic Improvisation	1	13	(0)	18
Spear	1	15	0, (0,0)	20	Religion	1	3	(10)	8
Staves/Wands	2	10	0, (5,5)	20	Second Aid	6	18	(15)	48
Swimming	3	25	0, (0,0)	40	Stunned Maneuvers	2	35	(0)	45
Alchemy	1	3	(10)	8	Surgery	6	18	(15)	48
Animal Healing	5	3	(15)	28	Trading	1	3	(0)	8
Beast Mastery					Tumbling				
Canines (Dogs)	2	5	(0)	15	Evasion	2	15	(0)	25
Ursoids (Bears)	2	5	(0)	15					
Felines (Cat)	2	5	(0)	15					

LEVEL 7

Prof: Lay Healer. **Level:** 7. **Exp Points:** 90,000.

Eyes: Blue. **Hair:** Light Brown. **Build:** Light.

Height: 4' 9". **Weight:** 100 lbs. **Hits:** 58/61.

Realm: Mentalist. **Power Points:** 7 (x2 ♢).

St-89 (89); Qu-85 (85); Pr-90 (90); In-99 (99); Em-64 (64);

Co-87 (87); Ag-101 (101); SD-90 (90); Re-82 (82); Me-82 (82).

AT: 17; **DB:** 0 (+2 TE); **Armor Penalty:** 16/0/10. **Move:** 50' (45').

New Equipment: +15 Crimson Alloy Metal Breast Plate (Apply +10 to Maneuver Penalty, +5 to DB and has 15% chance to Negate a Chest Critical).

Primary Spell Lists:

Blood Mastery 1-10 (Lay Healer Base List)

Concussion Mastery 1-10 (Lay Healer Base List)

Bone Mastery 1-10 (Lay Healer Base List)

Muscle Mastery 1-10 (Lay Healer Base List)

Nerve and Organ Mastery 1-10 (Lay Healer Base List)

Prosthetics 1-10 (Lay Healer Base List)

Secondary Spell Lists:

Attack Avoidance 1-20 (Open Mentalism List)

Blood Mastery 1-10 (Lay Healer Base List)

Damage Resistance 1-10 (Open Mentalism List)

Sense Mastery 1-10 (Closed Mentalism List)

Shifting 1-10 (Closed Mentalism List)

Skill	Rank	Stat Bonus	Special Bonus	Total	General Perception	9	15	0, (7,7)	60
Adrenal Moves					Maneuver Plate	12	20	0, (0,0)	80
Strength	3	23	0, (0,7)	38	Riding	3	15	0, (0,0)	30
Balance	4	23	0, (0,7)	43	Runes	1	10	0, (7,7)	15
Body Development+	9	1.05	0, (14,0)	58/61	Spear	3	17	0, (0,0)	32
Climbing	3	30	0, (0,0)	45	Staves/Wands	2	10	0, (7,7)	20
Compound Bow	3	23	0, (0,0)	38	Swimming	3	30	0, (0,0)	45
First Aid	8	18	0, (0,21)	58					

(Level 7 continued on next page)

Skill	Rank	Stat Bonus	Special Bonus	Total				
Alchemy	1	3	(14)	8	Meditation			
Animal Healing	9	3	(21)	48	Cleanse	1	18	(7) 23
Beast Mastery					Healing	5	18	(7) 43
Canines (Dogs)	4	5	(0)	25	Midwifery	2	7	(21) 17
Ursoids (Bears)	4	5	(0)	25	Philosophy	2	3	(14) 13
Felines (Cats)	4	5	(0)	25	Poetic Improvisation	1	13	(0) 18
Cookery	3	5	(7)	20	Religion	1	3	(14) 8
Diagnostics	7	13	(21)	48	Second Aid	6	18	(21) 48
Diplomacy	1	15	(0)	20	Stunned Maneuvers	4	35	(0) 55
Drug Tolerance	2	18	(21)	28	Surgery	6	18	(21) 48
Frenzy	2	18	(7)	28	Trading	1	3	(0) 8
					Tumbling			
					Evasion	2	15	(0) 25

LEVEL 10

Prof: Lay Healer. **Level:** 10. **Exp Points:** 150,000.

Eyes: Blue. **Hair:** Light Brown. **Build:** Light.

Height: 4' 9". **Weight:** 100 lbs. **Hits:** 73/77.

Realm: Mentalist. **Power Points:** 10 (x2 ‡).

St-89 (89); Qu-85 (85); Pr-90 (90); In-99 (99); Em-64 (64);

Co-87 (87); Ag-101 (101); SD-90 (90); Re-82 (82); Me-82 (82).

AT: 17; **DB:** 0 (+5 TE); **Armor Penalty:** 16/0/10. **Move:** 55' (50').

New Equipment: +15 Crimson Alloy Metal Breast Plate (Apply +10 to Maneuver Penalty, +5 to DB and has 15% chance to Negate a Chest Critical). Spear of Thunder Bolts (+15 Enchanted Steel II Spear with an Extra 'C' Electricity Critical on Separate Roll).

Primary Spell Lists:

Blood Mastery 1-20 (Lay Healer Base List)

Concussion Mastery 1-20 (Lay Healer Base List)

Bone Mastery 1-20 (Lay Healer Base List)

Muscle Mastery 1-10 (Lay Healer Base List)

Nerve and Organ Mastery 1-10 (Lay Healer Base List)

Prosthetics 1-10 (Lay Healer Base List)

Secondary Spell Lists:

Attack Avoidance 1-20 (Open Mentalism List)

Blood Mastery 1-10 (Lay Healer Base List)

Damage Resistance 1-10 (Open Mentalism List)

Sense Mastery 1-10 (Closed Mentalism List)

Shifting 1-10 (Closed Mentalism List)

Telekinesis 1-10 (Closed Mentalism List)

Movement 1-10 (Open Mentalism List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Alchemy	1	3	(10)	8
Strength	6	23	0, (0,10)	53	Animal Healing	9	3	(30)	48
Balance	7	23	0, (0,10)	58	Beast Mastery				
Body Development+	12	1.05	0, (20,0)	73/77	Canines (Dogs)	5	5	(0)	30
Climbing	4	30	0, (0,0)	50	Ursoids (Bears)	5	5	(0)	30
Compound Bow	3	23	0, (0,0)	38	Felines (Cats)	5	5	(0)	30
First Aid	13	18	0, (0,21)	74	Cookery	3	5	(10)	20
General Perception	12	15	0, (10,10)	69	Diagnostics	7	13	(30)	48
Linguistics	4	—	—	R-4	Diplomacy	1	15	(0)	20
Maneuver Plate	12	20	0, (0,0)	80	Drug Tolerance	2	18	(30)	28
Martial Arts					Frenzy	8	18	(10)	58
Sweeps R-1	3	23	0, (0,0)	38	Midwifery	2	7	(30)	17
Riding	6	15	0, (0,0)	45	Philosophy	2	3	(0)	13
Runes	1	10	0, (10,10)	15	Poetic Improvisation	1	13	(20)	18
Spear	3	17	0, (0,0)	32	Religion	1	3	(20)	8
Staves/Wands	2	10	0, (10,10)	20	Second Aid	6	18	(30)	48
Swimming	5	30	0, (0,0)	55	Stunned Maneuvers	7	35	(0)	70
					Subduing	3	18	(0)	33
					Surgery	6	18	(30)	48
					Trading	1	3	(0)	8
					Tumbling				
					Evasion	5	15	(0)	40
					Meditation				
					Cleanse	1	18	(0)	23
					Healing	11	18	(0)	70

Prof:: Lay Healer. **Level:** 15. **Exp Points:** 300,000.

Eyes: Blue. **Hair:** Light Brown. **Build:** Light.

Height: 4' 9". **Weight:** 100 lbs. **Hits:** 106/111.

Realm: Mentalist. **Power Points:** 15 (x2 ♯).

St-89 (89); Qu-85 (85); Pr-90 (90); In-99 (99); Em-64 (64);

Co-87 (87); Ag-101 (101); SD-90 (90); Re-82 (82); Me-82 (82).

AT: 17; **DB:** 0 (+5 TE); **Armor Penalty:** 16/0/10. **Move:** 55' (50').

New Equipment: +15 Crimson Alloy Metal Breast Plate (Apply +10 to Maneuver Penalty, +5 to DB and has 15% chance to Negate a Chest Critical). Spear of Thunder Bolts (+15 Enchanted Steel II Spear with an Extra 'C' Electricity Critical on Separate Roll). +10 Wyvern Rib-Bone Compound Bow with 30% Range Penalty Reduction and 20% Range Increase.

Primary Spell Lists:

Blood Mastery 1-20 (Lay Healer Base List)
 Concussion Mastery 1-25 (Lay Healer Base List)
 Bone Mastery 1-20 (Lay Healer Base List)
 Muscle Mastery 1-20 (Lay Healer Base List)
 Nerve and Organ Mastery 1-20 (Lay Healer Base List)
 Prosthetics 1-20 (Lay Healer Base List)

Secondary Spell Lists:

Attack Avoidance 1-20 (Open Mentalism List)
 Blood Mastery 1-10 (Lay Healer Base List)
 Damage Resistance 1-20 (Open Mentalism List)
 Sense Mastery 1-10 (Closed Mentalism List)
 Shifting 1-10 (Closed Mentalism List)
 Telekinesis 1-10 (Closed Mentalism List)
 Movement 1-10 (Open Mentalism List)
 Cloaking 1-10 (Open Mentalism List)
 Brilliance 1-10 (Open Mentalism List)
 Detections 1-10 (Open Mentalism List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Alchemy	1	3	(30)	8
Strength	7	23	0, (0,15)	58	Animal Healing	14	3	(45)	61
Speed	1	23	0, (0,15)	28	Beast Mastery				
Balance	8	23	0, (0,15)	63	Canines (Dogs)	5	5	(0)	30
Leaping	1	23	0, (0,15)	28	Ursoids (Bears)	10	5	(0)	55
Landing	1	23	0, (0,15)	28	Felines (Cats)	5	5	(0)	30
Acrobatics	5	18	0, (0,0)	43	Cookery	3	**	**	+15
Body Development+	17	1.05	0, (30,0)	106/111	Diagnostics	7	13	(45)	48
Climbing	9	30	0, (0,0)	75	Diplomacy	1	15	(0)	20
Compound Bow	3	23	0, (0,0)	38	Drug Tolerance	2	18	(45)	28
Cookery	10	13	0, (0,15)	63	Frenzy	18	18	(15)	84
First Aid	23	18	0, (0,45)	91	Meditation				
General Perception	17	15	0, (15,15)	79	Cleanse	1	18	(15)	23
Linguistics	4	—	—	R-4	Healing	21	18	(15)	89
Maneuver Plate	12	20	0, (0,0)	80	Midwifery	2	7	(45)	17
Martial Arts					Philosophy	2	3	(30)	13
Sweeps R-1	8	23	0, (0,0)	63	Poetic Improvisation	1	13	(0)	18
Riding	11	15	0, (0,0)	67	Religion	1	3	(30)	8
Runes	1	10	0, (15,15)	15	Second Aid	6	18	(45)	48
Spear	3	17	0, (0,0)	32	Stunned Maneuvers	12	35	(0)	89
Staves/Wands	2	10	0, (15,15)	20	Subduing	3	18	(0)	33
Swimming	10	30	0, (0,0)	80	Surgery	6	18	(45)	48
					Trading	1	3	(0)	8
					Tumbling				
					Evasion	10	15	(0)	65

LEVEL 20

Prof: Lay Healer. **Level:** 20. **Exp Points:** 500,000.

Eyes: Blue. **Hair:** Light Brown. **Build:** Light.

Height: 4' 9". **Weight:** 100 lbs. **Hits:** 120/126.

Realm: Mentalist. **Power Points:** 20 (x2 ♯).

St-89 (89); Qu-85 (85); Pr-90 (90); In-99 (99); Em-64 (64);
Co-87 (87); Ag-101 (101); SD-90 (90); Re-82 (82); Me-82 (82).

AT: 17; **DB:** 0 (+10 TE); **Armor Penalty:** 16/0/10. **Move:** 55' (50').

New Equipment: +15 Crimson Alloy Metal Breast Plate (Apply +10 to Maneuver Penalty, +5 to DB and has 15% chance to Negate a Chest Critical). Spear of Thunder Bolts (+15 Enchanted Steel II Spear with an Extra 'C' Electricity Critical on Separate Roll). +10 Wyvern Rib-Bone Compound Bow with 30% Range Penalty Reduction and 20% Range Increase. Eye of Concentration (9" diameter white pearl offset with 20 carat Sapphire: +20 on all Adrenal Maneuver Skills).

Primary Spell Lists:

Blood Mastery 1-25 (Lay Healer Base List)
Concussion Mastery 1-25 (Lay Healer Base List)
Bone Mastery 1-25 (Lay Healer Base List)
Muscle Mastery 1-25 (Lay Healer Base List)
Nerve and Organ Mastery 1-20 (Lay Healer Base List)
Prosthetics 1-20 (Lay Healer Base List)
Brilliance 1-10 (Open Mentalism List)

Secondary Spell Lists:

Attack Avoidance 1-20 (Open Mentalism List)
Blood Mastery 1-20 (Lay Healer Base List)
Damage Resistance 1-20 (Open Mentalism List)
Sense Mastery 1-10 (Closed Mentalism List)
Shifting 1-10 (Closed Mentalism List)
Telekinesis 1-10 (Closed Mentalism List)
Movement 1-10 (Open Mentalism List)
Cloaking 1-10 (Open Mentalism List)
Brilliance 1-10 (Open Mentalism List)
Detections 1-10 (Open Mentalism List)
Concussion Mastery 1-20 (Lay Healer Base List)
Bone Mastery 1-10 (Lay Healer Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acrobatics	5	18	0, (0,0)	43	Beast Mastery				
Adrenal Moves					Canines (Dogs)	5	5	(0)	30
Strength	8	23	0, (0,20)	63	Ursoids (Bears)	15	5	(0)	65
Speed	2	23	0, (0,20)	33	Felines (Cats)	5	5	(0)	30
Balance	9	23	0, (0,20)	68	Alchemy	1	3	(40)	8
Leaping	2	23	0, (0,20)	33	Animal Healing	24	3	(60)	77
Landing	2	23	0, (0,20)	33	Cookery	3	**	**	+15
Body Development+	17	1.05	0, (40,0)	120/126	Diagnostics	7	13	(60)	48
Climbing	9	30	0, (0,0)	75	Diplomacy	1	15	(0)	20
Compound Bow	5	23	0, (0,0)	48	Drug Tolerance	2	18	(60)	28
Cookery	10	13	0, (0,20)	63	Frenzy	28	18	(20)	96
Directed Spells					Meditation				
Brilliance	8	30	0, (20,0)	70	Cleanse	1	18	(20)	23
First Aid	33	18	0, (0,60)	100	Healing	21	18	(20)	89
General Perception	22	15	0, (20,20)	87	Midwifery	2	7	(60)	17
Linguistics	4	—	—	R-4	Philosophy	2	3	(40)	13
Maneuver Plate	12	20	0, (0,0)	80	Poetic Improvisation	1	13	(0)	18
Riding	14	15	0, (0,0)	73	Religion	1	3	(40)	8
Runes	1	10	0, (20,20)	15	Second Aid	11	18	(60)	70
Spear	6	17	0, (0,0)	47	Stunned Maneuvers	17	35	(0)	99
Staves/Wands	2	10	0, (20,20)	20	Subduing	3	18	(0)	33
Swimming	10	30	0, (0,0)	80	Surgery	6	18	(60)	48
Stalk & Hide	5	32/35	0, (0,0)	57/60	Trading	1	3	(0)	8
Martial Arts					Tumbling				
Sweeps R-1	13	23	0, (0,0)	80	Evasion	15	15	(0)	75



(Mug Ki-Pood'E)

Maug hailed from the richest family in the Great River basin. They were next in power only to that of the Great King Aknashir.

With such fortune, one would think that Maug would become a powerful priest or nobleman in the lands of Gethrya. But the road to glory and prestige was not in the destiny of Maug Ki'Poda. His future lay in a much different and path, seldom followed by humans and their kind.

Born to the rich Ki'Poda family in 6001, Maug grew up in sheer luxury, enjoying all the best in life and rarely experiencing anything but riches of every description. As a child, Maug was immensely strong and had the constitution of a full-grown elephant. He excelled in sports and the crafts of war. His bronze-hued skin and rippling muscles brought bubbling excitement to all the ladies of the court.

LEVEL 3

The turning point in his life came when a sluggish barge from the upper reaches of the river came back with bales of spongy spice that was said to have the most tantalizing taste. It was later learned that it was also a powerful hallucinogen and very addictive (AF 85). Poor Maug, wanting to be the first of the members of his tight circle of rich compatriots to try the spongy spice, fell head over heels into a spiraling pit of chaos and fear — there, he later confided to friends, his soul was eaten then regurgitated several times by demons so horrifying in appearance that their mere appearance would cause Fighters to collapse and die.

LEVEL 5

Maug returned a different person. No longer a powerful leader, he became a warped Seer of the future, of the past, and of the "what if?" He indulged himself with further drugs and altering chemicals and sat for hours dreaming of gods, demons, and places of great technology. It is even said that once he summoned a great silver chariot from the sky. The thundering chariot shattered mason buildings for miles in all directions and it spewed forth automations of black groaning metal and soldiers with flaming wands of thunder and destruction.

LEVEL 7

Soon Maug gathered a following of old friends, advisors, and nobility, who used his powerful ability to tap into the past and future for their own ends. Maug's wealth and prestige grew, but later, as his powers became too immense, many of the great priests and kings openly resented his power and ability.

LEVEL 10

Finally, the priests hired a great Mentalist who blocked Maug from reading their thoughts long enough to summon from the very pits of hell immense black demons, which set upon Ki'Poda and dragged him into the underworld. . . forever.

LEVEL 15

From somewhere else, and it is unsure exactly where, Maug returned, aged, crippled, and racked with horrible nightmares and visions. He took to wandering the streets screaming at doors and small stones. His eyes burned with fire from some other plane and he often fell convulsing on the ground, as if seized with demons and devils. He managed to survive by telling fortunes and reading the palms of the lesser folk who never knew him in his stronger and more influential days, his shriveled husk of a body no longer resembling the powerful moose of only a few years earlier.

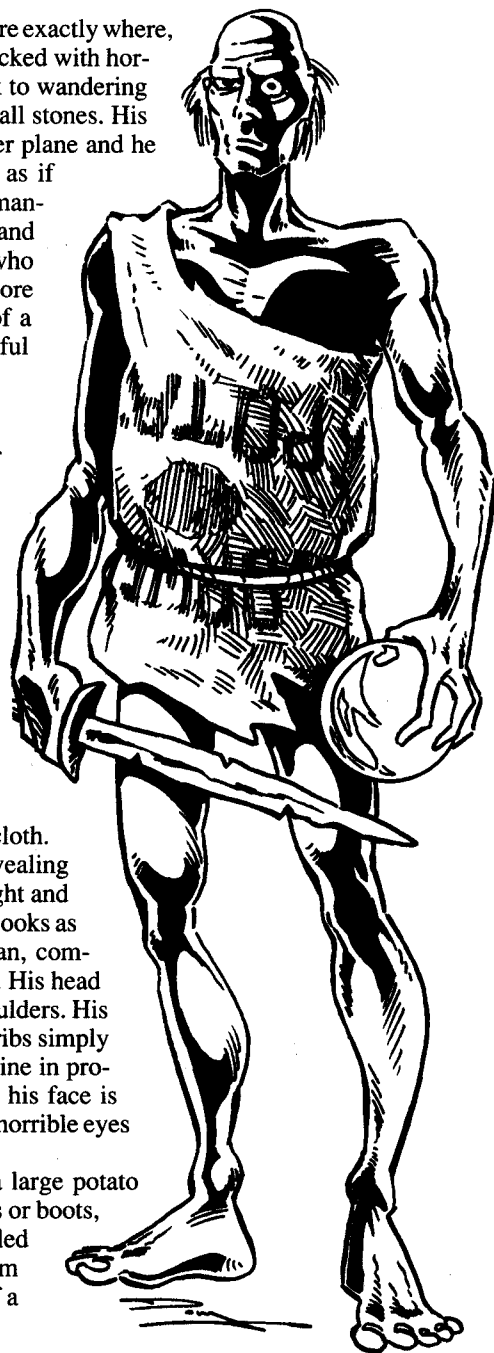
LEVEL 20

Maug still haunts the back alleys of Ketaum where he can be found by following his echoing, madness-born screams. No doubt he will be found having a deep argument with a dead mouse or immersed in heated debate with a horse trough. No one knows if his powers are as sharp as when he was Court Seer for the Realm.

DESCRIPTION

After Maug's overdose, he could best be described as a wrinkled dish cloth. After months of catatonia, he arose, revealing a loss of more than four inches in height and more than sixty pounds of weight. He looks as if he was once a powerfully built man, compacted, unevenly, into a smaller body. His head juts lopsidedly on his pencil-thick shoulders. His rib cage is gnarled and gaunt, several ribs simply dissolved away. His legs are elephantine in proportion to the rest of his body, while his face is smashed and disfigured with bulging, horrible eyes and a knotted forehead.

Maug limps about, wearing only a large potato sack for clothing. He wears no sandals or boots, and no jewelry besides a bluish orb filled with swirling mists. He carries with him a wicked-looking dagger the length of a short sword, notched and barbed.



LEVEL 1

Prof: Seer. **Level:** 1. **Exp Points:** 10,000.

Eyes: Green/Blue. **Hair:** Black. **Build:** Medium.

Height: 6'. **Weight:** 185 lbs. **Hits:** 35/42.

Realm: Mentalism. **Power Points:** 1 (+2 §).

St-100 (100); Qu-75 (99); Pr-90 (90); In-86 (89); Em-40 (88);
Co-99 (99); Ag-67 (80); SD-90 (90); Re-78 (78); Me-95 (95).

Background Options: SOC-5 +2 to Qu; SAA-95 +20 Qu modifier; SAM-85 +15 Em modifier; SOC-4 1 language at Rank 10 Spoken/Written †; SOC-2 +15 Secondary Skill (Meditation Trance) ‡; SIC-84 +2 Spell Adder §.

AT: 2; **DB:** 25 (+5 AD); **Armor Penalty:** 0/0/0. **Move:** 55'.

Primary Spell Lists:

None.

Secondary Spell Lists:

None.

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Defense	1	—	0, (0,2)	5	Drug Tolerance	4	20	(0)	30
Body Development+	5	1.20	0, (0,0)	35/42	Horticulture	2	3	(0)	13
Climb	1	—	0, (0,0)	5	Meditation				
Dagger+	5	20	0, (0,0)	45	Trance	3	13	(2), 15 ‡	43
Disarm Traps	1	3	0, (0,0)	18	Sleep	3	13	(2)	28
General Perception	4	5	0, (3,3)	25	Poison Perception	1	5	(3)	10
Linguistics/Language	10	—	†	R-10	Region Lore	1	8	(2)	13
Pick Locks	1	7	0, (0,0)	12	Sense Reality warp	2	5	(2)	15
Runes	1	10	0, (1,2)	15					
Staves/Wands	1	10	0, (1,2)	15					
Swimming	2	—	0, (0,0)	10					

LEVEL 3

Prof: Seer. **Level:** 3. **Exp Points:** 30,000.

Eyes: Green/Blue. **Hair:** Black. **Build:** Medium.

Height: 5' 6". **Weight:** 100 lbs. **Hits:** 39/35.

Realm: Mentalism. **Power Points:** 3 (+2 §).

St-26 (30); Qu-88 (99); Pr-90 (90); In-86 (89); Em-40 (88);

Co-5 (60); Ag-80 (80); SD-90 (90); Re-78 (78); Me-95 (95).

Armor Type: 2; **DB:** 25 (+15 AD, + 2 TE); **Armor Penalty:** 0/0/0. **Move:** 55'.

Primary Spell Lists:

Attack Avoidance 1-10 (Open Mentalism List)

Past Visions 1-10 (Seer Base List)

Secondary Spell Lists:

Future Visions 1-10 (Seer Base List)

Pasts Visions 1-10 (Seer Base List)

Skill	Stat Rank	Special Bonus	Bonus	Total	Skill	Stat Rank	Special Bonus	Bonus	Total
Adrenal Defense	3	—	0, (0,6)	15	Drug Tolerance	6	10	(0)	40
Body Development+	7	0.9	0, (0,0)	39/35	Faerie Lore	1	10	(6)	15
Climb	1	5	0, (0,0)	10	Horticulture	2	3	(6)	13
Dagger+	5	3	0, (0,0)	28	Meditation				
Disarm Traps	1	13	0, (0,0)	18	Trance	7	13	(6), 15 ‡	63
General Perception	8	5	0, (9,9)	45	Sleep	3	13	(6)	28
Linguistics/Language	10	—	†	R-10	Healing	1	15	(6)	20
Linguistics	2	—	—	R-2	Mnemonics	1	15	(6)	20
Pick Locks	1	7	0, (0,0)	12	Poison Perception	1	3	(9)	8
Runes	2	3	0, (3,6)	13	Region Lore	1	8	(6)	13
Staves/Wands	2	3	0, (3,6)	13	Religion	4	10	(6)	30
Swimming	2	5	0, (0,0)	15	Sanity Healing Lore	2	10	(6)	20
					Sense Reality Warp	2	3	(9)	13
					Tumbling				
					Attack	1	5	(0)	10
					Evasion	2	15	(0)	25

LEVEL 5

Prof: Seer. **Level:** 5. **Exp Points:** 50,000.

Eyes: Green/Blue. **Hair:** Black. **Build:** Medium.

Height: 5' 6". **Weight:** 125 lbs. **Hits:** 39/35.

Realm: Mentalism. **Power Points:** 5 (+2 §).

St-30 (30); Qu-90 (99); Pr-90 (90); In-89 (89); Em-76 (88);
Co-29 (60); Ag-80 (80); SD-90 (90); Re-78 (78); Me-95 (95).

AT: 2; **DB:** 30 (+25 AD, +4 TE); **Armor Penalty:** 0/0/0. **Move:** 60'.

New Equipment: Eye of the Storm (+15 bonus to detect Reality Warps, Dimensional Gateways, or other disturbances in the fabric of time and space).

Primary Spell Lists:

Attack Avoidance 1-10 (Open Spell List)
Past Visions 1-10 (Seer Base List)
Delving 1-10 (Open Mentalism List)

Secondary Spell Lists:

Future Visions 1-10 (Seer Base List)
Past Visions 1-10 (Seer Base List)
True Sight 1-10 (Seer Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Defense	5	—	0, (0,10)	25	Drug Tolerance	8	10	(0)	50
Dagger+	5	3	0, (0,0)	28	Faerie Lore	1	10	(10)	15
Climb	1	5	0, (0,0)	10	Horticulture	2	3	(10)	13
Swimming	2	5	0, (0,0)	15	Lie Perception	4	5	(15)	25
Body Development+	7	1.00	0, (0,0)	39/35	Locate Secret Opening	1	5	(15)	10
Linguistics/Language	10	—	†	R-10	Meditation				
Linguistics	2	—	—	R-2	Trance	7	13	(10), 15 ‡	63
Staves/Wands	3	13	0, (5,10)	28	Sleep	3	13	(10)	28
Runes	3	13	0, (5,10)	28	Healing	1	15	(10)	20
General Perception	12	5	0, (15,15)	59	Mnemonics	1	15	(10)	20
Stalk & Hide	2	10/15	0, (0,0)	20/25	Poison Perception	1	5	(15)	10
Disarm Traps	1	13	0, (0,0)	18	Region Lore	1	8	(10)	13
Pick Locks	1	7	0, (0,0)	12	Religion	4	10	(10)	30
Star Gazing	2	10	0, (0,10)	20	Sanity Healing Lore	2	10	(15)	20
					Sense Ambush/Assassin	3	5	(15)	20
					Sense Reality Warp	6	13	(15)	43
					Tumbling				
					Attack	1	5	(0)	10
					Evasion	4	15	(0)	35

LEVEL 7

Prof: Seer. **Level:** 7. **Exp Points:** 90,000.

Eyes: Green/Blue. **Hair:** Black. **Build:** Medium.

Height: 5' 6". **Weight:** 125 lbs. **Hits:** 53/53.

Realm: Mentalism. **Power Points:** 7 (+2 §).

St-30 (30); Qu-99 (99); Pr-90 (90); In-89 (89); Em-88 (88);
Co-55 (60); Ag-80 (80); SD-90 (90); Re-78 (78); Me-95 (95).

AT: 2; **DB:** 40 (+35 AD, +6 TE); **Armor Penalty:** 0/0/0. **Move:** 70'.

New Equipment: Eye of the Storm (+15 bonus to detect Reality Warps, Dimensional Gateways, or other disturbances in the fabric of time and space). Dagger of Venom (+10 Non-Magical Dagger made from the thigh-bone of a Storm Hound with the ability to secrete 3x/day 12 AL poison on blade, for each 10/failure paralyzed for 1 hour).

Primary Spell Lists:

Attack Avoidance 1-10 (Open Spell List)
Past Visions 1-10 (Seer Base List)
Delving 1-10 (Open Mentalism List)
Brilliance 1-10 (Open Mentalism List)

Secondary Spell Lists:

Future Visions 1-10 (Seer Base List)
Past Visions 1-10 (Seer Base List)
True Sight 1-10 (Seer Base List)
Mind Visions 1-10 (Seer Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Defense	7	—	0, (0,14)	35	Staves/Wands	3	13	0, (7,14)	18
Dagger+	5	3	0, (0,0)	28	Runes	7	13	0, (7,14)	48
Climb	1	5	0, (0,0)	10	General Perception	14	5	0, (21,21)	63
Swimming	2	5	0, (0,0)	15	Stalk & Hide	2	10/15	0, (0,0)	20/25
Body Development+	9	1.00	0, (0,0)	53/53	Disarm Traps	1	13	0, (0,0)	18
Linguistics/Language	10	—	†	R-10	Pick Locks	1	7	0, (0,0)	12
Linguistics	2	—	—	R-2	Star Gazing	4	10	0, (0,14)	30

(Level 7 continued on next page)

Skill	Rank	Stat Bonus	Special Bonus	Total				
Contortions	2	10	(0)	20	Mnemonics	1	15	(14) 20
Direction Sense	1	5	(21)	10	Poison Perception	3	5	(21) 20
Drug Tolerance	8	10	(0)	50	Region Lore	1	8	(14) 13
Faerie Lore	1	10	(14)	15	Religion	4	10	(14) 30
Horticulture	2	3	(14)	13	Sanity Healing Lore	2	10	(14) 20
Lie Perception	6	5	(21)	35	Sense Reality Warp	6	13	(21) 43
Locate Secret Opening	3	5	(21)	20	Sense Ambush/Assass	7	5	(21) 40
Meditation					Spell Mastery			
Trance	8	13	(14), 15 ‡	68	Attack Avd/True Sight	2	10	(14) 20
Sleep	3	13	(14)	28	Tumbling			
Healing	1	15	(14)	20	Attack	1	5	(0) 10
					Evasion	6	15	(0) 45

LEVEL 10

Prof: Seer. **Level:** 10. **Exp Points:** 150,000.

Eyes: Green/Blue. **Hair:** Black. **Build:** Medium.

Height: 5' 6". **Weight:** 125 lbs. **Hits:** 70/70.

Realm: Mentalism. **Power Points:** 10 (+2 §).

St-30 (30); Qu-99 (99); Pr-90 (90); In-89 (89); Em-88 (88);

Co-60 (60); Ag-80 (80); SD-90 (90); Re-78 (78); Me-95 (95).

AT: 2; **DB:** 40 (+35 AD, +9 TE); **Armor Penalty:** 0/0/0. **Move:** 70'.

New Equipment: Eye of the Storm (+15 bonus to detect Reality Warps, Dimensional Gateways, or other disturbances in the fabric of time and space). Dagger of Venom (+10 Non-Magical Dagger made from the thigh-bone of a Storm Hound with the ability to secrete 3x/day 12 AL poison along blade — for each 10/failure paralyzed for 1 hour). Chain Shirt of Etherealness (appears as wispy white-silver shirt and acts as AT 13 but with 'no' Maneuver Penalties of any sort — may treat as having 1% of true weight/encumbrance).

Primary Spell Lists:

Attack Avoidance 1-20 (Open Spell List)

Past Visions 1-10 (Seer Base List);

Delving 1-10 (Open Mentalism List)

Brilliance 1-10 (Open Mentalism List)

Self-Healing 1-10 (Closed Mentalism List)

Secondary Spell Lists:

Future Visions 1-10 (Seer Base List)

Pasts Visions 1-10 (Seer Base List)

True Sight 1-10 (Seer Base List)

Mind Visions 1-10 (Seer Base List)

Sense Through Others 1-10 (Seer Base List)

True Perception 1-10 (Seer Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Defense	7	—	0, (0,20)	35	Acrobatics	1	23	(0)	28
Body Development+	12	1.00	0, (0,0)	70/70	Contortions	2	10	(0)	20
Climb	2	5	0, (0,0)	15	Direction Sense	1	5	(30)	10
Dagger+	5	3	0, (0,0)	28	Divination	2	13	(20)	23
Disarm Traps	1	3	0, (0,0)	8	Drug Tolerance	8	10	(0)	50
General Perception	18	5	0, (30,30)	71	Faerie Lore	1	10	(20)	15
Linguistics	2	—	—	R-2	Horticulture	2	3	(20)	13
Linguistics/Language	10	—	†	R-10	Iai	1	23	(0)	28
Pick Locks	1	7	0, (0,0)	12	Lie Perception	6	5	(30)	35
Martial Arts					Locate Secret Opening	4	5	(30)	25
Striking R-1	1	5	0, (0,0)	10	Meditation				
Sweeps R-1	1	5	0, (0,0)	10	Trance	13	13	(20), 15 ‡	84
Runes	13	13	0, (10,20)	69	Sleep	3	13	(20)	28
Spell Acquisition	5	10	—	**	Healing	7	15	(20)	50
Stalk & Hide	2	10/15	0, (0,0)	20/25	Mnemonics	1	15	(20)	20
Staves/Wands	3	13	0, (10,20)	18	Poison Perception	3	5	(30)	20
Swimming	2	5	0, (0,0)	15	Region Lore	1	8	(20)	13
Star Gazing	6	10	0, (0,20)	40	Religion	4	10	(20)	30
					Sanity Healing Lore	2	10	(20)	20
					Sense Reality Warp	7	13	(30)	48
					Sense Ambush/Assassin	7	5	(30)	40
					Spell Mastery				
					Attack Avd/True Sight	2	10	(20)	20
					Sprinting	2	40	(0)	50
					Tumbling				
					Attack	1	5	(0)	10
					Evasion	9	23	(0)	68

Prof: Seer. **Level:** 15. **Exp Points:** 300,000.

Eyes: Green/Blue. **Hair:** Black. **Build:** Medium.

Height: 5' 6". **Weight:** 125 lbs. **Hits:** 70/70.

Realm: Mentalism. **Power Points:** 15 (+2 §).

St-30 (30); Qu-99 (99); Pr-90 (90); In-89 (89); Em-88 (88);

Co-60 (60); Ag-80 (80); SD-90 (90); Re-78 (78); Me-95 (95).

Armor Type: 2; **DB:** 40 (+50 AD, +14 TE, +10 S); **Armor**

Penalty: 0/0/0. **Move:** 70'.

New Equipment: Eye of the Storm (+15 bonus to detect Reality Warps, Dimensional Gateways, or other disturbances in the fabric of time and space). Dagger of Venom (+10 Non-Magical Dagger made from the thigh-bone of a Storm Hound with the ability to secrete 3x/day 12 AL poison along blade 0, (0,0) for each 10/failure paralyzed for 1 hour). Chain Shirt of Etherealness (appears as wispy white-silver shirt and acts as AT 13 but with 'no' Maneuver Penalties of any sort — may treat as having 1% of true weight/encumbrance). Eye of Perception (a liquid crystal sphere of swirling red and blue mists gives +10 bonus to all Perception skills).

Primary Spell Lists:

Attack Avoidance 1-20 (Open Spell List)
 Past Visions 1-10 (Seer Base List);
 Delving 1-10 (Open Mentalism List)
 Brilliance 1-10 (Open Mentalism List)
 Self-Healing 1-50 (Closed Mentalism List)
 Future Visions 1-10 (Seer Base List)

Secondary Spell Lists:

Future Visions 1-20 (Seer Base List)
 Past Visions 1-20 (Seer Base List)
 True Sight 1-20 (Seer Base List)
 Mind Visions 1-20 (Seer Base List)
 Sense Through Others 1-10 (Seer Base List)
 True Perception 1-20 (Seer Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Defense	10	—	0, (0,30)	50	Acrobatics	1	23	(0)	28
Adrenal Moves					Boat Pilot	1	10	(30)	15
Strength	2	13	0, (0,30)	23	Contortions	2	10	(0)	20
Speed	2	13	0, (0,30)	23	Demon Lore	8	10	(30)	50
Balance	2	13	0, (0,30)	23	Direction Sense	1	5	(45)	10
Leaping	2	13	0, (0,30)	23	Divination	2	13	(30)	23
Landing	2	13	0, (0,30)	23	Drug Tolerance	8	10	(0)	50
Dagger+	5	3	0, (0,0)	28	Faerie Lore	2	10	(30)	20
Climb	2	5	0, (0,0)	15	Horticulture	2	3	(30)	13
Swimming	2	5	0, (0,0)	15	Iai	1	23	(0)	28
Body Development+	12	1.00	0, (0,0)	70/70	Lie Perception	6	5	(45)	35
Linguistics/Language	10	—	†	R-10	Locate Secret Opening	4	5	(45)	25
Linguistics	10	—	—	R-10	Meditation				
Staves/Wands	3	13	0, (15,30)	18	Trance	14	13	(30), 15 ‡	86
Runes	18	13	0, (15,30)	79	Sleep	4	13	(30)	33
General Perception	28	5	0, (45,45)	83	Healing	8	15	(30)	55
Stalk & Hide	1	10/15	0, (0,0)	25/30	Mnemonics	1	15	(30)	20
Disarm Traps	1	3	0, (0,0)	8	Poison Perception	3	5	(45)	20
Pick Locks	1	7	0, (0,0)	12	Region Lore	1	8	(30)	13
Martial Arts					Religion	14	10	(30)	68
Striking R-1	4	5	0, (0,0)	25	Sanity Healing Lore	7	10	(30)	45
Sweeps R-1	3	5	0, (0,0)	20	Sense Reality Warp	7	13	(45)	48
Star Gazing	7	10	0, (0,30)	45	Sense Ambush/Assassin	7	5	(45)	40
					Spell Mastery				
					Attack Avd/True Sight	2	10	(30)	20
					Sprinting	7	40	(0)	75
					Stunned Maneuvers	5	15	(0)	40
					Tumbling				
					Attack	1	5	(0)	10
					Evasion	14	23	(0)	81

Prof: Secr. **Level:** 20. **Exp Points:** 500,000.

Eyes: Green/Blue. **Hair:** Black. **Build:** Medium.

Height: 5' 6". **Weight:** 125 lbs. **Hits:** 89/89.

Realm: Mentalism. **Power Points:** 20 (+2 §).

St-30 (30); Qu-99 (99); Pr-90 (90); In-89 (89); Em-88 (88);
Co-60 (60); Ag-80 (80); SD-90 (90); Re-78 (78); Me-95 (95).

AT: 2; **DB:** 40 (+50 AD, +19 TE, +10 S); **Armor Penalty:** 0/0/
0. **Move:** 70'.

New Equipment: Eye of the Storm (+15 bonus to detect Reality Warps, Dimensional Gateways, or other disturbances in the fabric of time and space). Dagger of Venom (+10 Non-Magical Dagger made from the thigh-bone of a Storm Hound with the ability to secrete 3x/day 12 AL poison along blade — for each 10/failure paralyzed for 1 hour). Chain Shirt of Etherealness (appears as wispy white-silver shirt and acts as AT 13 but with 'no' Maneuver Penalties of any sort — may treat as having 1% of true weight/encumbrance and a 40% chance to Negate any Chest Critical). Eye of Perception (a liquid crystal sphere of swirling red and blue mists gives +10 bonus to all Perception skills).

Primary Spell Lists:

Attack Avoidance 1-20 (Open Spell List)
Past Visions 1-10 (Seer Base List);
Delving 1-10 (Open Mentalism List)
Brilliance 1-10 (Open Mentalism List)
Self-Healing 1-50 (Closed Mentalism List)
Future Visions 1-10 (Seer Base List)
Sense Through Others 1-30 (Seer Base List)

Secondary Spell Lists:

Future Visions 1-25 (Seer Base List)
Past Visions 1-25 (Seer Base List)
True Sight 1-25 (Seer Base List)
Mind Visions 1-20 (Seer Base List)
Sense Through Others 1-20 (Seer Base List)
True Perception 1-20 (Seer Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acrobatics	2	23	0, (0,0)	33	Acrobatics	1	**	**	+5
Adrenal Defense	10	—	0, (0,40)	50	Boat Pilot	1	10	(40)	15
Adrenal Moves					Contortions	2	10	(0)	20
Strength	7	13	0, (0,40)	48	Demon Lore	8	10	(40)	50
Speed	7	13	0, (0,40)	48	Direction Sense	1	5	(60)	10
Balance	7	13	0, (0,40)	48	Divination	7	13	(40)	48
Leaping	7	13	0, (0,40)	48	Drug Tolerance	13	10	(0)	66
Landing	7	13	0, (0,40)	48	Faerie Lore	2	10	(40)	20
Body Development+	15	1.00	0, (0,0)	89/89	Horticulture	2	3	(40)	13
Climbing	2	5	0, (0,0)	15	Iai	1	23	(0)	28
Dagger+	5	3	0, (0,0)	48	Lie Perception	6	5	(60)	35
Disarm Traps	1	13	0, (0,0)	18	Locate Secret Opening	4	5	(60)	25
First Aid	2	18	0, (0,0)	28	Meditation				
Gambling	1	13	0, (0,0)	18	Trance	24	13	(40), 15 ‡	102
General Perception	38	5	0, (60,60)	89	Sleep	4	13	(40)	33
Linguistics/Language	10	—	†	R-10	Healing	8	15	(40)	55
Linguistics	10	—	—	R-10	Mnemonics	6	15	(40)	45
Martial Arts					Poison Perception	3	5	(60)	20
Striking R-1	4	5	0, (0,0)	25	Region Lore	6	8	(40)	38
Sweeps R-1	3	5	0, (0,0)	20	Religion	14	10	(40)	68
Pick Locks	1	7	0, (0,0)	12	Sanity Healing Lore	7	10	(40)	45
Riding	2	13	0, (0,0)	23	Sense Reality Warp	7	13	(60)	48
Runes	18	13	0, (20,40)	79	Sense Ambush/Assassin	7	5	(60)	40
Stalk & Hide	1	10/15	0, (0,0)	25/30	Spell Mastery				
Star Gazing	9	10	0, (0,40)	55	Attack Avd/True Sight	7	10	(40)	45
Staves/Wands	3	13	0, (20,40)	18	Sprinting	12	40	(0)	94
Swimming	2	5	0, (0,0)	15	Stunned Maneuvers	5	15	(0)	40
					Tumbling				
					Attack	1	5	(0)	10
					Evasion	19	23	(0)	91

HYBRID SPELL USERS

AKILA SOJIIRN, SORCERER

(A' Kila SooJi' irn)

In 5990, under the great house of the Scarlet Moon, in the lands of Fulcrumia, in the country of Aranmor, Akila was born. Akila spent his childhood romping in the fields and streets like many children of the lesser village of Fulchmaria, but by the age of fourteen those close to him could tell he was different.

It all became clear one day when he came home talking in a foreign tongue. At first, his mother thought he was possessed by demons and was actually speaking demonic languages of some sort, but his father, being a local grain merchant, knew enough of distant languages to recognize it as Jaimanian. When they asked how the child knew this language so well, Akila answered, "I talked to a Jaimanian this afternoon for an hour or so!" Later, he displayed that he could read and write Jaxmakian, a language of unsurpassed age, as a scholar. With this revelation, the family moved to the Capital of Fulcrumia. His father struck a deal with a local school so that Akila would work as a tutor and professor for two years for every year spent at the school, allowing the young genius access to the vast wonders of knowledge.

During this time he started his new hobby of spell-casting and manipulation. He found that he liked working with the elements and the weather, and thus chose the realms of Sorcery as his field of specialty.

LEVEL 3

The six-year program was finished in three, with an emphasis in meteorology and magical scripts, specifically Runes. Over the next six years, Akila worked off his debt to the school. During this time he also studied intensely his new skills with sorcery and learned about its many intricacies.

LEVEL 5

Akila's studies continued, and he was eventually appointed to a teaching position at the school. His life was uneventful, but his power was growing.

LEVEL 7

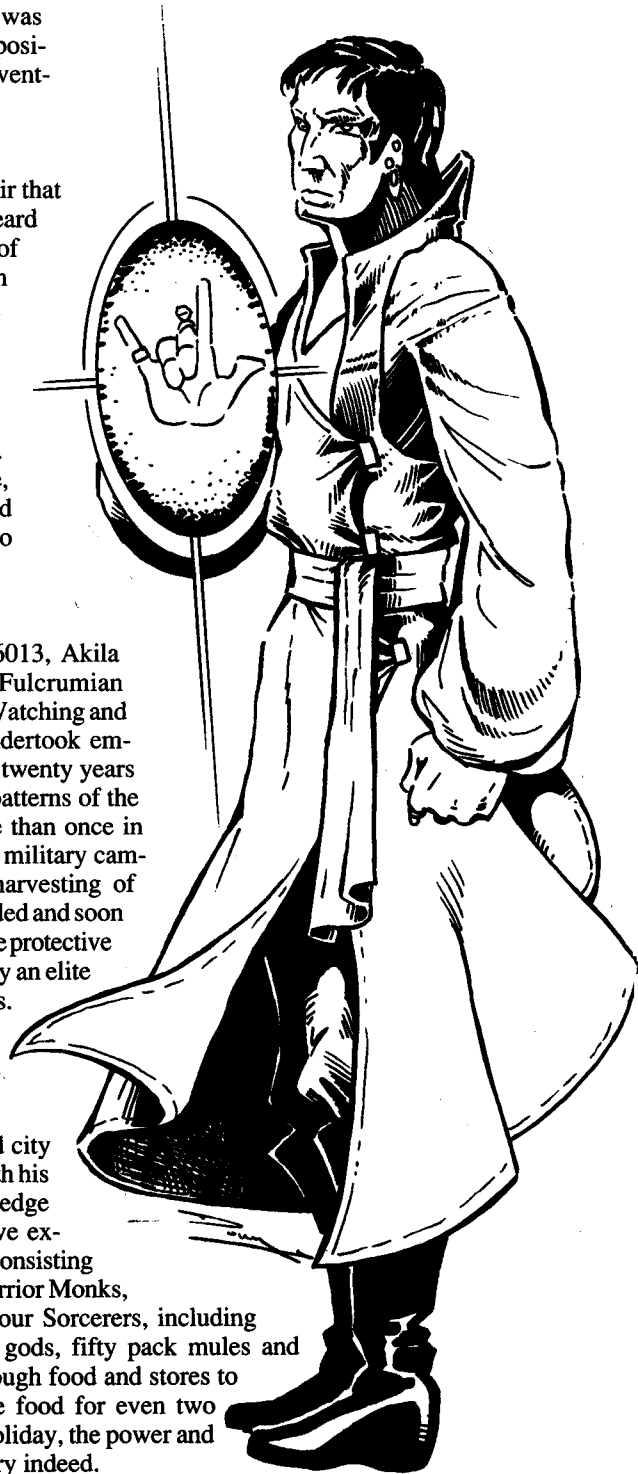
As Akila was beginning to despair that his debts would never be paid, he heard of an expedition to go into the ruins of an ancient citadel to the south. In hopes of earning some quick money, he joined the expedition. His sorcerous talents were put to good use as the party encountered unsprung traps and various monsters that dwelled in the ruin. The party escaped with much treasure, both magical and monetary, and without any losses. Akila returned to the school triumphantly.

LEVEL 10

After his debt was paid, circa 6013, Akila took his knowledge to a local Fulcrumian Chieftain and offered his Weather Watching and Sorcery knowledge to him. He undertook employment with the chief for almost twenty years deciphering the complex weather patterns of the country of Aranmor, helping more than once in military maneuvers, exercises, and military campaigns, and in the planting and harvesting of crops. His services were well rewarded and soon he lived in a plush mansion outside the protective walls of the wooden fort, serviced by an elite guard of thirty well-trained soldiers.

LEVEL 15

After his long service he decided to take a voyage to Halak Toor, a island containing an ruined city of great age and ancient wealth. With his incredible personality and knowledge Akila organized the most expansive expedition to date of the deserted city, consisting of 100 well-armed Fighters, ten Warrior Monks, three Lay Healers, two Mystics, four Sorcerers, including himself, two Clerics of the elder gods, fifty pack mules and horses, sixteen long boats, and enough food and stores to last four months. In a land where food for even two months is celebrated with a great holiday, the power and abilities of Akila were extraordinary indeed.



The trip was nothing less than legendary, as the group encountered two lesser drakes and a powerful demon. The epic was retold for generations all across Kulthea.

The city of Halak Toor and Akila's booty became favorite campfire-story and children's bedtime-story subjects, told for a hundred generations. In this land, his group of dwindling soldiers met with other furious beasts and enemies. In the story, Akila brought back a number of marvelous magical devices, of which he took half, offering the other half of the treasure and booty to his men and his local chieftain, making all as wealthy as the great kings to the east.

LEVEL 20

With eight longboats filled with booty Akila contacted Navigators from all across the nether world, summoning riches and splendors from all over the planet, building an expansive 'stone' castle and small village called Akillia. From here he started a school of sorcery and another of combat, hiring only the best warriors from Fulcrumia and from abroad to teach.

By 6040, Akila was recognized as a powerful local chieftain with military plans grand enough to swallow the entire island under the Akillia Imperium.

DESCRIPTION

Akila is a tall, gaunt man, standing six feet tall and weighing more than 175 pounds. His eyes, the color of the brightest jade, scan the world with sharp attention and awareness. His face is a blank slate of emotion, yet he is well-known for his outbursts of anger and love. His hair, a tangle of black and white strands, cascades around his face, neatly cut just over the ears and nape of his neck.

Akila wears only red robes made from the finest silks and cotton weaves. He adorns himself with rings and brooches of various kinds and quality, but tends to like highly expensive gold and diamond earrings (placed only in his right earlobe). He relies almost entirely on his quickness and directed spells in combat, preferring to attack from a distance — he would rather run back than face multiple opponents in melee. He uses his staff only in pure defense.

LEVEL 1

Prof: Sorcerer. **Level:** 1. **Exp Points:** 10,000.

Eyes: Green. **Hair:** White/Black. **Build:** Average.

Height: 5' 11". **Weight:** 165 lbs. **Hits:** 8/8.

Realm: Essence/Channeling. **Power Points:** 1.

St-42 (42); Qu-55 (80); Pr-94 (94); In-90 (90); Em-90 (90); Co-84 (84); Ag-87 (93); Sd-65 (85); Re-72 (75); Me-50 (94).

Background Options: SOC-4 Language at Rank 10 Spoken/Written; SOC-4 Language at Rank 10 Spoken/Written; SAA-62 +15 Qu modifier; SAM-84 +15 Em modifier; SOC-1 +10 Primary Skill (Runes) †; SOC-1 +10 Primary Skill (Directed Spells) ‡.

AT: 2; **DB:** 15; **Armor Penalty:** 0/0/0. **Move:** 50'.

Primary Spell Lists:

Fluid Destruction 1-10 (Sorcerer Base List)

Flesh Destruction 1-10 (Sorcerer Base List)

Secondary Spell Lists:

Soul Destruction 1-10 (Sorcerer Base List)

Spell Enhancement 1-10 (Closed Essence List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Basic Math	1	—	0, (0,1)	5	Contortions	1	5	(0)	10
Climbing+	3	5	0, (0,0)	20	Cookery	1	3	(0)	8
Directed Spells+					Dragon Lore	1	—	(1)	5
Flesh Dest/Soul Dest	7	5	0, (2,2), 10 ‡	50	Lip Reading	1	5	(0)	10
General Perception	1	7	0, (0,1)	12	Magical Language	8	—	—	R-8
Linguistics	10	—	—	R-10	Music	1	15	(0)	20
Linguistics	10	—	—	R-10	Painting	2	8	(0)	18
Riding	1	15	0, (0,0)	20	Planetology	1	13	(1)	18
Runes	2	18	0, (2,3) 10 †	38	Streetwise	1	10	(0)	15
Staff	1	5	0, (0,0)	10					
Staves/Wands	3	18	0, (2,3)	33					
Swimming	1	5	0, (0,0)	10					

LEVEL 3

Prof: Sorcerer. **Level:** 3. **Exp Points:** 10,000.

Eyes: Green. **Hair:** White/Black. **Build:** Average.

Height: 6'. **Weight:** 173 lbs. **Hits:** 17/18.

Realm: Essence/Channeling. **Power Points:** 3.

St-42 (42); Qu-63 (80); Pr-94 (94); In-90 (90); Em-90 (90);
Co-84 (84); Ag-93 (93); Sd-67 (85); Re-72 (75); Me-57 (94).

AT: 5; **DB:** 15; **Armor Penalty:** 0/0/0. **Move:** 50'.

Primary Spell Lists:

Fluid Destruction 1-10 (Sorcerer Base List)

Flesh Destruction 1-10 (Sorcerer Base List)

Gas Destruction 1-10 (Sorcerer Base List)

Secondary Spell Lists:

Soul Destruction 1-10 (Sorcerer Base List)

Spell Enhancement 1-10 (Closed Essence List)

Spirit Mastery 1-10 (Closed Essence List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Basic Math	1	—	0, (0,3)	5	Dragon Lore	1	3	(3)	8
Body Development	2	1.05	0, (0,0)	17/18	First Aid	2	15	(0)	25
Channeling	1	10	0, (6,9)	15	Jumping	1	8	(0)	13
Climbing+	3	10	0, (0,0)	25	Lip Reading	1	8	(0)	13
Directed Spells+					Magical Language	8	—	—	R-8
Flesh Dest/Soul Dest	9	10	0, (6,6), 10 ‡	65	Meditation				
General Perception	1	8	0, (0,3)	13	Heal	1	15	(3)	20
Linguistics	10	—	†	R-10	Trance	1	8	(3)	13
Linguistics	10	—	†	R-10	Ki	1	8	(3)	13
Riding	2	15	0, (0,0)	25	Music	1	18	(0)	23
Runes	4	18	0, (6,9), 10 †	48	Painting	2	10	(0)	20
Staff	1	7	0, (0,0)	12	Philosophy	2	3	(3)	13
Staves (Attune)	7	18	0, (6,9)	53	Planetology	1	15	(3)	20
Swimming	2	10	0, (0,0)	20	Second Aid	1	13	(0)	18
Basic Math	1	**	**	+5	Streetwise	2	10	(0)	20
Circle Lore	1	3	(3)	8	Time Sense	1	8	(3)	13
Contortions	1	8	(0)	13	Weather Watching	1	18	(3)	23
Cookery	3	8	(0)	23					

LEVEL 5

Prof: Sorcerer. **Level:** 5. **Exp Points:** 50,000.

Eyes: Green. **Hair:** White/Black. **Build:** Average.

Height: 6'. **Weight:** 177 lbs. **Hits:** 29/30.

Realm: Essence/Channeling. **Power Points:** 5.

St-42 (42); Qu-63 (80); Pr-94 (94); In-90 (90); Em-90 (90);
Co-84 (84); Ag-93 (93); Sd-67 (85); Re-72 (75); Me-57 (94).

AT: 5; **DB:** 15; **Armor Penalty:** 0/0/0. **Move:** 50'.

New Equipment: Staff of Fulcrumia (+5 non-magical Black Oak Staff that attacks on the War Hammer table).

Primary Spell Lists:

Fluid Destruction 1-10 (Sorcerer Base List)

Flesh Destruction 1-10 (Sorcerer Base List)

Gas Destruction 1-10 (Sorcerer Base List)

Light's Way 1-10 (Closed Channeling List)

Blood Way 1-10 (Closed Channeling List)

Secondary Spell Lists:

Soul Destruction 1-10 (Sorcerer Base List)

Spell Enhancement 1-10 (Closed Essence List)

Spirit Mastery 1-10 (Closed Essence List)

Weather Ways 1-10 (Open Channeling List)

Gas Destruction 1-10 (Sorcerer Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Basic Math	1	—	0, (0,5)	5	Direction Sense	2	8	(5)	18
Body Development	4	1.05	0, (0,0)	29/30	Dragon Lore	1	3	(5)	8
Channeling	2	10	0, (10,15)	20	First Aid	4	15	(0)	35
Climbing+	3	10	0, (0,0)	25	Jumping	2	8	(0)	18
Directed Spells+					Lip Reading	1	8	(0)	13
Flesh Dest/Soul Dest	10	10	0, (10,10), 10 ‡	70	Magical Language	8	—	—	R-8
General Perception	3	8	0, (0,0)	23	Meditation				
Linguistics	11	—	†	R-11	Heal	3	15	(5)	30
Linguistics	10	—	†	R-10	Trance	1	8	(5)	13
Riding	3	15	0, (0,0)	30	Ki	1	8	(5)	13
Runes	5	18	0, (10,15), 10 †	53	Music	1	18	(0)	23
Staff	1	7	0, (0,0)	12	Painting	2	10	(0)	20
Staves/Wands	8	18	0, (10,15)	58	Philosophy	2	3	(5)	13
Swimming	3	10	0, (0,0)	25	Planetology	1	15	(5)	20
Basic Math	2	**	**	+10	Second Aid	2	13	(0)	23
Circle Lore	2	3	(5)	13	Streetwise	3	10	(0)	25
Contortions	1	8	(0)	13	Time Sense	2	8	(5)	18
Cookery	5	8	(0)	32	Weather Watching	3	18	(5)	32

LEVEL 7

Prof: Sorcerer. **Level:** 7. **Exp Points:** 90,000.

Eyes: Green. **Hair:** White/Black. **Build:** Average.

Height: 6'. **Weight:** 177 lbs. **Hits:** 29/30.

Realm: Essence/Channeling. **Power Points:** 7.

St-42 (42); Qu-73 (80); Pr-94 (94); In-90 (90); Em-90 (90);

Co-84 (84); Ag-93 (93); Sd-70 (85); Re-75 (75); Me-69 (94).

AT: 5; **DB:** 15; **Armor Penalty:** 0/0/0. **Move:** 50'.

New Equipment: Staff of Fulcrumia (+15 Magical Black Oak Staff that attacks on the War Hammer table with an Extra 'A' Critical on Same Roll).

Primary Spell Lists:

Fluid Destruction 1-10 (Sorcerer Base List)
 Flesh Destruction 1-10 (Sorcerer Base List)
 Gas Destruction 1-10 (Sorcerer base List)
 Light's Way 1-10 (Closed Channeling List)
 Blood Way 1-10 (Closed Channeling List)
 Concussion Ways 1-10 (Closed Channeling List)
 Blood Way 1-10 (Closed Channeling List)

Secondary Spell Lists:

Soul Destruction 1-10 (Sorcerer Base List)
 Spell Enhancement 1-10 (Closed Essence List)
 Spirit Mastery 1-10 (Closed Essence List)
 Weather Ways 1-10 (Open Channeling List)
 Gas Destruction 1-10 (Sorcerer Base List)
 Spell Enhancement 1-10 (Closed Essence List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Basic Math	1	3	0, (0,7)	8	Basic Math	2	**	**	+10
Body Development	6	1.05	0, (0,0)	45/47	Circle Lore	3	3	(21)	18
Channeling	2	10	0, (14,21)	20	Contortions	2	8	(0)	18
Climbing+	3	10	0, (0,0)	25	Cookery	7	8	(0)	43
Directed Spells+					Diagnostics	1	8	(0)	13
Flesh Dest/Soul Dest	10	10	10 ‡	70	Direction Sense	3	8	(7)	23
Directed Spells					Dragon Lore	1	3	(7)	8
Light Ways/Spirit Mast	4	10	10 ‡	40	First Aid	4	15	(0)	35
General Perception	5	8	0, (0,7)	33	Jumping	2	8	(0)	18
Linguistics	11	—	†	R-11	Lip Reading	2	8	(0)	18
Linguistics	10	—	†	R-10	Magical Language	8	(0)	—	R-8
Riding	3	15	0, (0,0)	30	Meditation				
Runes	6	18	0, (14,21), 10 †	58	Heal	4	15	(7)	35
Spell Mastery					Trance	2	8	(7)	18
Con Ways/Weath Ways	1	10	0, (0,21)	15	Ki	1	8	(7)	13
Staff	1	7	0, (0,0)	12	Music	1	18	(0)	23
Stalk/Hide	2	8/5	0, (0,0)	18/15	Painting	2	10	(0)	20
Staves/Wands	11	18	0, (14,21)	70	Philosophy	2	3	(7)	13
Swimming	3	10	0, (0,0)	25	Planetology	1	15	(7)	20
Administration	1	8	(7)	13	Second Aid	2	13	(0)	23
Advance Math	1	8	(7)	13	SLA	1	10	(0)	15
Animal Healing	1	15	(0)	20	Streetwise	3	10	(0)	25
Architecture	1	8	(7)	13	Time Sense	2	8	(7)	18
					Weather Watching	5	18	(7)	43

LEVEL 10

Prof: Sorcerer. **Level:** 10. **Exp Points:** 150,000.

Eyes: Green. **Hair:** White/Black. **Build:** Average.

Height: 6'. **Weight:** 167 lbs. **Hits:** 47/49.

Realm: Essence/Channeling. **Power Points:** 10.

St-42 (42); Qu-80 (80); Pr-94 (94); In-90 (90); Em-90 (90);

Co-84 (84); Ag-93 (93); Sd-85 (85); Re-75 (75); Me-94 (94).

AT: 5; **DB:** 15; **Armor Penalty:** 0/0/0. **Move:** 55'.

New Equipment: Staff of Fulcrumia (+15 Magical Black Oak Staff that attacks on the War Hammer table with an Extra 'A' Critical on Same Roll and Returns to Thrower via Flight).

Primary Spell Lists:

Fluid Destruction 1-10 (Sorcerer Base List)
 Flesh Destruction 1-10 (Sorcerer Base List)
 Gas Destruction 1-10 (Sorcerer base List)
 Light's Way 1-10 (Closed Channeling List)
 Blood Way 1-10 (Closed Channeling List)
 Concussion Ways 1-10 (Closed Channeling List)
 Blood Law 1-10 (Closed Channeling List)
 Shield Mastery 1-10 (Closed Essence List)

Secondary Spell Lists:

Soul Destruction 1-10 (Sorcerer Base List)
 Spell Enhancement 1-10 (Closed Essence List)
 Spirit Mastery 1-10 (Closed Essence List)
 Weather Ways 1-10 (Open Channeling List)
 Gas Destruction 1-10 (Sorcerer Base List)
 Spell Enhancement 1-10 (Closed Essence List)
 Purification 1-10 (Open Channeling List)
 Plant's Law 1-10 (Open Channeling List)
 Barrier Law 1-10 (Open Channeling List)

(Level 10 continued on next page)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Basic Math	2	**	**	+10
Landing	3	10	0, (0,10)	25	Circle Lore	3	8	(30)	24
Basic Math	1	8	0, (0,10)	13	Contortions	3	10	(0)	25
Body Development	7	1.05	0, (0,0)	47/49	Cookery	11	8	(0)	60
Channeling	4	10	0, (20,30)	30	Diagnostics	1	8	(0)	13
Climbing+	3	10	0, (0,0)	25	Direction Sense	3	8	(10)	23
Directed Spells+					Dragon Lore	1	8	(10)	13
Flesh Dest/Soul Dest	10	10	0,(20,20),10‡	70	First Aid	6	18	(0)	48
Directed Spells					Jumping	2	8	(0)	18
Light Ways/Spirit Mast	4	10	0, (20,20),10‡	40	Lip Reading	3	8	(0)	23
General Perception	6	8	0, (0,10)	38	Magical Language	8	—	—	R-8
Linguistics	13	—	†	R-13	Meditation				
Linguistics	10	—	†	R-10	Heal	5	18	(10)	43
Riding	3	15	0, (0,0)	30	Trance	3	10	(10)	25
Runes	10	18	0, (20,30), 10 †	78	Ki	1	8	(10)	13
Spell Mastery					Music	4	18	(0)	38
Con Ways/Weath Ways	1	10	0, (0,30)	15	Painting	2	10	(0)	20
Staff	3	7	0, (0,0)	22	Philosophy	2	8	(10)	18
Stalk/Hide	2	10	0, (0,0)	20	Planetology	1	15	(10)	20
Staves/Wands	15	18	0, (20,30)	78	Second Aid	3	15	(0)	30
Swimming	3	10	0, (0,0)	25	SLA	1	10	(0)	15
Administration	1	8	(10)	13	Streetwise	3	10	(0)	25
Advance Math	2	8	(10)	18	Time Sense	2	8	(10)	18
Animal Healing	1	15	(0)	20	Weather Watching	9	18	(10)	63
Architecture	1	8	(10)	13					

LEVEL 15

Prof: Sorcerer. **Level:** 15. **Exp Points:** 300,000.

Eyes: Green. **Hair:** White/Black. **Build:** Average.

Height: 6'. **Weight:** 179 lbs. **Hits:** 47/49.

Realm: Essence/Channeling. **Power Points:** 15.

St-42 (42); Qu-80 (80); Pr-94 (94); In-90 (90); Em-90 (90); Co-84 (84); Ag-93 (93); Sd-85 (85); Re-75 (75); Me-94 (94).

AT: 6; **DB:** 15; **Armor Penalty:** 0/5/0. **Move:** 55'.

New Equipment: Staff of Fulcrumia (+15 Magical Black Oak Staff that attacks on the War Hammer table with an Extra A Critical on Same Roll, Returns to Thrower via Flight, and is a +1 Spell Adder of Essence +2 Spell Adder of Channeling).

Primary Spell Lists:

Fluid Destruction 1-10 (Sorcerer Base List)
Flesh Destruction 1-10 (Sorcerer Base List)
Gas Destruction 1-10 (Sorcerer base List)
Light's Way 1-10 (Closed Channeling List)

Blood Way 1-10 (Closed Channeling List)
Concussion Ways 1-10 (Closed Channeling List)
Blood Law 1-10 (Closed Channeling List)
Shield Mastery 1-10 (Closed Essence List)
Mind Destruction 1-20 (Sorcerer Base List)
Soul Destruction 1-10 (Sorcerer Base List)

Secondary Spell Lists:

Soul Destruction 1-10 (Sorcerer Base List)
Spell Enhancement 1-10 (Closed Essence List)
Spirit Mastery 1-10 (Closed Essence List)
Weather Ways 1-10 (Open Channeling List)
Gas Destruction 1-10 (Sorcerer Base List)
Spell Enhancement 1-10 (Closed Essence List)
Purification 1-10 (Open Channeling List)
Plant's Law 1-10 (Open Channeling List)
Barrier Law 1-10 (Open Channeling List)
Lore 1-20 (Closed Channeling List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Runes	13	18	0,(30,45),10‡	84
Landing	6	10	0, (0,15)	40	Spell Mastery				
Balance	2	10	0, (0,15)	20	Con Ways/Weath Ways	7	10	0, (0,45)	45
Leaping	2	10	0, (0,15)	20	Staff	3	7	0, (0,0)	22
Basic Math	1	—	0, (0,15)	5	Stalk/Hide	2	10	0, (0,0)	20
Body Development	7	1.05	0, (0,0)	47/49	Staves/Wands	18	18	0, (30,45)	84
Channeling	5	10	0, (30,45)	35	Swimming	5	10	0, (0,0)	35
Climbing+	3	10	0, (0,0)	25	Administration	3	8	(15)	23
Directed Spells+					Advance Math	7	8	(15)	43
Flesh Dest/Soul Dest	11	10	0,(30,30),10‡	72	Alchemy	2	8	(15)	18
Directed Spells					Animal Healing	1	15	(0)	20
Light Ways/Spirit Mast	7	10	0,(30,30),10‡	55	Architecture	3	8	(15)	23
General Perception	9	8	0, (0,15)	53	Basic Math	2	**	**	+10
Linguistics	13	—	†	R-13	Circle Lore	3	8	(45)	24
Linguistics	10	—	†	R-10	Contortions	3	10	(0)	25
Maneuver Soft Leather	4	8	0, (0,0)	28	Cookery	11	8	(0)	60
Pick Locks	4	8	0, (0,0)	28	Diagnostics	1	8	(0)	13
Riding	5	15	0, (0,0)	40					

(Level 15 continued on next page)

Direction Sense	3	8	(15)	23	Sleep	1	8	(15)	13
Dragon Lore	1	8	(15)	13	Music	4	18	(0)	38
First Aid	11	18	(0)	70	Painting	2	10	(0)	20
Jumping	2	8	(0)	18	Philosophy	2	8	(15)	18
Lip Reading	3	8	(0)	23	Planetology	1	15	(15)	20
Magical Language	8	—	—	R-8	Second Aid	8	15	(0)	55
Meditation					SLA	1	10	(0)	15
Heal	10	18	(15)	68	Streetwise	3	10	(0)	25
Trance	3	10	(15)	25	Time Sense	2	8	(15)	18
Ki	1	8	(15)	13	Weather Watching	9	18	(15)	63
Death	1	8	(15)	13					

LEVEL 20

Prof: Sorcerer. **Level:** 20. **Exp Points:** 500,000.

Eyes: Green. **Hair:** White/Black. **Build:** Average.

Height: 6'. **Weight:** 191 lbs. **Hits:** 55/58.

Realm: Essence/Channeling. **Power Points:** 20.

St-42 (42); Qu-80 (80); Pr-94 (94); In-90 (90); Em-90 (90);

Co-84 (84); Ag-93 (93); Sd-85 (85); Re-75 (75); Me-94 (94).

AT: 6; **DB:** 15; **Armor Penalty:** 0/5/0. **Move:** 55'.

New Equipment: Staff of Fulcrumia (+15 Magical Black Oak Staff that attacks on the War Hammer table with an Extra 'A' Critical on Same Roll, Returns to Thrower via Flight, is a +2 Spell Adder of Essence +3 Spell Adder of Channeling, and can throw a Ice Bolt (Ice Law, Magician's Base list) a number of times a day equal to the square root of the Power Points of Caster (e.g. if caster has 36 pp, he can do use the Ice Bolt 6 times per day).

Primary Spell Lists:

Fluid Destruction 1-10 (Sorcerer Base List)

Flesh Destruction 1-20 (Sorcerer Base List)

Gas Destruction 1-10 (Sorcerer base List)

Light's Way 1-10 (Closed Channeling List)

Blood Way 1-10 (Closed Channeling List)

Concussion Ways 1-20 (Closed Channeling List)

Shield Mastery 1-10 (Closed Essence List)

Mind Destruction 1-20 (Sorcerer Base List)

Soul Destruction 1-10 (Sorcerer Base List)

Rune Mastery 1-20 (Closed Essence List)

Secondary Spell Lists:

Soul Destruction 1-20 (Sorcerer Base List)

Spell Enhancement 1-10 (Closed Essence List)

Spirit Mastery 1-10 (Closed Essence List)

Weather Ways 1-10 (Open Channeling List)

Gas Destruction 1-10 (Sorcerer Base List)

Spell Enhancement 1-10 (Closed Essence List)

Purification 1-10 (Open Channeling List)

Plant's Law 1-10 (Open Channeling List)

Lore 1-20 (Closed Channeling List)

Fluid Destruction 1-10 (Sorcerer Base List)

Dispelling Ways 1-10 (Closed Essence List)

Spell Reins 1-10 (Closed Essence List)

Barrier Law 1-10 (Open Channeling List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Circle Lore	3	8	(60)	24
Landing	7	10	0, (0,20)	45	Contortions	4	10	(0)	30
Balance	2	10	0, (0,20)	20	Cookery	11	8	(0)	60
Leaping	2	10	0, (0,20)	20	Diagnostics	4	8	(0)	28
Basic Math	6	8	0, (0,20)	38	Diplomacy	2	10	(0)	20
Body Development	8	1.05	0, (0,0)	55/58	Direction Sense	3	8	(20)	23
Channeling	5	10	0, (40,60)	35	Dragon Lore	1	8	(20)	13
Climbing+	5	10	0, (0,0)	35	First Aid	11	18	(0)	70
Directed Spells+					Foraging	1	10	(0)	15
Flesh Dest/Soul Dest	11	10	0,(40,40),10‡	72	Hostile Environments				
Directed Spells					Vacuum	1	10	(0)	15
Light Ways/Spirit Mast	7	10	0,(40,40),10‡	55	Jumping	5	8	(0)	33
General Perception	11	8	0, (0,20)	60	Lip Reading	3	8	(0)	23
Linguistics	13	—	†	R-13	Magical Language	8	—	—	R-8
Linguistics	14	—	†	R-14	Meditation				
Maneuver Soft Leather	6	8	0, (0,0)	38	Heal	10	18	(20)	68
Pick Locks	4	8	0, (0,0)	28	Trance	3	10	(20)	25
Riding	6	15	0, (0,0)	45	Ki	1	8	(20)	13
Runes	18	18	0,(40,60),10†	94	Death	1	8	(20)	13
Spell Mastery					Sleep	1	8	(20)	13
Con Ways/Weath Ways	17	10	0, (40,40)	74	Music	7	18	(0)	53
Staff	5	7	0, (0,0)	32	Painting	10	10	(0)	60
Stalk/Hide	2	10	0, (0,0)	20	Philosophy	2	8	(20)	18
Staves/Wands	21	18	0, (40,60)	89	Planetology	1	15	(20)	20
Swimming	7	10	0, (0,0)	45	Second Aid	8	15	(0)	55
Administration	3	8	(20)	23	SLA	1	10	(0)	15
Advance Math	7	8	(20)	43	Streetwise	3	10	(0)	25
Alchemy	2	8	(20)	18	Tight Rope Walking	5	8	(0)	33
Animal Healing	2	15	(0)	25	Time Sense	2	8	(20)	18
Architecture	3	8	(20)	23	Ventriloquism	3	10	(20)	25
Basic Math	2	**	**	+10	Weather Watching	9	18	(20)	63

(F' Resta Ku' Krool' Ki)

Born circa 5876 in the lands of G'thal, Fresta is one of the oldest living men to still walk the lands of the Star Crown Empire. Born to a sheep herdsman in Odrenol Danris, in the Drenok of Thastmon, he lived his first twenty years as a simple farmer, learning nothing no skills other than what were needed for such a profession. At the age of twenty-three, he married a beautiful brown-haired girl named Ni'noola, and settled down with a burgeoning family.

It was about this time that the small Drenok Wars commenced, as Danris went through its first of many rebellions. Fresta was conscripted into the local militia, and, with pitchfork in hand, went off to defend his home. During a short but bloody battle, he was captured and spent six years in a horrible dungeon before he was released. He returned home and settled down.

LEVEL 3

War broke out again when he was thirty-five, and once more Fresta went off to war. Again he was captured and thrown into a hole to stay for two years. His return was marked as a miracle. This time, however, he decided that his gift of survival was not just luck, but perhaps a message from the gods. Thus, he started to learn to read and write and practice the skills of a person who works with the esoteric realms of magic. He found it all quite easy. Fresta later realized, to his surprise, that he had been casting magic all along — and that his proficiency allowed him to survive in those dungeons.

LEVEL 5

He turned to the arts of Mysticism late in life, around the age of 50, but the year was still only 5881, ancient history to most contemporary people. With his children grown, Fresta moved to Fydon Fey and set up shop in Ebon City. There his art grew at an astonishing rate.

LEVEL 7

Fresta used his mystic arts for all sorts of jobs, finally coming to the attention of the local nobility, who hired him as their Esoteric Advisor of the Realms. He held this job until his wife died, around 5906. Torn by grief, he tried to commit suicide by taking a highly dangerous potion, considered poisonous to all except Elves, called Illuridi. There he fell into a coma that lasted three months.

If it had not been for his young apprentice, Fresta would have probably been buried alive — as most thought the old man was dead! When he awoke his skin felt like a layer of egg shells, which his apprentice had to chip away. To both their shock, Fresta emerged looking no older than 20 years of age. Such an appearance and vitality he has kept to this day.

LEVEL 10

With his new life, he began anew, and after a long period of depression (still stricken by the loss of his wife), Fresta finally remarried and sired seven children over the next forty years. At about this time, his one-time apprentice and now full-time partner was growing old — nearly sixty-three — and it was decided that he too would take the poisonous potion Illuridi, in the hopes that he, too, would return youthful.

LEVEL 15

The experiment didn't fare the same, and the apprentice died. While Fresta no longer considered suicide, he did have great bouts with depression, for although he remarked that he was 'immortal' the pain of seeing friends and loved ones grow old and die repeatedly steals something from the soul — one never grows used to it.

LEVEL 20

After the death of his second wife and a number of his older children, Fresta walked away from the Ebony City not to return for more than 50 years. What he did and where he went is a mystery. It is believed he simply wandered off into the backwoods and meditated about time and space.

He eventually returned, around the year 6048, and once again set up shop. No one knew who he was, most treating him as an upstart prodigy, not realizing how old he truly was. On occasion, Fresta would meet up with an elf or dwarf and swap stories of the old days. . . . which they found remarkable that he knew. To this day Fresta can be found in the Ebony City doing odd jobs and various magical functions.

He is finally showing grey hairs and wrinkles. As of 6050, he is 174 years old.

DESCRIPTION

By fifth level Fresta was more than 50 years old, standing six feet tall and weighing slightly less than 170 pounds. Fresta's orange red hair, by this time, was dusty and shot with streaks of grey. His eyes show his age, as well, with the left eye beginning to cloud over with a malignant disease.



Fresta wears grey robes, edged around the collar and hemmed with red silk and gold-embossed signs of ancient runes and symbols. It is unclear if these have any importance or significance to his ability to cast or work magic.

The old man is not a warrior of any nature. What weapons he can use, he does so in total defense, preferring to run from any armed conflict. He has been known to use his magic in combat to quell his opponents, but he does not like to kill.

LEVEL 1

Prof: Mystic. **Level:** 1. **Exp Points:** 10,000.

Eyes: Green. **Hair:** Orange/Red. **Build:** Average.

Height: 6'. **Weight:** 155 lbs. **Hits:** 21/21.

Realm: Essence/Mentalism. **Power Points:** 1 (+2 †).

St-77 (77); Qu-64 (80); Pr-90 (90); In-91 (91); Em-99 (101);

Co-37 (88); Ag-76 (86); Sd-64 (64); Re-56 (85); Me-87 (90).

Background Options: SOC-5 +2 points to Em; SOC-4 One Language at Rank 10 Spoken/Written †; SAA-42 May determine magic bonuses to armor and weapons automatically;

SAM-79 +15 In modifier; SIC-83 +2 Spell Adder (Ornate bone wand) †; SIC-88 Daily II Spell Item (Sustain Self x1, Creations Closed Channeling List)

AT: 6; **DB:** 0; **Armor Penalty:** 0/5/0. **Move:** 50.

Primary Spell Lists:

Confusing Ways 1-10 (Mystic Base List)

Mystic Change 1-10 (Mystic Base List)

Secondary Spell Lists:

Attack Avoidance 1-10 (Open Mentalism List)

Spirit Mastery 1-10 (Closed Essence List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development+	3	—	0, (0,0)	21/21	Basic Math	1	3	(1)	8
General Perception	1	17	0, (1,1)	22	Dance	1	15	(0)	20
Linguistics	13	—	‡	R-13	Detecting Traps	1	25	(1)	30
Maneuver Soft Leather	2	8	0, (0,0)	18	Direction Sense	1	13	(1)	18
Riding	1	13	0, (0,0)	18	Disguise	4	8	(0)	28
Runes	3	23	0, (1,2)	38	Diving	1	5	(0)	10
Short Sword+	3	8	0, (0,0)	23	Juggling	2	15	(0)	25
Staves/Wands	2	23	0, (1,2)	33	Locate Secret Opening	2	13	(1)	23
Swimming	1	5	0, (0,0)	10	Poetic Improvisation	2	13	(0)	23

LEVEL 3

Prof: Mystic. **Level:** 3. **Exp Points:** 30,000.

Eyes: Green. **Hair:** Orange/Red. **Build:** Average.

Height: 6'. **Weight:** 155 lbs. **Hits:** 33/33.

Realm: Essence/Mentalism. **Power Points:** 3 (+2 †).

St-77 (77); Qu-66 (80); Pr-90 (90); In-91 (91); Em-100 (101);

Co-47 (88); Ag-81 (86); Sd-64 (64); Re-64 (85); Me-89 (90).

AT: 6; **DB:** 0; **Armor Penalty:** 0/5/0. **Move:** 50.

Primary Spell Lists:

Confusing Ways 1-10 (Mystic Base List)

Mystic Change 1-10 (Mystic Base List)

Hiding 1-10 (Mystic Base List)

Secondary Spell Lists:

Attack Avoidance 1-10 (Open Mentalism List)

Spirit Mastery 1-10 (Closed Essence List)

Essence Hand 1-10 (Closed Essence List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Acting	4	15	(0)	35
Landing	1	8	0, (0,9)	13	Basic Math	2	3	(3)	13
Body Development+	5	—	0, (0,0)	33/33	Dance	2	15	(0)	25
General Perception	3	17	0, (3,3)	32	Detecting Traps	2	25	(3)	35
Linguistics	13	—	‡	R-13	Direction Sense	2	13	(3)	23
Maneuver Soft Leather	3	8	0, (0,0)	23	Disguise	8	8	(0)	48
Riding	2	13	0, (0,0)	23	Diving	2	5	(0)	15
Runes	4	23	0, (3,6)	43	Juggling	4	15	(0)	35
Short Sword+	3	8	0, (0,0)	23	Locate Secret Opening	4	13	(3)	33
Staves/Wands	3	23	0, (3,6)	38	Poetic Improvisation	4	13	(0)	33
Swimming	2	5	0, (0,0)	15					

LEVEL 5

Prof: Mystic. **Level:** 5. **Exp Points:** 50,000.

Eyes: Green. **Hair:** Orange/Red. **Build:** Average.

Height: 6'. **Weight:** 165 lbs. **Hits:** 43/43.

Realm: Essence/Mentalism. **Power Points:** 5 (+2 †).

St-77 (77); Qu-70 (80); Pr-90 (90); In-91 (91); Em-101 (101);

Co-59 (88); Ag-86 (86); Sd-64 (64); Re-74 (85); Me-90 (90).

AT: 6; **DB:** 0; **Armor Penalty:** 0/5/0. **Move:** 50.

Primary Spell Lists:

Confusing Ways 1-10 (Mystic Base List)

Mystic Change 1-10 (Mystic Base List)

Hiding 1-10 (Mystic Base List)

Self Healing 1-10 (Open Mentalism List)

Secondary Spell Lists:

Attack Avoidance 1-10 (Open Mentalism List)

Spirit Mastery 1-10 (Closed Essence List)

Essence Hand 1-10 (Open Essence List)

Lesser Illusions 1-10 (Open Essence List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Acting	4	15	(0)	35
Landing	2	8	0, (0,15)	18	Anthropology	4	28	(5)	48
Strength	1	8	0, (0,15)	13	Basic Math	2	3	(5)	13
Body Development+	5	—	0, (0,0)	33/33	Dance	2	15	(0)	25
General Perception	6	17	0, (5,5)	47	Detecting Traps	2	25	(5)	35
Linguistics	13	—	‡	R-13	Direction Sense	2	13	(5)	23
Maneuver Soft Leath	4	8	0, (0,0)	28	Disguise	8	8	(0)	48
Riding	3	18	0, (0,0)	33	Diving	2	5	(0)	15
Runes	4	23	0, (5,10)	43	Horticulture	2	15	(5)	25
Short Sword+	3	8	0, (0,0)	23	Juggling	4	15	(0)	35
Staves/Wands	4	23	0, (5,10)	43	Loading	2	15	(0)	25
Swimming	3	5	0, (0,0)	20	Locate Secret Opening	4	13	(5)	33
					Meditation				
					Cleanse	4	18	(15)	38
					Music	2	18	(0)	28
					Planetology	1	15	(5)	20
					Poetic Improvisation	4	13	(0)	33
					Propaganda	2	28	(0)	38
					Public Speaking	4	20	(0)	40

LEVEL 7

Prof: Mystic. **Level:** 7. **Exp Points:** 90,000.

Eyes: Green. **Hair:** Orange/Red. **Build:** Average.

Height: 6'. **Weight:** 162 lbs. **Hits:** 53/56.

Realm: Essence/Mentalism. **Power Points:** 7 (+2 †).

St-77 (77); Qu-80 (80); Pr-90 (90); In-91 (91); Em-101 (101);

Co-80 (88); Ag-86 (86); Sd-64 (64); Re-85 (85); Me-90 (90).

AT: 6; **DB:** 0; **Armor Penalty:** 0/5/0.

Primary Spell Lists:

Confusing Ways 1-10 (Mystic Base List)

Mystic Change 1-10 (Mystic Base List)

Hiding 1-10 (Mystic Base List)

Self Healing 1-10 (Open Mentalism List)

Liquid Alteration 1-10 (Mystic Base List)

Rune Mastery 1-10 (Open Essence List)

Secondary Spell Lists:

Attack Avoidance 1-20 (Open Mentalism List)

Spirit Mastery 1-10 (Closed Essence List)

Essence Hand 1-10 (Open Essence List)

Lesser Illusions 1-10 (Open Essence List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Maneuver Soft Leath	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves									
Landing	3	8	0, (0,21)	23		5	8	0, (0,0)	33
Strength	2	8	0, (0,21)	18	Martial Arts				
Ambush	1	—	—	+/- 1	Sweeps R-1	2	5	0, (0,0)	15
Body Development+	6	1.05	0, (0,0)	53/56	Riding	3	18	0, (0,0)	33
Climbing	1	5	0, (0,0)	10	Runes	4	23	0, (7,14)	43
General Perception	6	17	0, (7,7)	47	Short Sword+	3	8	0, (0,0)	23
Linguistics	14	—	‡	R-14	Stalk & Hide	2	5/5	0, (7,0)	15/15
					Staves/Wands	4	23	0, (7,14)	43
					Swimming	5	5	0, (0,0)	30

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Skill	Rank	Stat Bonus	Special Bonus	Total	Locate Secret Opening	4	15	(7)	35
Acting	4	20	(0)	40	Meditation				
Anthropology	6	28	(7)	58	Cleanse	8	18	(21)	48
Basic Math	2	8	(7)	18	Ki	2	8	(21)	18
Dance	2	15	(0)	25	Sleep	3	15	(21)	30
Detecting Traps	2	25	(7)	35	Music	2	18	(0)	18
Direction Sense	2	15	(7)	25	Philosophy	4	8	(7)	28
Disguise	8	8	(0)	48	Planetology	1	18	(7)	23
Diving	2	5	(0)	15	Poetic Improvisation	4	15	(0)	35
Horticulture	2	18	(7)	28	Propaganda	2	28	(0)	38
Juggling	4	15	(0)	35	Public Speaking	4	20	(0)	40
Loading	2	18	(0)	28	Religion	4	8	(7)	28

LEVEL 10

Prof: Mystic. **Level:** 10. **Exp Points:** 150,000.

Eyes: Green. **Hair:** Orange/Red. **Build:** Average.

Height: 6'. **Weight:** 162 lbs. **Hits:** 61/64.

Realm: Essence/Mentalism. **Power Points:** 10 (+2 †).

St-77 (77); Qu-80 (80); Pr-90 (90); In-91 (91); Em-101 (101);
Co-88 (88); Ag-86 (86); Sd-64 (64); Re-85 (85); Me-90 (90).

AT: 6; **DB:** 0; **Armor Penalty:** 0/5/0. **Move:** 55'.

Primary Spell Lists:

Confusing Ways 1-20 (Mystic Base List)
Mystic Change 1-20 (Mystic Base List)
Hiding 1-10 (Mystic Base List)
Self Healing 1-10 (Open Mentalism List)
Liquid Alteration 1-10 (Mystic Base List)
Rune Mastery 1-10 (Open Essence List)

Secondary Spell Lists:

Attack Avoidance 1-20 (Open Mentalism List)
Spirit Mastery 1-10 (Closed Essence List)
Essence Hand 1-10 (Open Essence List)
Lesser Illusions 1-10 (Open Essence List)
Mystic Change 1-10 (Mystic Base List)
Solid Alteration 1-10 (Mystic Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Acting	4	20	(0)	40
Landing	3	8	0, (0,30)	23	Administration	1	28	(10)	33
Strength	2	8	0, (0,30)	18	Anthropology	6	28	(10)	58
Ambush	1	—	—	+/- 1	Basic Math	5	8	(10)	32
Body Development+	7	1.05	0, (0,0)	61/64	Dance	2	15	(0)	25
Climbing	3	5	0, (0,0)	20	Detecting Traps	8	25	(10)	65
General Perception	9	18	0, (10,10)	63	Direction Sense	5	15	(10)	40
Linguistics	15	—	‡	R-15	Disguise	8	8	(0)	48
Maneuver Soft Leath	9	8	0, (0,0)	53	Diving	2	5	(0)	25
Martial Arts					Horticulture	2	18	(10)	28
Sweeps R-1	2	5	0, (0,0)	15	Juggling	4	15	(0)	35
Riding	6	18	0, (0,0)	48	Loading	2	18	(0)	28
Runes	10	28	0, (10,20)	78	Locate Secret Opening	7	15	(10)	50
Short Sword+	5	8	0, (0,0)	33	Meditation				
Stalk & Hide	5	5/5	0, (10,0)	30/30	Cleanse	8	18	(30)	58
Staves/Wands	4	28	0, (10,20)	48	Ki	5	8	(30)	48
Swimming	5	5	0, (0,0)	30	Sleep	3	15	(30)	30
					Heal	6	18	(30)	48
					Music	2	18	(0)	28
					Philosophy	4	8	(10)	28
					Planetology	1	18	(10)	32
					Poetic Improvisation	4	15	(0)	35
					Propaganda	2	28	(0)	38
					Public Speaking	4	20	(0)	40
					Religion	4	8	(10)	28
					Use Remove Poison	3	15	(0)	30

Prof: Mystic. **Level:** 15. **Exp Points:** 300,000.

Eyes: Green. **Hair:** Orange/Red. **Build:** Average.

Height: 6'. **Weight:** 172 lbs. **Hits:** 79/83.

Realm: Essence/Mentalism. **Power Points:** 15 (+2 †).

St-77 (77); Qu-80 (80); Pr-90 (90); In-91 (91); Em-101 (101);
Co-88 (88); Ag-86 (86); Sd-64 (64); Re-85 (85); Me-90 (90).

AT: 6; **DB:** 0; **Armor Penalty:** 0/5/0. **Move:** 55'.

New Equipment: Globe of Mysticism (Beyond The Pale Demon Eye, crystallized. Endows holders with x3 Spell Multiplier for Mysticism and +25% Experience Bonus from all activities).

Primary Spell Lists:

Confusing Ways 1-20 (Mystic Base List)
Mystic Change 1-20 (Mystic Base List)
Hiding 1-10 (Mystic Base List)
Self Healing 1-20 (Open Mentalism List)
Liquid Alteration 1-10 (Mystic Base List)
Rune Mastery 1-20 (Open Essence List)

Secondary Spell Lists:

Attack Avoidance 1-20 (Open Mentalism List)
Spirit Mastery 1-20 (Closed Essence List)
Essence Hand 1-10 (Open Essence List)
Lesser Illusions 1-20 (Open Essence List)
Mystic Change 1-10 (Mystic Base List)
Solid Alteration 1-20 (Mystic Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Acting	4	20	(0)	40
Landing	5	8	0, (0,45)	33	Administration	10	28	(15)	78
Strength	2	8	0, (0,45)	18	Anthropology	6	28	(15)	58
Ambush	6	—	—	+/- 6	Basic Math	5	8	(15)	33
Body Development+	10	1.05	0, (0,0)	79/83	Dance	2	15	(0)	25
Climbing	3	5	0, (0,0)	20	Detecting Traps	13	25	(15)	81
General Perception	14	18	0, (15,15)	76	Diplomacy	5	18	(0)	43
Linguistics	15	—	‡	R-15	Direction Sense	5	15	(15)	40
Maneuver Soft Leath	9	8	0, (0,0)	53	Disguise	18	8	(0)	74
Maneuver Chain	10	8	0, (0,0)	58	Diving	2	5	(0)	15
Martial Arts					Horticulture	2	18	(15)	28
Sweeps R-1	2	5	0, (0,0)	15	Juggling	4	15	(0)	35
Riding	6	18	0, (0,0)	48	Loading	2	18	(0)	28
Runes	15	23	0, (15,30)	83	Locate Secret Opening	12	15	(15)	69
Short Sword+	5	8	0, (0,0)	33	Meditation				
Stalk & Hide	10	5/5	0, (15,0)	55/55	Cleanse	13	18	(45)	74
Staves/Wands	10	23	0, (15,30)	73	Ki	5	8	(45)	33
Swimming	5	5	0, (0,0)	30	Sleep	3	15	(45)	30
					Heal	16	18	(45)	80
					Music	2	18	(0)	28
					Philosophy	9	8	(15)	53
					Planetology	1	18	(15)	23
					Poetic Improvisation	4	15	(0)	35
					Propaganda	2	28	(0)	38
					Public Speaking	4	20	(0)	40
					Religion	9	8	(15)	53
					Use Remove Poison	3	15	(0)	30

LEVEL 20

Prof: Mystic. **Level:** 20. **Exp Points:** 500,000.

Eyes: Green. **Hair:** Orange/Red. **Build:** Average.

Height: 6'. **Weight:** 178 lbs. **Hits:** 79/83.

Realm: Essence/Mentalism. **Power Points:** 20 (+2 †).

St-77 (77); Qu-80 (80); Pr-90 (90); In-91 (91); Em-101 (101);
Co-88 (88); Ag-86 (86); Sd-60 (60); Re-85 (85); Me-90 (90).

AT: 6; **DB:** 0; **Armor Penalty:** 0/5/0. **Move:** 55'.

New Equipment: Globe of Mysticism (Beyond The Pale Demon Eye, crystallized. Endows holders with x3 Spell Multiplier for Mysticism and +25% Experience Bonus from all activities). Sword of Striking (+30 Eog Short Sword with Extra 'E' Impact Critical on Different roll).

Primary Spell Lists:

Confusing Ways 1-25 (Mystic Base List)
Mystic Change 1-25 (Mystic Base List)
Hiding 1-20 (Mystic Base List)
Self Healing 1-25 (Open Mentalism List)
Liquid Alteration 1-10 (Mystic Base List)
Rune Mastery 1-20 (Open Essence List)
Physical Enhancement 1-10 (Open Essence List)

Secondary Spell Lists:

Attack Avoidance 1-20 (Open Mentalism List)
Spirit Mastery 1-20 (Closed Essence List)
Essence Hand 1-10 (Open Essence List)
Lesser Illusions 1-20 (Open Essence List)
Mystic Change 1-10 (Mystic Base List)
Solid Alteration 1-20 (Mystic Base List)
Unbarring Ways 1-20 (Open Essence List)
Physical Enhancement 1-20 (Open Essence List)
Rapid Ways 1-10 (Closed Essence List)
Self-Healing 1-10 (Closed Mentalism List)

Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves				
Landing	5	8	0, (0,0)	33
Strength	2	8	0, (0,0)	18
Ambush	11	—	—	+/- 11
Body Development+	10	1.05	0, (0,0)	79/79
Climbing	5	5	0, (0,0)	30
General Perception	19	18	0, (20,20)	87
Linguistics	15	—	‡	R-15
Maneuver Soft Leath	9	8	0, (0,0)	18
Maneuver Chain	10	8	0, (0,0)	58
Maneuver Plate	3	8	0, (0,0)	23
Martial Arts				
Sweeps R-1	3	5	0, (0,0)	20
Riding	6	18	0, (0,0)	48
Runes	20	28	0, (20,40)	98
Short Sword+	8	8	0, (0,0)	48
Stalk & Hide	20	5/5	0, (20,0)	75/75
Staves/Wands	20	28	0, (20,40)	98
Swimming	5	5	0, (0,0)	30

Skill	Rank	Stat Bonus	Special Bonus	Total
Acting	4	20	(0)	40
Administration	10	28	(20)	78
Anthropology	9	28	(20)	73
Basic Math	5	8	(20)	33
Dance	2	15	(0)	25
Detecting Traps	18	25	(20)	91
Diplomacy	5	18	(0)	33
Direction Sense	10	15	(20)	65
Disguise	28	8	(0)	86
Diving	2	5	(0)	15
Falsification	5	5	(0)	30
Horticulture	5	18	(20)	43
Juggling	4	15	(0)	35
Loading	5	18	(0)	43
Locate Secret Opening	17	15	(20)	79
Meditation				
Cleanse	13	18	(60)	74
Ki	15	8	(60)	68
Sleep	3	15	(60)	30
Heal	26	18	(60)	94
Music	2	18	(0)	28
Philosophy	9	8	(20)	53
Planetology	1	18	(20)	23
Poetic Improvisation	4	15	(0)	35
Propaganda	2	28	(0)	38
Public Speaking	4	20	(0)	40
Religion	9	8	(20)	53
Use Remove Poison	7	15	(0)	50

(De'Lmoo Thraank)

Delmu Thränk, Del for short, was born in 6022 in Odrenol KerQ, in the city of Jostin. While his father and he were out gathering roots, berries, and the delicate Misha Mushroom, Delmu was visited by "One Of Them," as they are called in Odrenol. These "Others" took Del off to a strange place and did many bizarre things to him — things that to Del seemed idiotic and childish. Later, the village elders told him that he had been escorted to the Halls of the Realms Beyond by Heroes of the Gods, beings so righteous and powerful that they did the bidding of gods and powerful demons. Normally recipients of such a tour are mind blanked, the elders told Delmu, but this was not the case with Del. He can briefly recall "One of the Others" seemingly quite frantic, yelling and causing flashes of intense red light to radiate throughout the room.

Del had only vague memories of what happened, but from that day on became an avid Astrologer and astronomer.

LEVEL 3

He spent the next several years working two extra jobs in order to attend a prestigious university. Luckily for him, above his family's home, there lived a retired professor of Physics and Chemistry. One way the old man earned his keep was teaching Del and his four sisters how to read, write, and count, as well as of the basics in chemistry and the physical universe.

LEVEL 5

Delmu finally earned enough money and attended the university for seven years, walking away with the prestigious Helm of the Star Kind. This mystical item was given to the university by a travelling merchant (a strange, wispy looking fellow), who offered it as a prize for anyone enabling to master a written exam on Astronomy. Del was the first to score 100% and thus won the coveted prize.

LEVEL 7

With the item and his fame, Delmu received a position at the university as a star-gazer, professor, and scientist, spending the next fifteen years generating all sorts of papers and scrolls on the effects of the heaven on Kulthea.

LEVEL 10

His next break came about on a small outing where, once again, Del was visited by, as the elders called them, "Heroes of the Gods." This time, the wispy individual attached himself to a strange mystical device and absorbed most of his memory about his earlier contact, but also gave him vast insight into incredible other knowledges. Why the Heroes did this is a mystery.

LEVEL 15

Del returned to the university a different man. He no longer talked about his early days and the strange encounter with the "Heroes of the Gods." Few truly believed he had a visit with "One Of Them" and most around the campus thought he finally had become tired of being ridiculed about it. They did, however, notice his increased ability to detect star movements, the paths of meteors and comets, exact positions of planets, and his discovery of nine other stellar bodies. He also invented the telescope and increased its powers ten-fold.

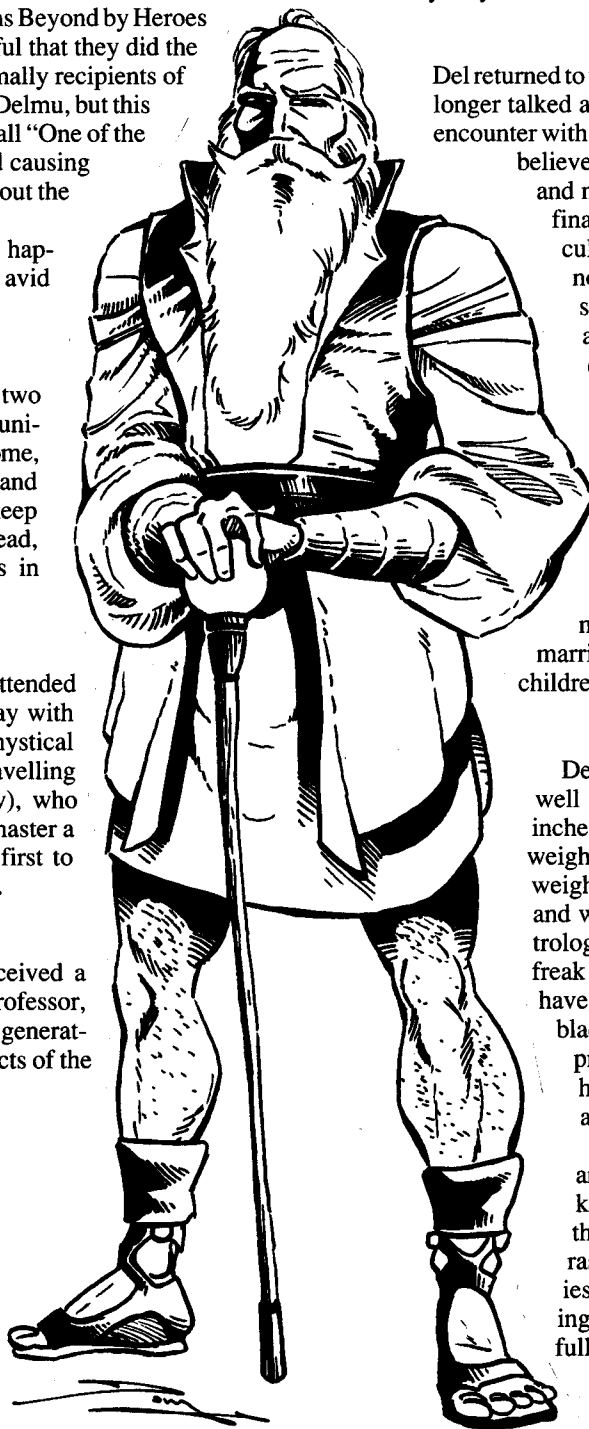
LEVEL 20

Del still works at the university, spending most of the day sleeping or researching and the nights looking at the stars. He is not married and, as far as all know, has no children.

DESCRIPTION

Delmu is a tall, lanky man standing well over most people at six foot, three inches tall. Though tall and lanky, he still weighs more than 190 pounds, most of the weight concentrated in his large bones and well-defined muscles. Del is an Astrologer by coincidence; if not for the freak occurrence early in his life, he would have probably become a freight hauler or blacksmith — something more appropriate to his physical stature. Delmu has a full-length beard and mustache, a shade darker than his greying hair.

He wears simple cotton clothing and leather sandals. Delmu is not well known for his combative skills and thinks those that carry weapons to be rash bullies or bloodletting mercenaries. He will not deal with anyone insisting on carrying a weapon or outfitted in full battle armor.



LEVEL 1

Prof: Astrologer. **Level:** 1. **Exp Points:** 10,000.

Eyes: Amber. **Hair:** Grey. **Build:** Tall.

Height: 6' 3". **Weight:** 185 lbs. **Hits:** 16/17.

Realm: Mentalism. **Power Points:** 1 (+1 ‡).

St-85 (96); Qu-46 (89); Pr-90 (90); In-90 (90); Em-85 (85);
Co-87 (87); Ag-46 (90); Sd-50 (96); Re-57 (86); Me-101 (101).

Background Options: SOC-5 +2 points to Me; SOC-5 +2
points to Sd; SOC-3 +15 to Secondary Skills (Star Gazing) ‡;

SIC-61 +1 Spell Adder (spy scope) ‡; SAA-54 +15 Sd modifier;
SAM-42 +15 Me modifier.

AT: 2; **DB:** 0 (+15 AD); **Armor Penalty:** 0/0/0. **Move:** 50'.

Primary Spell Lists:

Holy Visions 1-10 (Astrologer Base List)

Calm Spirits 1-10 (Closed Channeling List)

Secondary Spell Lists:

Starsense 1-10 (Astrologer Base List)

Weather Ways 1-10 (Open Channeling List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Defense+	3	—	0, (0,1)	15	Astronomy	4	23	(2)	43
Body Development	2	1.05	0, (0,0)	16/17	Basic Math	1	23	(2)	28
Climbing	1	—	0, (0,0)	5	Demon Lore	1	23	(2)	28
General Perception	2	7	0, (2,1)	17	Dragon Lore	1	23	(2)	28
Linguistics	1	—	—	R-1	Faerie Lore	1	23	(2)	28
Riding	1	3	0, (0,0)	8	Fauna Lore	1	23	(2)	28
Runes	2	8	0, (2,1)	18	Gambling	1	28	(0)	33
Sling+	4	3	0, (0,0)	23	Metal Lore	1	23	(2)	28
Swimming	1	—	0, (0,0)	5	Star Gazing	4	28	(2), 15 ‡	63
					Stone Lore	1	23	(2)	28
					Xeno-Lore				
					Heroes of the Gods	1	23	(2)	28

LEVEL 3

Prof: Astrologer. **Level:** 3. **Exp Points:** 30,000.

Eyes: Amber. **Hair:** Grey. **Build:** Tall.

Height: 6' 3". **Weight:** 195 lbs. **Hits:** 23/24

Realm: Channeling/Mentalism. **Power Points:** 3 (+1 ‡).

St-94 (96); Qu-50 (89); Pr-90 (90); In-90 (90); Em-85 (85);
Co-87 (87); Ag- 50-46 (90); Sd-56 (96); Re-60 (86); Me-101
(101).

AT: 2; **DB:** 0 (+25 AD); **Armor Penalty:** 0/0/0. **Move:** 50'.

Primary Spell Lists:

Holy Visions 1-10 (Astrologer Base List)

Calm Spirits 1-10 (Closed Channeling List)

Far Voice 1-10 (Astrologer Base List)

Starlights 1-10 (Astrologer Base List)

Secondary Spell Lists:

Starsense 1-10 (Astrologer Base List)

Weather Ways 1-10 (Open Channeling List)

Lore 1-10 (Closed Channeling List)

Movement 1-10 (Closed Mentalism List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Defense+	5	—	0, (0,3)	25	Astronomy	8	23	(6)	63
Body Development	3	1.05	0, (0,0)	23/24	Basic Math	2	23	(6)	33
Climbing	1	—	0, (0,0)	5	Demon Lore	2	23	(6)	33
General Perception	4	8	0, (6,3)	28	Dragon Lore	2	23	(6)	33
Linguistics	4	—	—	R-4	Faerie Lore	2	23	(6)	33
Riding	1	3	0, (0,0)	8	Fauna Lore	2	23	(6)	33
Runes	2	8	0, (6,6)	18	Gambling	2	28	(0)	38
Sling+	4	4	0, (0,0)	24	Metal Lore	2	23	(6)	33
Staves/Wands	1	8	0, (6,6)	13	Star Gazing	8	28	(6), 15 ‡	83
Swimming	1	—	0, (0,0)	5	Stone Lore	2	23	(6)	33
					Xeno-Lore				
					Heroes of the Gods	2	23	(6)	33

LEVEL 5

Prof: Astrologer. **Level:** 5. **Exp Points:** 50,000.

Eyes: Amber. **Hair:** Grey. **Build:** Tall.

Height: 6' 3". **Weight:** 193 lbs. **Hits:** 28/29

Realm: Channeling/Mentalism. **Power Points:** 5 (+1 ‡).

St-94 (96); Qu-56 (89); Pr-90 (90); In-90 (90); Em-85 (85); Co-87 (87); Ag-52-46 (90); Sd-56 (96); Re-60 (86); Me-101 (101).

AT: 2; **DB:** 0 (+25 AD); **Armor Penalty:** 0/0/0. **Move:** 50'.

New Equipment: Helm of Star-Kind (transparent aluminum-steel helm with telepathic link to holder. Endows +15 bonus to Astronomy, Navigation, Star Gazing and any other related skill. May or may not be an advanced technology — GM's discretion).

Primary Spell Lists:

Holy Visions 1-10 (Astrologer Base List)
Calm Spirits 1-10 (Closed Channeling List)
Far Voice 1-10 (Astrologer Base List)
Starlights 1-10 (Astrologer Base List)
Time's Bridge 1-10 (Astrologer's Base List)
Lore 1-10 (Closed Channeling List)

Secondary Spell Lists:

Starsense 1-10 (Astrologer Base List)
Weather Ways 1-10 (Open Channeling List)
Lore 1-10 (Closed Channeling List)
Starlights 1-10 (Astrologer Base List)
Movement 1-10 (Closed Mentalism List)
Self Healing 1-10 (Closed Mentalism List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Defense+	6	—	0, (0,5)	30	Demon Lore	2	23	(10)	33
Body Development	4	1.05	0, (0,0)	28/29	Disguise	1	15	(0)	20
Climbing	1	—	0, (0,0)	5	Dragon Lore	2	23	(10)	33
General Perception	6	8	0, (10,5)	38	Faerie Lore	2	23	(10)	33
Linguistics	4	—	0, (0,0)	R-4	Fauna Lore	2	23	(10)	33
Martial Arts					First Aid	1	13	(0)	18
Striking R-1	2	10	0, (0,0)	20	Gambling	4	28	(0)	48
Riding	2	3	0, (0,0)	13	Mapping	2	23	(10)	33
Runes	3	8	0, (10,10)	23	Metal Lore	2	23	(10)	33
Sling+	4	7	0, (0,0)	27	Navigation	1	8	(10)	13
Staves/Wands	2	8	0, (10,10)	18	Philosophy	1	23	(10)	28
Swimming	2	—	0, (0,0)	10	Sense Reality warp	1	8	(10)	13
Advance Math	1	23	(10)	28	Star Gazing	9	28	(10), 15 ‡	88
Appraisal	1	23	(10)	28	Stone Lore	2	23	(10)	33
Astronomy	10	23	(10)	73	Tale Telling	1	28	(10)	33
Basic Math	2	23	(10)	33	Xeno-Lore				
					Heroes of the Gods	2	23	(10)	33

LEVEL 7

Prof: Astrologer. **Level:** 7. **Exp Points:** 90,000.

Eyes: Amber. **Hair:** Grey. **Build:** Tall.

Height: 6' 3". **Weight:** 200 lbs. **Hits:** 32/33

Realm: Channeling/Mentalism. **Power Points:** 7 (+1 ‡).

St-96 (96); Qu-65 (89); Pr-90 (90); In-90 (90); Em-85 (85); Co-87 (87); Ag-57-90; Sd-66 (96); Re-74 (86); Me-101 (101).

AT: 2; **DB:** 0 (+35 AD); **Armor Penalty:** 0/0/0. **Move:** 50'.

New Equipment: Helm of Star-Kind (transparent aluminum-steel "magic" helm with telepathic link to holder. Endows +15 bonus to Astronomy, Navigation, Star Gazing and any other related skill. May or may not be an advanced technology — GM's discretion).

Primary Spell Lists:

Holy Visions 1-10 (Astrologer Base List)
Calm Spirits 1-10 (Closed Channeling List)
Far Voice 1-10 (Astrologer Base List)
Starlights 1-10 (Astrologer Base List)
Time's Bridge 1-10 (Astrologer's Base List)
Lore 1-20 (Closed Channeling List)
Concussion Ways 1-10 (Closed Channeling List)

Secondary Spell Lists:

Starsense 1-10 (Astrologer Base List)
Weather Ways 1-10 (Open Channeling List)
Lore 1-10 (Closed Channeling List)
Starlights 1-20 (Astrologer Base List)
Self Healing 1-10 (Open Mentalism List)
Movement 1-10 (Closed Mentalism List)
Blood Law 1-10 (Closed Channeling List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Martial Arts	Rank	Stat Bonus	Special Bonus	Total
Adrenal Defense+	7	—	0, (0,7)	35	Striking R-1	3	10	0, (0,0)	25
Body Development	5	1.05	0, (0,0)	32/33	Riding	2	3	0, (0,0)	13
Climbing	1	—	0, (0,0)	5	Runes	5	8	0, (14,14)	33
General Perception	7	8	0, (14,7)	43	Sling+	5	7	0, (0,0)	32
Linguistics	8	—	—	R-8	Staves/Wands	2	8	0, (14,14)	18
					Swimming	2	—	0, (0,0)	10

(Level 7 continued on next page)

Skill	Rank	Stat Bonus	Special Bonus	Total					
Administration	2	5	(14)	15	Lip Reading	1	5	(0)	10
Advance Math	1	23	(14)	28	Mapping	2	23	(14)	33
Appraisal	1	23	(0)	28	Meditation Healing	1	13	(7)	18
Astronomy	12	23	(14)	78	Metal Lore	2	23	(14)	33
Basic Math	2	23	(14)	33	Navigation	3	5	(14)	20
Demon Lore	2	23	(14)	33	Philosophy	3	23	(14)	38
Disguise	1	15	(0)	20	Poison Lore	1	23	(14)	28
Dragon Lore	2	23	(14)	33	Sense Reality Warp	1	8	(7)	13
Faerie Lore	3	23	(14)	38	Star Gazing	11	28	(14), 15 †	95
Fauna Lore	2	23	(14)	33	Stone Lore	2	23	(14)	33
First Aid	1	13	(0)	18	Tale Telling	1	28	(0)	33
Gambling	4	28	(0)	48	Trading Lore	1	23	(14)	28
Herb Lore	1	23	(14)	28	Xeno-Lore				
					Heroes of the Gods	2	23	(14)	33

LEVEL 10

Prof: Astrologer. **Level:** 10. **Exp Points:** 150,000.

Eyes: Amber. **Hair:** Grey. **Build:** Tall.

Height: 6' 3". **Weight:** 205 lbs. **Hits:** 44/46

Realm: Channeling/Mentalism. **Power Points:** 10 (+1 ‡).

St-96 (96); Qu-80 (89); Pr-90 (90); In-90 (90); Em-85 (85); Co-87 (87); Ag-80 (90); Sd-80 (96); Re-86 (86); Me-101 (101).

AT: 2; **DB:** 5 (+45 AD); **Armor Penalty:** 0/0/0. **Move:** 55'.

New Equipment: Helm of Star-Kind (transparent aluminum-steel "magical" helm with telepathic link to holder. Endows +15 bonus to Astronomy, Navigation, Star Gazing and any other related skill. May or may not be an advanced technology — GM's discretion). +10 Magical Sling (+10 to OB). +10 Magical Drake Skinned gloves (adds +10 bonus to any Climbing or grasping related skills).

Primary Spell Lists:

Holy Visions 1-10 (Astrologer Base List)
Calm Spirits 1-10 (Closed Channeling List)
Far Voice 1-10 (Astrologer Base List)
Starlights 1-10 (Astrologer Base List)
Time's Bridge 1-10 (Astrologer's Base List)
Lore 1-20 (Closed Channeling List)
Concussion Ways 1-10 (Closed Channeling List)
Way Of The Voice 1-20 (Astrologer's Base List)

Secondary Spell Lists:

Starsense 1-20 (Astrologer Base List)
Weather Ways 1-10 (Open Channeling List)
Lore 1-10 (Closed Channeling List)
Starlights 1-20 (Astrologer Base List)
Self Healing 1-10 (Open Mentalism List)
Blood Law 1-10 (Closed Channeling List)
Muscle Law 1-10 (Closed Channeling List)
Movement 1-10 (Closed Mentalism List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Defense+	9	—	0, (0,10)	45	Disguise	1	23	(0)	28
Adrenal Moves					Dragon Lore	3	25	(20)	40
Landing	1	15	0, (0,10)	20	Faerie Lore	4	25	(20)	45
Body Development	7	1.05	0, (0,0)	44/46	Fauna Lore	3	25	(20)	40
Climbing	2	5	0, (0,0)	15	First Aid	2	15	(0)	25
General Perception	10	8	0, (20,10)	58	Gambling	4	28	(0)	48
Linguistics	9	—	—	R-9	Herb Lore	2	25	(20)	35
Martial Arts					Lip Reading	1	5	(0)	10
Striking R-1	4	15	0, (0,0)	35	Mapping	2	23	(20)	33
Riding	3	8	0, (0,0)	23	Meditation Healing	3	23	(10)	38
Runes	6	8	0, (20,20)	38	Metal Lore	3	25	(20)	40
Sling+	5	7	0, (0,0)	32	Navigation	3	8	(20)	23
Stalk/Hide	1	13/20	0, (0,0)	18/25	Philosophy	3	23	(20)	38
Staves/Wands	4	8	0, (20,20)	28	Poison Lore	2	25	(20)	35
Swimming	3	5	0, (0,0)	20	Sense Reality warp	1	8	(10)	13
Administration	4	8	(20)	28	Star Gazing	14	28	(20), 15 †	101
Advance Math	1	23	(20)	28	Stone Lore	3	25	(20)	40
Appraisal	1	23	(0)	28	Tale Telling	3	28	(0)	43
Astronomy	14	25	(20)	83	Trading Lore	2	25	(20)	35
Basic Math	4	23	(20)	48	Use/Remove Poison	1	8	(0)	13
Demon Lore	3	25	(20)	40	Xeno-Lore				
Direction Sense	2	8	(10)	18	Heroes of the Gods	3	25	(20)	40

Prof: Astrologer. **Level:** 15. **Exp Points:** 300,000.

Eyes: Amber. **Hair:** Grey. **Build:** Tall.

Height: 6' 3". **Weight:** 185 lbs. **Hits:** 64/67

Realm: Channeling/Mentalism. **Power Points:** 15 (+1 ‡).

St-96 (96); Qu-89 (89); Pr-90 (90); In-90 (90); Em-85 (85); Co-87 (87); Ag-90-(90); Sd-96 (96); Re-86 (86); Me-101 (101).

AT: 2; **DB:** 5 (+52 AD); **Armor Penalty:** 0/0/0. **Move:** 55'.

New Equipment: Helm of Star-Kind (transparent aluminum-steel "magical" helm with telepathic link to holder. Endows +15 bonus to Astronomy, Navigation, Star Gazing and any other related skill. May or may not be an advanced technology — GM's discretion). +10 Magical Sling (+10 to OB). +10 Magical Drake Skinned gloves (adds +10 bonus to any Climbing or grasping related skills). Ring of Assassins (Gold ring with no inset or inscription. Endows wearer with a +/- 5 Ambush bonus and a +15 Detect Ambush/Assassin bonus).

Primary Spell Lists:

Holy Visions 1-10 (Astrologer Base List)
Calm Spirits 1-10 (Closed Channeling List)
Far Voice 1-10 (Astrologer Base List)
Starlights 1-10 (Astrologer Base List)
Time's Bridge 1-20 (Astrologer's Base List)
Lore 1-20 (Closed Channeling List)
Concussion Ways 1-20 (Closed Channeling List)
Way Of The Voice 1-20 (Astrologer Base List)

Secondary Spell Lists:

Starsense 1-20 (Astrologer Base List)
Weather Ways 1-10 (Open Channeling List)
Lore 1-10 (Closed Channeling List)
Starlights 1-20 (Astrologer Base List)
Movement 1-10 (Closed Mentalism List)
Blood Law 1-10 (Closed Channeling List)
Muscle Law 1-10 (Closed Channeling List)
Organ Law 1-10 (Closed Channeling List)
Purifications 1-10 (Closed Channeling List)
Self Healing 1-10 (Open Mentalism List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Defense+	11	—	0, (0,15)	52	Administration	4	8	(30)	28
Adrenal Moves					Advance Math	1	23	(30)	28
Strength	1	23	0, (0,15)	28	Appraisal	1	23	(0)	28
Speed	1	23	0, (0,15)	28	Astronomy	14	25	(30)	83
Balance	1	23	0, (0,15)	28	Basic Math	4	23	(30)	43
Leaping	1	23	0, (0,15)	28	Demon Lore	8	25	(30)	65
Landing	5	23	0, (0,15)	48	Direction Sense	2	8	(15)	18
Ambush	2	—	—	+/- 2	Disguise	1	23	(0)	28
Body Development	9	1.05	0, (0,0)	64/67	Dragon Lore	8	25	(30)	65
Channeling	2	10	0, (15,30)	20	Faerie Lore	9	25	(30)	70
Climbing	2	10	0, (0,0)	20	Fauna Lore	8	25	(30)	60
General Perception	14	8	0, (30,15)	62	First Aid	2	15	(0)	25
Linguistics	9	—	—	R-9	Gambling	4	28	(0)	48
Martial Arts					Herb Lore	7	25	(30)	60
Striking R-1	8	17	0, (0,0)	57	Lip Reading	1	5	(0)	10
Riding	3	8	0, (0,0)	23	Mapping	2	23	(30)	33
Runes	8	8	0, (30,30)	48	Meditation Healing	3	23	(15)	38
Sling+	5	13	0, (0,0)	38	Metal Lore	8	25	(30)	65
Stalk/Hide	4	23/35	0, (0,0)	43/55	Navigation	3	8	(30)	23
Staves/Wands	12	8	0, (30,30)	62	Philosophy	3	23	(30)	38
Swimming	3	10	0, (0,0)	25	Poison Lore	7	25	(30)	60
					Sense Reality warp	1	8	(15)	13
					Star Gazing	14	28	(30), 15 ‡	101
					Stone Lore	8	25	(30)	65
					Tale Telling	3	28	(0)	43
					Trading Lore	7	25	(30)	60
					Use/Remove Poison	1	8	(0)	13
					Xeno-Lore				
					Heroes of the Gods	8	25	(30)	65

LEVEL 20

Prof: Astrologer. **Level:** 20. **Exp Points:** 500,000.
Eyes: Amber. **Hair:** Grey. **Build:** Tall.
Height: 6' 3". **Weight:** 198 lbs. **Hits:** 92/97
Realm: Channeling/Mentalism. **Power Points:** 20 (+1 ♢).
 St-96 (96); Qu-89 (89); Pr-90 (90); In-90 (90); Em-85 (85);
 Co-87 (87); Ag-90 (90); Sd-96 (96); Re-86 (86); Me-101 (101).
AT: 2; **DB:** 5 (+52 AD); **Armor Penalty:** 0/0/0. **Move:** 55'.

New Equipment: Helm of Star-Kind (transparent aluminum-steel helm with telepathic link to holder. Endows +15 bonus to Astronomy, Navigation, Star Gazing and any other related skill. May or may not be an advanced technology — GM's discretion). +10 Magical Sling (+10 to OB). +10 Magical Drake Skinned gloves (adds +10 bonus to any Climbing or grasping related skills). Ring of Assassins (Gold ring with no inset or inscription. Endows wearer with a +/- 5 Ambush bonus and a +15 Detect Ambush/Assassin bonus); Potion of Anykind (a copper bottle that can be drank from but 10 times, each time upon the choice of the GM or player, the potion can be of any known type. The 11th and subsequent draughts are of an 11th level nerve poison).

Primary Spell Lists:

Holy Visions 1-10 (Astrologer Base List)
 Calm Spirits 1-10 (Closed Channeling List)
 Far Voice 1-10 (Astrologer Base List)
 Starlights 1-20 (Astrologer Base List)
 Time's Bridge 1-20 (Astrologer's Base List)
 Lore 1-20 (Closed Channeling List)
 Concussion Ways 1-20 (Closed Channeling List)
 Way Of The Voice 1-20 (Astrologer Base List) &
 Mind Shout @ 25th

Damage Resistance 1-10 (Open Mentalism List)
 Attack Avoidance 1-10 (Open Mentalism List)

Secondary Spell Lists:

Starsense 1-20 (Astrologer Base List)
 Weather Ways 1-10 (Open Channeling List)
 Lore 1-10 (Closed Channeling List)
 Starlights 1-20 (Astrologer Base List)
 Self Healing 1-10 (Open Mentalism List)
 Blood Law 1-10 (Closed Channeling List)
 Muscle Law 1-10 (Closed Channeling List)
 Organ Law 1-10 (Closed Channeling List)
 Purifications 1-10 (Closed Channeling List)
 Transferring Ways 1-10 (Healer Base List)
 Delving 1-10 (Open Mentalism List)
 Movement 1-10 (Closed Mentalism List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Defense+	11	—	0, (0,20)	52	Administration	6	8	(40)	38
Adrenal Moves					Advance Math	1	23	(40)	28
Strength	1	23	0, (0,20)	28	Appraisal	1	23	(0)	28
Speed	1	23	0, (0,20)	28	Astronomy	19	25	(40)	96
Balance	5	23	0, (0,20)	43	Basic Math	9	25	(40)	70
Leaping	5	23	0, (0,20)	43	Demon Lore	8	25	(40)	65
Landing	8	23	0, (0,20)	63	Direction Sense	2	8	(20)	18
Ambush	4	—	—	+/- 4	Disguise	1	23	(0)	28
Body Development	14	1.05	0, (0,0)	92/97	Dragon Lore	8	25	(40)	65
Channeling	2	10	0, (20,40)	20	Faerie Lore	9	25	(40)	70
Climbing	4	10	0, (0,0)	30	Fauna Lore	8	25	(40)	60
General Perception	16	8	0, (40,20)	70	First Aid	2	15	(0)	25
Linguistics	15	—	—	R-15	Gambling	4	28	(0)	48
Martial Arts					Herb Lore	7	25	(40)	60
Striking R-1	8	17	0, (0,0)	57	Lip Reading	1	5	(0)	10
Striking R-2	4	17	0, (0,0)	37	Mapping	2	23	(40)	33
Striking R-3	1	17	0, (0,0)	22	Meditation Healing	4	23	(20)	43
Riding	5	8	0, (0,0)	33	Meditation Sleep	1	23	(20)	28
Runes	8	8	0, (40,40)	48	Metal Lore	8	25	(40)	65
Sling+	5	13	0, (0,0)	32	Navigation	3	8	(40)	23
Stalk/Hide	3	23/35	0, (0,0)	38/50	Philosophy	8	25	(40)	70
Staves/Wands	12	8	0, (40,40)	62	Poison Lore	7	25	(40)	60
Swimming	5	10	0, (0,0)	35	Sailing	3	10	(0)	25
					Sense Reality warp	4	8	(20)	28
					Star Gazing	19	28	(40), 15 †	111
					Stone Lore	9	25	(40)	70
					Tale Telling	3	28	(0)	43
					Trading Lore	7	25	(40)	60
					Use/Remove Poison	1	8	(0)	13
					Xeno-Lore				
					Heroes of the Gods	8	25	(40)	65

SEMI-SPELL USERS

RIIJI CHA'SO, MONK

(Ri'I'Ji Cha'So)

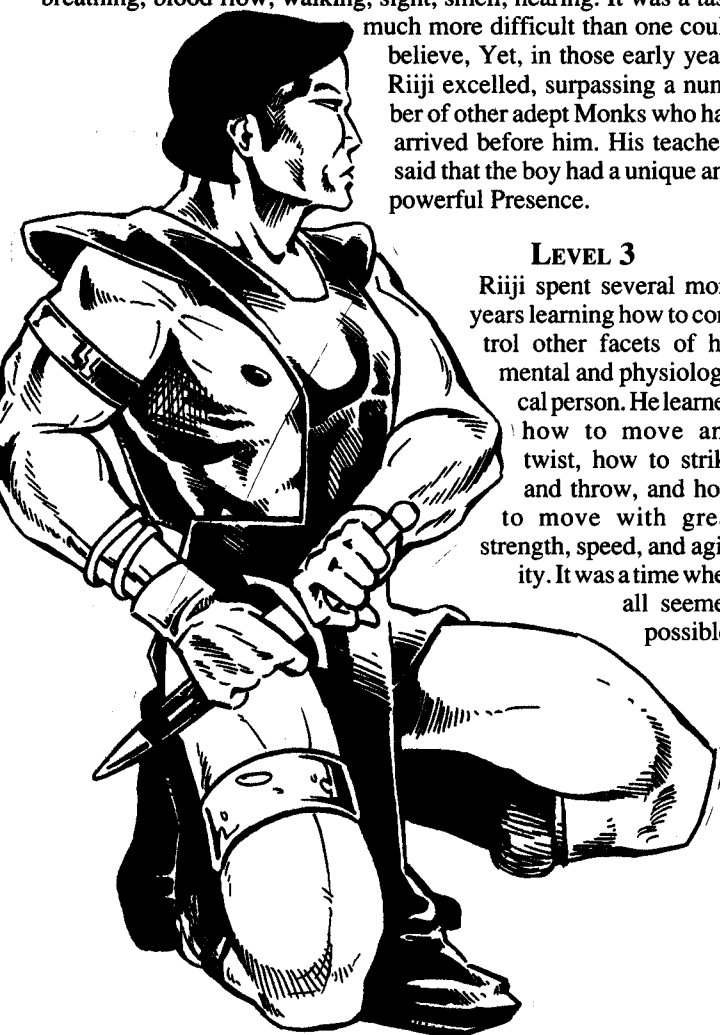
Riiji Cha'so was born in 6020 in the back country of The Fell Lands to an immigrant family of saja-pickers. (Saja are potato-like tubes eaten throughout the area) At an early age, Riiji showed great aptitude in the mastery of mental powers. In one instance, he cut his arm severely, yet used concentration to lower his heartbeat and blood pressure, thus enabling the local leach to save the arm and his life. From that point, many of the villagers and immigrant families talked about Riiji and his gift. The whispers eventually reached the ears of a travelling Monk, who visited the Cha'so family and 'bought' Riiji from the boy's father for the price of a entire piece of gold. It is believed that Cha'so's family was very protective of their children and that only after the offer of such wealth would it agree to sell one of them.

Riiji was brought to the travelling Monk's stoic monastery where he was given the task of relearning the very basics of life: heartbeat, breathing, blood flow, walking, sight, smell, hearing. It was a task

much more difficult than one could believe. Yet, in those early years Riiji excelled, surpassing a number of other adept Monks who had arrived before him. His teachers said that the boy had a unique and powerful Presence.

LEVEL 3

Riiji spent several more years learning how to control other facets of his mental and physiological person. He learned how to move and twist, how to strike and throw, and how to move with great strength, speed, and agility. It was a time when all seemed possible.



LEVEL 5

During his free time, Riiji wandered through the scrub lands looking for saja and for hares or ground squirrels for the dinner pot. This is where he met up with the Bitaar, the Little People. At first they gave him nothing but problems: tying his shoes together, making rat nests in his hair, breaking off all his buttons that held up his trousers, souring his canteen's drinking water, and the like. Eventually, however, the little people grew to enjoy the boy's company and even sat with him, teaching him some of their ways (they, too, thought he had a special Presence). This is where he learned his greatest spell-casting capability.

LEVEL 7

It was during the later part of his life that Riiji's adventures began, at a point at which he thought he could learn no more. He left his house and home of fifteen years and wandered through the Fell Lands. He eventually met up with KarChaum, a mercenary and adventurer, who was searching for the Rathshava and its buried riches. For several long months, he journeyed with the man and his company of Fighters until they found the great field of battle. There, they camped and prepared to scour the battlefield for any long-forgotten war relics. That night, with a raging Essence storm brewing, they were set upon by foul black things. Some say now that they were the Unlife; regardless, the battle was quick and fierce. All members of the mercenary band died, save for Riiji, who, in his disgrace, pretended to be dead and allowed himself to be stripped and left naked on the great battlefield.

LEVEL 10

When he awoke from his 'death-trance' Riiji felt so ashamed that he could barely return to his home. Once there, however, he didn't leave again for nearly ten years.

LEVEL 15

Riiji finally left his home and journeyed about, encountering both friends and foes as he did. At first, as he travelled, he took on tasks of heroism to atone for his past mistake. He slew great evil beasts as well as bandits and thieves that plagued the countryside. He gradually gained fame as a hero and a righter of wrongs.

LEVEL 20

Riiji still wanders the land. His skills are twice as great as when he last left, and his guilty conscience is no more. Now he searches the land as did his first mentor, for children with incredible gifts of Presence, Empathy, or Memory. He has found several children in the lands of Gethrya, and he has purchased many from their families with the gold he carries with him. Some say the Monk carries as much as 100 to 500 gold pieces, but it's more likely that he carries only ten to fifteen.

DESCRIPTION

Riiji is a very controlled individual, both mentally and physically. Everything about him is always perfect — there is never a hair out of place. He stands six foot tall, and weighs 180 pounds. His muscles appear like wrought bands of steel, as though they are

always flexed. Riiji never lets his guard down, and he is always prepared for anything. He wears simple clothing and a plain silver necklace around his neck. There is always a dagger at his side, though he rarely draws it unless the situation is very serious. Sometimes he is seen with a halberd of fine make.

LEVEL 1

Prof: Monk. **Level:** 1. **Exp Points:** 10,000.

Eyes: Brown. **Hair:** Black. **Build:** Average.

Height: 6'. **Weight:** 150 lbs. **Hits:** 41/49.

Realm: Essence. **Power Points:** 1.

St-82 (99); Qu-83 (83); Pr-101 (101); In-52 (86); Em-90 (90); Co-87 (87); Ag-82 (93); SD-90 (90); Re-71 (71); Me-91 (95).

Background Options: SOC-5 +1 St, Pr, Me; SOC-2 +10 to Martial Arts Sweeping †; SOC-2 +10 to Adrenal Defense ‡;

SAA-73 +15 Co bonus; SAM-12 +10 to Base Attack/Elemental Spell Rolls §; SIC-87 Daily II Spell Item (Water walking, Animist Base List)

AT 2; DB 5 (+20 AD, +4 TE); Armor Penalty 0/0/0. Move 55'

Primary Spell Lists:

Body Renewal 1-10.....(Monk's Base List)

Secondary Spell Lists:

Evasions 1-10.....(Monk's Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acrobatics	2	5	0, (0,2)	15	General Perception	2	—	0, (1,1)	10
Adrenal Defense	2	—	0, (0,0), 10 ‡	20	Martial Arts				
Adrenal Moves					Striking R-1	2	8	1, (-,-)	18
Strength	1	23	0, (0,0)	28	Sweeps R-1	2	7	1, (-,-), 10 †	28
Speed	1	23	0, (0,0)	28	Meditation				
Balance	1	23	0, (0,0)	28	Trance	2	23	(0)	33
Leaping	1	23	0, (0,0)	28	Stunned Maneuvers	4	15	(1)	35
Landing	1	23	0, (0,0)	28	Tumbling				
Quick Draw	1	23	0, (0,0)	28	Attack	2	8	(1)	18
Ambush	2	—	—	+/- 2	Evasion	4	5	(1)	25
Body Development+	7	1.20	0, (1,1)	41/49	Yado (Bare Handed)	2	5	(1)	15
Dagger+	3	8	1, (-,-)	24					

LEVEL 3

Prof: Monk. **Level:** 3. **Exp Points:** 30,000.

Eyes: Brown. **Hair:** Black. **Build:** Average.

Height: 6'. **Weight:** 150 lbs. **Hits:** 60/72.

Realm: Essence. **Power Points:** 3.

St-90 (99); Qu-83 (83); Pr-101 (101); In-73 (86); Em-90 (90); Co-87 (87); Ag-93 (93); SD-90 (90); Re-71 (71); Me-94 (95).

AT: 2; DB: 5 (+25 AD, +8 TE); Armor Penalty 0/0/0. Move: 55'

Primary Spell Lists:

Body Renewal 1-10.....(Monk's Base List)

Secondary Spell Lists:

Evasions 1-10.....(Monk's Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acrobatics	2	8	0, (0,6)	18	Sweeps R-1	4	13	3, (-,-), 10 †	46
Adrenal Defense	3	—	0, (0,0), 10 ‡	25	Sweeps R-2	2	13	3, (-,-), 10 †	36
Adrenal Moves					Sweeps R-3	1	13	3, (-,-), 10 †	18
Strength	3	23	0, (0,0)	38	Spell Acquisition	1	10	—	—
Speed	3	23	0, (0,0)	38	Meditation				
Balance	3	23	0, (0,0)	38	Cleansing	2	13	(0)	23
Leaping	3	23	0, (0,0)	38	Death	2	23	(0)	33
Landing	3	23	0, (0,0)	38	Healing	2	13	(0)	23
Quick Draw	3	23	0, (0,0)	38	Ki	2	23	(0)	33
Ambush	2	—	—	+/- 2	Sleep	2	8	(0)	18
Body Development+	11	1.20	0, (3,3)	60/72	Trance	4	23	(0)	43
Dagger+	3	13	3, (-,-)	31	Stunned Maneuvers	8	15	(3)	55
General Perception	2	—	0, (3,3)	10	Tumbling				
Martial Arts					Attack	2	8	(3)	18
Striking R-1	4	13	3, (-,-)	36	Evasion	8	8	(3)	48
Striking R-2	2	13	3, (-,-)	26	Yado (Bare Handed)	4	5	(3)	25
Striking R-3	1	13	3, (-,-)	21					

LEVEL 5

Prof: Monk. **Level:** 5. **Exp Points:** 50,000.

Eyes: Brown. **Hair:** Black. **Build:** Average.

Height: 6'. **Weight:** 150 lbs. **Hits:** 60/72.

Realm: Essence. **Power Points:** 5.

St-99 (99); Qu-83 (83); Pr-101 (101); In-81 (86); Em-90 (90);

Co-87 (87); Ag-93 (93); SD-90 (90); Re-71 (71); Me-95 (95).

AT: 2; **DB:** 5 (+35 AD, +12 TE); **Armor Penalty** 0/0/0. **Move:** 55'.

New Equipment: Charm of Body Control (Silver necklace with intricate gold ornament: acts as a permanent Unpain enabling the wearer to withstand an additional 50% hits before going unconscious. Also it gives a +10 bonus to Body Damage Stabilization, Control Lycanthropy, Frenzy, and Adrenal Moves Skills).

Primary Spell Lists:

Body Renewal 1-10 (Monk's Base List)

Secondary Spell Lists:

Evasions 1-10 (Monk's Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acrobatics	3	8	0, (0,10)	23	Pick Locks	1	5	0, (0,0)	10
Adrenal Defense	5	—	0, (0,0), 10 ‡	35	Runes	1	8	0, (5,0)	13
Adrenal Moves					Spell Acquisition	1	10	—	—
Strength	3	23	0, (0,0)	38	Stalk & Hide	4	13/15	0, (5,5)	33/35
Speed	3	23	0, (0,0)	38	Staves & Wands	1	8	0, (5,0)	13
Balance	3	23	0, (0,0)	38	Swimming	2	10	0, (5,10)	20
Leaping	3	23	0, (0,0)	38	Faerie Lore	1	8	(5)	13
Landing	3	23	0, (0,0)	38	Fauna Lore	1	8	(5)	13
Quick Draw	3	23	0, (0,0)	38	Flora Lore	1	8	(5)	13
Ambush	2	—	—	+/- 2	Herb Lore	1	8	(5)	13
Body Development+	11	1.20	0, (5,5)	60/72	Meditation				
Climbing	2	10	0, (5,10)	20	Cleansing	2	13	(0)	23
Dagger+	3	13	5, (-,-)	33	Death	2	23	(0)	33
Disarm Traps	1	8	0, (5,5)	13	Healing	2	13	(0)	23
General Perception	6	3	0, (5,5)	33	Ki	2	23	(0)	33
Martial Arts					Sleep	2	8	(0)	18
Striking R-1	5	20	5, (-,-)	50	Stunned Maneuvers	12	15	(5)	69
Striking R-2	3	20	5, (-,-)	40	Tumbling				
Striking R-3	2	20	5, (-,-)	35	Attack	4	8	(5)	28
Striking R-4	1	20	5, (-,-)	30	Evasion	12	8	(5)	62
Sweeps R-1	4	15	5, (-,-), 10 †	50	Trance	4	20	(5)	40
Sweeps R-2	3	15	5, (-,-), 10 †	45	Yado (Bare Handed)	6	5	(5)	35
Sweeps R-3	1	15	5, (-,-), 10 †	35					

LEVEL 7

Prof: Monk. **Level:** 7. **Exp Points:** 90,000.

Eyes: Brown. **Hair:** Black. **Build:** Average.

Height: 6'. **Weight:** 150 lbs. **Hits:** 86/103.

Realm: Essence. **Power Points:** 7.

St-99 (99); Qu-83 (83); Pr-101 (101); In-86 (86); Em-90 (90);

Co-87 (87); Ag-93 (93); SD-90 (90); Re-71 (71); Me-95 (95).

AT: 2; **DB:** 5 (+45 AD, +16 TE); **Armor Penalty** 0/0/0. **Move:** 55'.

New Equipment: Charm of Body Control (Silver necklace with intricate gold ornament: acts as a permanent Unpain enabling the

wearer to withstand an additional 50% hits before going unconscious. Also it gives a +10 bonus to Body Damage Stabilization, Control Lycanthropy, Frenzy, and Adrenal Moves Skills); +10 Crimson Alloy Dagger with an additional 'A' Critical Roll on the Heat Table.

Primary Spell Lists:

Body Renewal 1-10 (Monk's Base List)

Body Reins 1-10 (Monk's Base List)

Secondary Spell Lists:

Evasions 1-10 (Monk's Base List)

Physical Enhancement 1-10 (Open Essence List)

Skill	Rank	Stat Bonus	Special Bonus	Total	General Perception	7	3	0, (7,7)	38
Acrobatics	5	8	0, (0,14)	33	Martial Arts				
Adrenal Defense	7	—	0, (0,0), 10 ‡	45	Striking R-1	7	20	7, (-,-)	62
Adrenal Moves					Striking R-2	5	20	7, (-,-)	52
Strength	3	23	0, (0,0)	38	Striking R-3	4	20	7, (-,-)	47
Speed	3	23	0, (0,0)	38	Striking R-4	3	20	7, (-,-)	42
Balance	3	23	0, (0,0)	38	Sweeps R-1	6	15	7, (-,-), 10 †	62
Leaping	3	23	0, (0,0)	38	Sweeps R-2	5	15	7, (-,-), 10 †	57
Landing	3	23	0, (0,0)	38	Sweeps R-3	3	15	7, (-,-), 10 †	47
Quick Draw	3	23	0, (0,0)	38	Pick Locks	1	5	0, (0,0)	10
Ambush	2	—	—	+/- 2	Runes	1	8	0, (7,0)	13
Body Development+	15	1.20	0, (7,7)	86/103	Stalk & Hide	5	13/15	0, (7,7)	38/40
Climbing	2	10	0, (7,14)	20	Staves & Wands	1	8	0, (7,0)	13
Disarm Traps	1	8	0, (7,7)	13	Swimming	2	10	0, (7,14)	20

(Level 7 continued on next page)

Skill	Rank	Stat Bonus	Special Bonus	Total
Weapon Kata				
Dagger+, Stick	3	13	7, (-,-)	30
Diagnostics	1	3	(7)	8
Drug Tolerance	1	18	(7)	23
Faerie Lore	1	8	(7)	13
Fauna Lore	1	8	(7)	13
First Aid	1	13	(7)	18
Flora Lore	1	8	(7)	13
Herb Lore	1	8	(7)	13
Meditation				
Cleansing	2	13	(0)	23
Death	2	23	(0)	33
Healing	2	13	(0)	23
Ki	2	20	(0)	30
Sleep	2	8	(0)	18
Trance	4	23	(0)	43
Poison Perception	1	3	(7)	8
Sense Ambush/Assass	1	3	(7)	8
Stunned Maneuvers	16	15	(7)	77
Tight-Rope Walking	1	13	(14)	18
Time Sense	1	10	(7)	15
Tumbling				
Attack	6	8	(7)	38
Evasion	16	8	(7)	70
Yado (Bare Handed)	8	5	(7)	45

LEVEL 10

Prof: Monk. **Level:** 10. **Exp Points:** 150,000.

Eyes: Brown. **Hair:** Black. **Build:** Average.

Height: 6'. **Weight:** 150 lbs. **Hits:** 104/125.

Realm: Essence. **Power Points:** 10.

St-99 (99); Qu-83 (83); Pr-101 (101); In-86 (86); Em-90 (90);

Co-87 (87); Ag-93 (93); SD-90 (90); Re-71 (71); Me-95 (95).

AT: 2; **DB:** 5 (+60 AD, +20 TE); **Armor Penalty** 0/0/0. **Move:** 55'.

New Equipment: Charm of Body Control (Silver necklace with intricate gold ornament: acts as a permanent Unpain enabling the wearer to withstand an additional 50% hits before going unconscious. Also it gives a +10 bonus to Body Damage Stabilization, Control Lycanthropy, Frenzy, and Adrenal Moves Skills); +10 Crimson Alloy

Dagger with an additional 'A' Critical Roll on the Heat Table; Bandages of Aid (Silk bandages with gold thread that when applied to any wound will clot up to 3 hits/round and reduce the severity of any injury one degree (e.g. a broken arm will become sprained).

Primary Spell Lists:

Body Renewal 1-20 (Monk's Base List)

Body Reins 1-20 (Monk's Base List)

Monk's Bridge 1-10 (Monk's Base List)

Secondary Spell Lists:

Evasions 1-20 (Monk's Base List)

Physical Enhancement 1-20 (Open Essence List)

Rune Mastery 1-10 (Open Essence List)

Skill	Rank	Stat Bonus	Special Bonus	Total
Acrobatics	8	8	0, (0,20)	48
Adrenal Defense	10	—	0, (0,0), 10 ‡	60
Adrenal Moves				
Strength	3	23	0, (0,0)	38
Speed	3	23	0, (0,0)	38
Balance	3	23	0, (0,0)	38
Leaping	4	23	0, (0,0)	43
Landing	3	23	0, (0,0)	38
Quick Draw	3	23	0, (0,0)	3
Ambush	3	—	—	+/- 3
Body Development+	18	1.20	0, (10,10)	104/125
Climbing	4	10	0, (10,20)	30
Contortions	2	8	0, (0,20)	18
Disarm Traps	1	8	0, (10,10)	13
General Perception	9	3	0, (10,10)	48
Martial Arts				
Striking R-1	10	20	10, (-,-)	80
Striking R-2	8	20	10, (-,-)	70
Striking R-3	7	20	10, (-,-)	65
Striking R-4	6	20	10, (-,-)	60
Sweeps R-1	9	15	10, (-,-), 10 †	80
Sweeps R-2	8	15	10, (-,-), 10 †	75
Sweeps R-3	6	15	10, (-,-), 10 †	65
Sweeps R-4	3	15	10, (-,-), 10 †	50
Pick Locks	1	5	0, (10,10)	10
Runes	1	8	0, (10,0)	13
Stalk & Hide	7	13/15	0, (10,10)	48/50
Staves & Wands	1	8	0, (10,0)	13
Swimming	2	10	0, (10,20)	20
Weapon Kata				
Dagger, Stick	3	13	10, (-,-)	33
Athletic Game (Hurdle)	2	13	(20)	23
Body Damage Stab.	4	10	(0)	30
Diagnostics	1	3	(10)	8
Disarm Foe, Unarmed	2	10	(10)	20
Distance Running	4	20	(20)	40
Drug Tolerance	1	18	(10)	23
Faerie Lore	2	8	(10)	18
Fauna Lore	2	8	(10)	18
First Aid	1	13	(10)	18
Flora Lore	2	8	(10)	18
Frenzy	2	13	(0)	23
Herb Lore	2	8	(10)	18
Meditation				
Cleansing	2	13	(0)	23
Death	2	23	(0)	33
Healing	2	13	(0)	23
Ki	2	23	(0)	33
Sleep	2	8	(0)	18
Trance	4	23	(0)	43
Poison Perception	1	3	(10)	8
Sense Ambush/Assass	1	3	(10)	8
Stunned Maneuvers	20	15	(10)	85
Tight-Rope Walking	1	13	(20)	18
Time Sense	1	10	(10)	15
Tumbling				
Attack	8	8	(10)	48
Evasion	20	8	(10)	78
Yado (Bare Handed)	8	5	(10)	45

Prof: Monk. **Level:** 15. **Exp Points:** 300,000.

Eyes: Brown. **Hair:** Black. **Build:** Average.

Height: 6'. **Weight:** 150 lbs. **Hits:** 104/125.

Realm: Essence. **Power Points:** 15.

St-99 (99); Qu-83 (83); Pr-101 (101); In-86 (86); Em-90 (90); Co-87 (87); Ag-93 (93); SD-90 (90); Re-71 (71); Me-95 (95).

AT: 2; **DB:** 5 (+60 AD, +20 TE); **Armor Penalty** 0/0/0. **Move:** 55'.

New Equipment: Charm of Body Control (Silver necklace with intricate gold ornament: acts as a permanent Unpain enabling the wearer to withstand an additional 50% hits before going unconscious. Also it gives a +10 bonus to Body Damage Stabilization, Control Lycanthropy, Frenzy, and Adrenal Moves Skills); +10 Crimson Alloy Dagger with an additional 'C' Critical Roll on the Heat Table; Bandages of Aid (Silk bandages with gold thread that when applied to any wound will clot up to 3 hits/round and reduce the severity of any injury one degree (e.g. a broken arm will become sprained).

Primary Spell Lists:

Body Renewal 1-20 (Monk's Base List)

Body Reins 1-20 (Monk's Base List)

Monk's Bridge 1-20 (Monk's Base List)

Invisible Ways 1-10 (Essence Closed List)

Secondary Spell Lists:

Evasions 1-20 (Monk's Base List)

Physical Enhancement 1-20 (Open Essence List)

Rune Mastery 1-10 (Open Essence List)

Elemental Shield 1-10 (Open Essence List)

Body Reins 1-10 (Monk's Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acrobatics	8	8	0, (0,30)	48	Athletic Game (Hurdle)	2	13	(30)	23
Adrenal Defense	10	—	0, (0,0), 10 ‡	60	Body Damage Stab.	14	10	(0)	68
Adrenal Moves					Diagnostics	1	3	(15)	8
Strength	8	23	0, (0,0)	63	Disarm Foe, Unarmed	7	10	(15)	45
Speed	8	23	0, (0,0)	63	Distance Running	9	20	(30)	65
Balance	8	23	0, (0,0)	63	Drug Tolerance	1	18	(15)	23
Leaping	9	23	0, (0,0)	68	Faerie Lore	2	8	(15)	18
Landing	8	23	0, (0,0)	63	Fauna Lore	2	8	(15)	18
Quick Draw	8	23	0, (0,0)	63	First Aid	6	13	(15)	43
Ambush	8	—	—	+/- 8	Flora Lore	2	8	(15)	18
Body Development+	18	1.20	0, (15,15)	104/125	Frenzy	12	13	(0)	67
Climbing	9	10	0, (15,30)	55	Herb Lore	2	8	(15)	18
Contortions	2	8	0, (0,30)	18	Meditation				
Disarm Traps	1	8	0, (15,15)	13	Cleansing	2	13	(0)	23
General Perception	9	3	0, (15,15)	48	Death	2	23	(0)	33
Martial Arts					Healing	2	13	(0)	23
Striking R-1	15	20	15, (-,-)	95	Ki	2	23	(0)	33
Striking R-2	13	20	15, (-,-)	91	Sleep	2	8	(0)	18
Striking R-3	12	20	15, (-,-)	89	Trance	4	23	(0)	43
Striking R-4	11	20	15, (-,-)	87	Poison Perception	1	3	(15)	8
Sweeps R-1	14	15	15, (-,-), 10 †	98	Sense Ambush/Assass	1	3	(15)	8
Sweeps R-2	13	15	15, (-,-), 10 †	96	Stunned Maneuvers	20	15	(15)	85
Sweeps R-3	11	15	15, (-,-), 10 †	92	Tight-Rope Walking	6	13	(30)	43
Sweeps R-4	8	15	15, (-,-), 10 †	80	Time Sense	1	10	(15)	15
Pick Locks	1	5	0, (15,15)	10	Tumbling				
Runes	1	8	0, (15,0)	13	Attack	13	8	(15)	64
Stalk & Hide	7	13/15	0, (15,15)	48/50	Evasion	20	8	(15)	78
Staves & Wands	1	8	0, (15,0)	13	Yado (Bare Handed)	13	5	(15)	61
Swimming	2	10	0, (15,30)	20					
Weapon Kata									
Dagger, Mace, Stick,									
Halberd	3	13	15, (-,-)	43					

Prof: Monk. **Level:** 20. **Exp Points:** 500,000.

Eyes: Brown. **Hair:** Black. **Build:** Average.

Height: 6'. **Weight:** 150 lbs. **Hits:** 120/144.

Realm: Essence. **Power Points:** 20.

St-99 (99); Qu-83 (83); Pr-101 (101); In-86 (86); Em-90 (90); Co-87 (87); Ag-93 (93); SD-90 (90); Re-71 (71); Me-95 (95).

AT: 2; **DB:** 5 (); **Armor Penalty** 0/0/0. **Move:** 55'.

New Equipment: Charm of Body Control (Silver necklace with intricate gold ornament: acts as a permanent Unpain enabling the wearer to withstand an additional 50% hits before going unconscious. Also it gives a +10 bonus to Body Damage Stabilization, Control Lycanthropy, Frenzy, and Adrenal Moves Skills); +10 Crimson Alloy Dagger with an additional 'C' Critical Roll on the Heat Table; Bandages of Aid (Silk bandages with gold thread that when applied to any wound will clot up to 3 hits/round and reduce the severity of any injury one degree (e.g. a broken arm will become sprained); +5 White Alloy Halberd with an Extra 'B' Electricity Critical on Same Dice Roll.

Primary Spell Lists:

Body Renewal 1-20 (Monk Base List)
Body Reins 1-20 (Monk Base List)
Monk's Bridge 1-20 (Monk Base List)
Invisible Ways 1-10 (Essence Closed List)
Evasions 1-20 (Monk Base List)
Monk's Sense 1-10 (Monk Base List)

Secondary Spell Lists:

Evasions 1-20 (Monk Base List)
Physical Enhancement 1-20 (Open Essence List)
Rune Mastery 1-20 (Open Essence List)
Elemental Shield 1-10 (Open Essence List)
Body Reins 1-20 (Monk Base List)
Body Renewal 1-10 (Monk Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Acrobatics	8	8	0, (0,40)	48	Athletic Game (Hurdle)	2	13	(40)	23
Adrenal Defense	10	—	0, (0,0), 10 ‡	60	Body Damage Stab.	19	10	(0)	78
Adrenal Moves					Diagnostics	1	3	(20)	8
Strength	13	23	0, (0,0)	79	Disarm Foe, Unarmed	12	10	(20)	64
Speed	13	23	0, (0,0)	79	Distance Running	9	20	(40)	65
Balance	13	23	0, (0,0)	79	Drug Tolerance	1	18	(20)	23
Leaping	14	23	0, (0,0)	81	Faerie Lore	3	8	(20)	23
Landing	13	23	0, (0,0)	79	Fauna Lore	3	8	(20)	23
Quick Draw	13	23	0, (0,0)	79	First Aid	6	13	(20)	43
Ambush	8	—	—	+/- 8	Flora Lore	3	8	(20)	23
Body Development+	22	1.20	0, (20,20)	120/144	Frenzy	12	13	(0)	67
Climbing	9	10	0, (20,40)	55	Herb Lore	2	8	(20)	18
Contortions	2	8	0, (0,40)	18	Meditation				
Disarm Traps	1	8	0, (20,20)	13	Cleansing	7	13	(0)	48
General Perception	14	3	0, (20,20)	61	Death	7	23	(0)	58
Martial Arts					Healing	7	13	(0)	48
Striking R-1	20	20	20, (-,-)	110	Ki	7	23	(0)	58
Striking R-2	18	20	20, (-,-)	106	Sleep	7	8	(0)	43
Striking R-3	17	20	20, (-,-)	104	Trance	9	23	(0)	68
Striking R-4	16	20	20, (-,-)	102	Poison Perception	1	3	(20)	8
Sweeps R-1	19	15	20, (-,-), 10 †	113	Sense Ambush/Assass	1	3	(20)	8
Sweeps R-2	18	15	20, (-,-), 10 †	111	Stunned Maneuvers	20	15	(20)	85
Sweeps R-3	16	15	20, (-,-), 10 †	107	Tight-Rope Walking	6	13	(40)	43
Sweeps R-4	13	15	20, (-,-), 10 †	101	Time Sense	6	10	(20)	40
Pick Locks	1	5	0, (20,20)	10	Tumbling				
Runes	1	8	0, (20,0)	13	Attack	13	8	(20)	64
Stalk & Hide	12	13/15	0, (20,20)	67/69	Evasion	30	8	(20)	88
Staves & Wands	1	8	0, (20,0)	13	Yado (Bare Handed)	18	5	(20)	71
Swimming	2	10	0, (20,40)	20					
Weapon Kata									
—Dagger, Mace, Stick,									
Halberd	3	13	15, (-,-)	43					

(Dalas Saaltak)

Dalas, The Range Runner, as he was eventually called, was born on one of the distant archipelagos of the distant islands of Tharda, in the year (circa) 6009. There, he spent his childhood in the company of his mother, who fished and processed her catch into valuable oils, and his father, who haphazardly made glass beads to sell to the seagoing vessels. In his free time, he helped both parents, but eventually fell in love with the mighty coniferous forests that lay forever cloaked in mist. He spent much of his time there.

When he was ten, his family's abode was beset by Lugroki pirates/slavers from the large island of Tyrpal. His mother was raped and killed, his father hauled away in chains. His last glimpse of his father was one of him being severely whipped and lashed by large Lugroki brutes. Fortunately for Dalas, he was able to hide in the woods. There he managed to survive for another year, eating grubs and catching hares, grouses, and other small woodland creatures. It was then that he learned the ideologies and dogma of being a Ranger. The woods became his home.

LEVEL 3

Upon reaching the age of seventeen, Dalas walked into a nearby town and signed onto a ocean going merchant vessel to the distant land of Jaiman. The voyage took nearly a year and during that time, he learned a smattering of all shipboard procedures. Eventually, the ship reached Meluria and traded the rare fish oils and colorful beads of Dalas's homeland for steel ores, which were very rare on the volcanic islands of Tharda, medicines, perfumes, textiles, and gold and silver ornaments, another rarity there.

LEVEL 5

Meluria seemed like a fine place to him, so the night before they were to return to the far-off islands, Dalas jumped ship and swam to the mainland. He wandered around for a couple of years picking up the Melurian language, but mostly experiencing and enjoying the new varieties of fauna and flora.

LEVEL 7

Dalas never became any great figure in history or time, nor did he contribute to the development of any nation, religion, or culture. Dalas has simply led a quiet rural life with the Melurians, who eventually came to call the stranger the Range Runner for his ability to run day and night, never seeming to stop.

LEVEL 10

It is still told around fires that Dalas could out-sprint a racing horse and out run the best war horse in all of the united kingdoms. In several of his journeys, it is told, adventurers would see him sprinting along a road, keeping pace with a trotting horse, mile after mile. It was even reported that he carried an injured child more than twenty leagues to a local Healer in less than 5 hours — an average speed of twelve miles per hour.

LEVEL 15

Later in life, Dalas briefly took up a job as a tracker and hunting guide for the gentry who came into the surrounding lands. There, he helped track down all sorts of big game, and helped in flushing the beasts out, killing them, and skinning and gutting the creatures.

After awhile, though, he tired of the snobbery all the gentry seemed to exude.

He left the job behind and resumed his journeys across the open savannah.

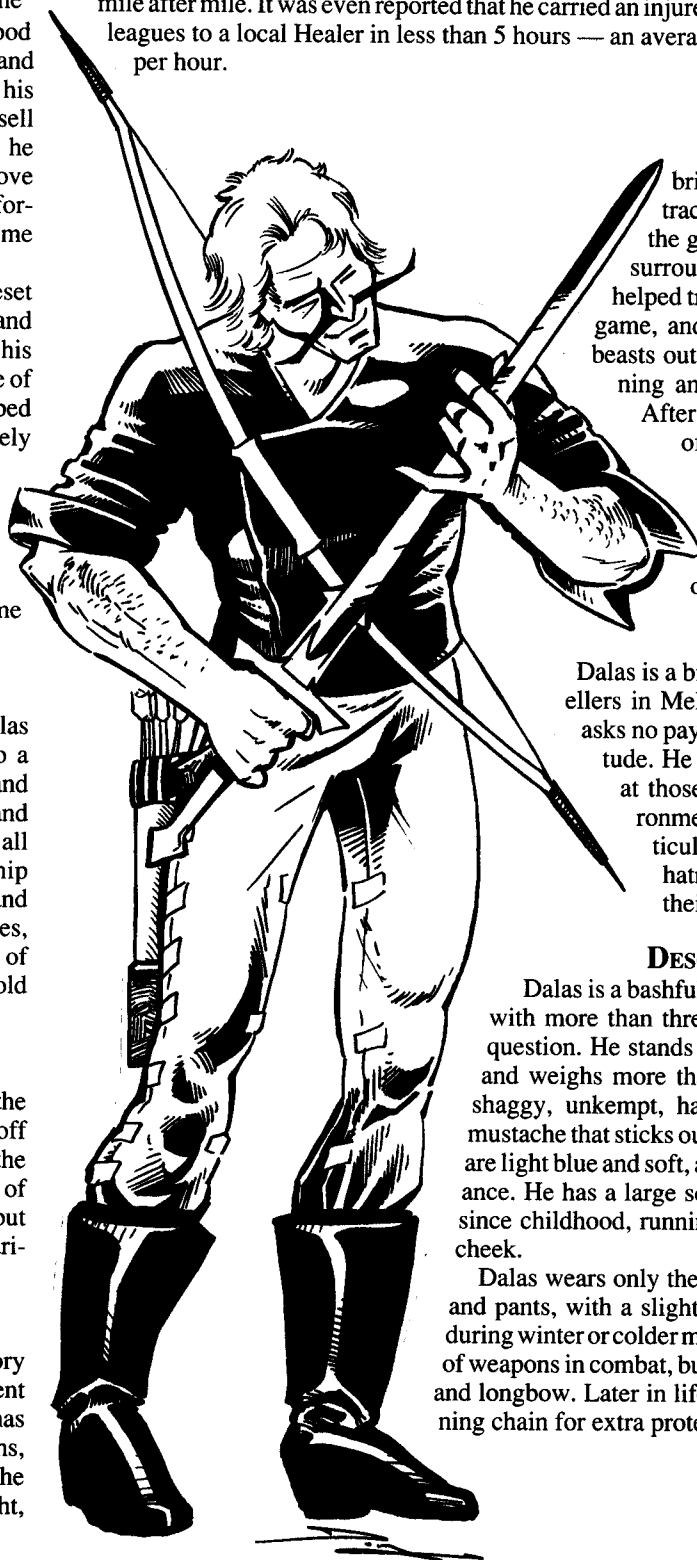
LEVEL 20

Dalas is a bit shy, but will help travellers in Meluria find their way. He asks no payment or service of gratitude. He takes offense, however, at those that mistreat the environment, and he also has a particular dislike, if not frenzied hatred, towards Lugroki and their kind.

DESCRIPTION

Dalas is a bashful man, rarely responding with more than three or four words to any question. He stands six feet, two inches tall and weighs more than 185 pounds. He has shaggy, unkempt, hair and a long, waxed, mustache that sticks out from his face. His eyes are light blue and soft, almost watery in appearance. He has a large scar, presumably present since childhood, running the length of his left cheek.

Dalas wears only the finest buckskin jackets and pants, with a slightly heavier woolen robe during winter or colder months. He uses a number of weapons in combat, but favors the broadsword and longbow. Later in life, he can be found donning chain for extra protection.



LEVEL 1

Prof: Ranger. **Level:** 1. **Exp Points:** 10,000.

Eyes: Blue. **Hair:** Yellow. **Build:** Average.

Height: 6'2". **Weight:** 185 lbs. **Hits:** 29/38

Realm: Channeling. **Power Points:** 1.

St-98 (98); Qu-98 (98); Pr-78 (78); In-90 (90); Em-73 (73);
Co-101 (101); Ag-90 (90); SD-94 (94); Re-93 (93); Me-62 (98).

Background Options: SAA-62 +15 Qu bonus; SAM-41 +15
Me Bonus; SOC-5 +1 to St, Qu, Co; SOC-5 +1 to St, Qu, SD;
+5 Magical Broadsword †; SAC-13 +25 to Tracking ‡ but -5/
1000' above Sea Level.

AT: 2; **DB:** 20 (+10 S); **Armor Penalty** 0/0/0. **Move:** 70'.

Primary Spell Lists:

Light's Way 1-10 (Open Channeling List)

Secondary Spell Lists:

Nature's Guises 1-10 (Ranger Base List)

*Note: If using Secondary Spell Lists, hange Directed Spell
Hobby to an additional +3 Ranks to Broadsword skill.*

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development	3	1.3	0, (0,0)	29/38	Appraisal	2	10	(2)	20
Broad Sword+	7	20	1, (-,-), 5 †	61	Camouflage	2	10	(1)	20
Climbing	2	10	0, (3,1)	20	Detecting Traps	2	10	(1)	20
Directed Spells+					Direction Sense	4	10	(1)	30
Light's Way	3	10	0, (0,0)	25	Foraging	2	13	(3)	23
General Perception	3	10	0, (1,1)	25	Locate Secret Openings	2	10	(1)	20
Long Bow	2	15	1, (-,-)	27	Read Tracks	2	10	(1)	20
Riding	2	5	0, (3,3)	15	Signaling	2	15	(0)	25
Spell Acquisition	1	10	—	—	Skinning	2	10	(2)	20
Stalk & Hide	4	13/15	0, (1,1)	33/35	Time Sense	2	13	(1)	23
Swimming	2	10	0, (3,1)	20	Tracking	4	10	(1), 25 ‡	55

LEVEL 3

Prof: Ranger. **Level:** 3. **Exp Points:** 30,000.

Eyes: Blue. **Hair:** Yellow. **Build:** Average.

Height: 6'2". **Weight:** 185 lbs. **Hits:** 29/38

Realm: Channeling. **Power Points:** 3.

St-98 (98); Qu-98 (98); Pr-78 (78); In-90 (90); Em-73 (73);
Co-101 (101); Ag-90 (90); SD-94 (94); Re-93 (93); Me-77 (98).

AT: 16; **DB:** 10; **Armor Penalty** 57/20/20. **Move:** 70'.

Primary Spell Lists:

Light's Way 1-10 (Open Channeling List)

Concussions' Way 1-10 (Open Channeling List)

Secondary Spell Lists:

Nature's Guises 1-10 (Ranger Base List)

Nature's Way 1-10 (Ranger Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Animal Healing	1	5	0, (0,0)	10	Appraisal	2	10	(6)	20
Body Development	3	1.30	0, (0,0)	29/38	Camouflage	2	10	(3)	20
Broad Sword+	9	20	3, (-,-), 5 †	73	Detecting Traps	2	10	(3)	20
Climbing	4	10	0, (9,3)	30	Direction Sense	4	10	(3)	30
Contortions	1	13	0, (0,3)	18	Distance Running	2	30	(3)	40
Cookery	1	10	0, (0,2)	15	First Aid	2	8	(0)	18
General Perception	5	10	0, (3,3)	35	Foraging	2	13	(9)	23
Long Bow	4	15	3, (-,-)	38	Locate Secret Openings	2	10	(3)	20
Maneuver in Chain	14	15	0, (0,3)	85	Read Tracks	6	10	(3)	40
Navigation	1	10	0, (9,0)	15	Signaling	2	15	(0)	25
Riding	2	5	0, (9,9)	15	Skinning	2	10	(3)	20
Stalk & Hide	4	13/15	0, (3,3)	33/35	Sprinting	4	30	(3)	50
Swimming	2	10	0, (9,3)	20	Time Sense	2	13	(3)	23
Tumbling	1	13	0, (0,3)	18	Tracking	8	10	(3), 25 ‡	75
Directed Spells+									
Light's Way	3	10	0, (0,0)	25					

LEVEL 5

Prof: Ranger. **Level:** 5. **Exp Points:** 50,000.

Eyes: Blue. **Hair:** Yellow. **Build:** Average.

Height: 6'2". **Weight:** 185 lbs. **Hits:** 49/64

Realm: Channeling. **Power Points:** 5.

St-98 (98); Qu-98 (98); Pr-78 (78); In-90 (90); Em-73 (73);
Co-101 (101); Ag-90 (90); SD-94 (94); Re-93 (93); Me-87 (98).

AT: 16; **DB:** 10; **Armor Penalty:** 37/20/20. **Move:** 70'.

New Equipment: +20 Adamantium Chain Mail Hauberk
(Applies to all penalties).

Primary Spell Lists:

Light's Way 1-10 (Open Channeling List)
Concussions' Way 1-10 (Open Channeling List)
Blood Law 1-10 (Closed Channeling List)

Secondary Spell Lists:

Nature's Guises 1-10 (Ranger Base List)
Nature's Way 1-10 (Ranger Base List)
Path Mastery 1-10 (Ranger Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Animal Healing	1	5	0, (0,0)	10	Appraisal	2	10	(10)	20
Body Development	7	1.30	0, (0,0)	49/64	Camouflage	2	10	(5)	20
Broad Sword+	11	20	5, (-,-), 5 †	79	Detecting Traps	2	10	(5)	20
Climbing	4	10	0, (15,5)	33	Direction Sense	4	10	(5)	30
Contortions	1	13	0, (0,5)	18	Distance Running	6	30	(5)	60
Cookery	1	10	0, (0,10)	15	First Aid	4	8	(0)	28
Directed Spells+					Foraging	2	13	(15)	23
Light's Way	3	10	0, (0,0)	25	Locate Secret Opening	2	10	(5)	20
General Perception	5	10	0, (5,5)	35	Read Tracks	6	10	(5)	40
Long Bow	6	15	5, (-,-)	50	Signaling	2	15	(0)	25
Maneuver in Chain	28	15	0, (0,5)	155	Skinning	2	10	(10)	20
Navigation	1	10	0, (15,0)	15	Sprinting	6	30	(5)	60
Riding	2	5	0, (15,15)	15	Stunned Maneuvers	2	15	(5)	25
Stalk & Hide	4	13/15	0, (5,5)	33/35	Time Sense	2	13	(5)	23
Swimming	2	10	0, (15,5)	20	Tracking	12	10	(5), 25 ‡	89
Tumbling	1	13	0, (0,0)	18					

LEVEL 7

Prof: Ranger. **Level:** 7. **Exp Points:** 90,000.

Eyes: Blue. **Hair:** Yellow. **Build:** Average.

Height: 6'2". **Weight:** 185 lbs. **Hits:** 61/79

Realm: Channeling. **Power Points:** 7.

St-98 (98); Qu-98 (98); Pr-78 (78); In-90 (90); Em-73 (73);
Co-101 (101); Ag-90 (90); SD-94 (94); Re-93 (93); Me-98 (98).

AT: 16; **DB:** 10; **Armor Penalty:** 31/20/20. **Move:** 70'.

New Equipment: +20 Adamantium Chain Mail Hauberk
(Applies to all penalties). +10 Dwarven Steel Mace with Extra
'B' Critical on Same Roll.

Primary Spell Lists:

Light's Way 1-10 (Open Channeling List)
Concussions' Way 1-10 (Open Channeling List)
Blood Law 1-10 (Closed Channeling List)
Nerve Law 1-10 (Closed Channeling List)

Secondary Spell Lists:

Nature's Guises 1-10 (Ranger Base List)
Nature's Way 1-10 (Ranger Base List)
Path Mastery 1-20 (Ranger Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	General Perception	6	10	0, (7,7)	40
Ambush	2	—	—	+/- 2	Linguistics	5	—	—	R-5
Animal Healing	1	5	0, (0,0)	10	Long Bow	6	15	7, (-,-)	52
Body Development	9	1.30	0, (0,0)	61/79	Maneuver in Chain	38	15	0, (0,7)	205
Broad Sword+	11	20	7, (-,-), 5 †	82	Navigation	1	10	0, (21,0)	15
Channeling	2	10	0, (0,0)	20	Riding	3	5	0, (21,21)	20
Climbing	5	10	0, (21,7)	35	Stalk & Hide	6	13/15	0, (7,7)	43/45
Contortions	2	13	0, (0,7)	23	Swimming	3	10	0, (21,7)	25
Cookery	1	10	0, (0,14)	15	Tumbling	1	13	0, (0,7)	18
Directed Spells+									
Light's Way	3	10	0, (0,0)	25					

(Level 7 continued on next page)

Skill	Rank	Stat Bonus	Special Bonus	Total	Read Tracks	6	10	(7)	40
Appraisal	2	10	(14)	20	Rope Mastery	4	23	(14)	43
Boat Pilot	2	23	(0)	33	Rowing	2	20	(7)	30
Camouflage	2	10	(7)	20	Sailing	2	10	(7)	20
Detecting Traps	2	10	(7)	20	Signaling	2	15	(0)	25
Direction Sense	4	10	(7)	30	Skinning	2	10	(14)	20
Distance Running	8	30	(7)	70	Sprinting	8	30	(7)	70
Diving	2	13	(7)	23	Stunned Maneuvers	2	15	(7)	25
First Aid	4	8	(0)	28	Time Sense	2	13	(7)	23
Foraging	2	13	(21)	23	Tracking	12	10	(70), 25 ‡	89
Locate Secret Opening	2	10	(7)	20	Wood-Crafts				
Navigation	2	**	**	+ 10	Ship Wright	2	5	(14)	15

LEVEL 10

Prof: Ranger. **Level:** 10. **Exp Points:** 150,000.

Eyes: Blue. **Hair:** Yellow. **Build:** Average.

Height: 6'2". **Weight:** 185 lbs. **Hits:** 91/118.

Realm: Channeling. **Power Points:** 10.

St-98 (98); Qu-98 (98); Pr-78 (78); In-90 (90); Em-73 (73);

Co-101 (101); Ag-90 (90); SD-94 (94); Re-93 (93); Me-98 (98).

AT: 16; **DB:** 10; **Armor Penalty :** 31/20/20. **Move:** 70'.

New Equipment: +20 Adamantium Chain Mail Hauberk

(Applies to all penalties). +10 Dwarven Steel Mace with Extra

'B' Critical on Same Roll; +25 Mithril tri-hook (+25 to Climbing with rope and +25 bonus to Repelling).

Primary Spell Lists:

Light's Way 1-10 (Open Channeling List)

Concussions' Way 1-10 (Open Channeling List)

Blood Law 1-10 (Closed Channeling List)

Nerve Law 1-10 (Closed Channeling List)

Bone Law 1-10 (Closed Channeling List)

Muscle Law 1-10 (Closed Channeling List)

Secondary Spell Lists:

Nature's Guises 1-20 (Ranger Base List)

Nature's Way 1-20 (Ranger Base List)

Path Mastery 1-20 (Ranger Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Ambush	5	—	—	+/- 5	Dragon Lore	1	23	(0)	28
Animal Healing	1	5	0, (0,0)	10	Faerie Lore	1	23	(0)	28
Body Development	9	1.30	0, (0,0)	91/118	Fauna Lore	1	23	(0)	28
Broad Sword+	13	20	10, (-,-), 5 †	91	First Aid	4	8	(0)	28
Channeling	5	10	0, (0,0)	35	Flora Lore	1	23	(0)	28
Climbing	8	10	0, (30,10)	50	Foraging	2	13	(30)	23
Contortions	2	13	0, (0,10)	23	Heraldry	1	23	(0)	28
Cookery	1	10	0, (0,20)	15	Herb Lore	1	23	(0)	28
Directed Spells+					Locate Secret Opening	2	10	(10)	20
Light's Way	3	10	0, (0,0)	25	Lock Lore	1	23	(0)	28
General Perception	9	10	0, (10,10)	55	Navigation	2	**	**	+ 10
Linguistics	5	—	—	R-5	Poison Lore	1	23	(0)	28
Long Bow	6	15	10, (-,-)	55	Read Tracks	6	10	(10)	40
Maneuver in Chain	38	15	0, (0,10)	205	Rope Mastery	4	23	(20)	43
Navigation	1	10	0, (30,0)	15	Rowing	2	20	(10)	30
Riding	9	5	0, (30,30)	50	Sailing	2	10	(10)	20
Stalk & Hide	12	13/15	0, (10,10)	67/69	Sanity Healing Lore	1	23	(0)	28
Swimming	3	10	0, (30,10)	25	Signaling	2	15	(0)	25
Tumbling	1	13	0, (0,10)	18	Skinning	2	10	(20)	20
Animal Handling	2	3	(30)	13	Sprinting	11	30	(10)	82
Appraisal	2	10	(20)	20	Stunned Maneuvers	2	15	(10)	25
Boat Pilot	5	23	(0)	48	Time Sense	2	13	(10)	23
Camouflage	2	10	(10)	20	Tracking	18	10	(10), 25 ‡	101
Detecting Traps	2	10	(10)	20	Trading Lore	1	23	(0)	28
Direction Sense	4	10	(10)	30	Wood-Crafts				
Distance Running	14	30	(10)	88	Ship Wright	2	5	(20)	15
Diving	2	13	(10)	23					

LEVEL 15

Prof: Ranger. **Level:** 15. **Exp Points:** 300,000.

Eyes: Blue. **Hair:** Yellow. **Build:** Average.

Height: 6'2". **Weight:** 185 lbs. **Hits:** 115/150.

Realm: Channeling. **Power Points:** 15.

St-98 (98); Qu-98 (98); Pr-78 (78); In-90 (90); Em-73 (73);
Co-101 (101); Ag-90 (90); SD-94 (94); Re-93 (93); Me-98 (98).

AT: 16; **DB:** 10; **Armor Penalty :** 31/20/20. **Move:** 70'.

New Equipment: +20 Adamantium Chain Mail Hauberk
(Applies to all penalties). +10 Dwarven Steel Mace with Extra
'B' Critical on Same Roll; +25 Mithril tri-hook (+25 to Climbing
with rope and +25 bonus to Repelling); Helm of Qwas (Full
Helm with 50% Negation of Head Critical and +20 ESF bonus).

Primary Spell Lists:

Light's Way 1-10 (Open Channeling List)
Concussions' Way 1-10 (Open Channeling List)
Blood Law 1-10 (Closed Channeling List)
Nerve Law 1-10 (Closed Channeling List)
Bone Law 1-10 (Closed Channeling List)
Muscle Law 1-10 (Closed Channeling List)
Path Mastery 1-10 (Ranger Base List)
Nature's Way 1-10 (Ranger Base List)

Secondary Spell Lists:

Nature's Guises 1-20 (Ranger Base List)
Nature's Way 1-20 (Ranger Base List)
Path Mastery 1-20 (Ranger Base List)
Moving Ways 1-20 (Ranger Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Animal Handling	2	3	(45)	13
Strength	3	10	0, (0,0)	25	Appraisal	2	10	(30)	20
Leaping	3	10	0, (0,0)	25	Boat Pilot	5	23	(0)	48
Landing	4	10	0, (0,0)	30	Camouflage	2	10	(15)	20
Ambush	10	—	—	+/- 10	Detecting Traps	2	10	(15)	20
Animal Healing	1	5	0, (0,0)	10	Direction Sense	4	10	(15)	30
Body Development	9	1.30	0, (0,0)	115/150	Distance Running	24	30	(15)	104
Broad Sword+	15	20	15, (-,-), 5 †	101	Diving	2	13	(15)	23
Channeling	10	10	0, (0,0)	60	Dragon Lore	1	23	(0)	28
Climbing	13	10	0, (45,15)	66	Faerie Lore	1	23	(0)	28
Contortions	2	20	0, (0,0)	30	Fauna Lore	1	23	(0)	28
Cookery	1	10	0, (0,30)	15	First Aid	4	8	(0)	28
Directed Spells+					Flora Lore	1	23	(0)	28
Light's Way	3	10	0, (0,0)	25	Foraging	2	**	**	+10
Foraging	5	23	0, (45,45)	48	Heraldry	1	23	(0)	28
General Perception	14	10	0, (15,15)	68	Herb Lore	1	23	(0)	28
Linguistics	5	—	—	R-5	Locate Secret Opening	7	10	(15)	45
Long Bow	8	15	15, (-,-)	70	Lock Lore	1	23	(0)	28
Mace	2	23	15, (-,-)	48	Navigation	2	**	**	+10
Maneuver in Chain	38	15	0, (0,15)	205	Poison Lore	1	23	(0)	28
Martial Arts					Read Tracks	11	10	(15)	62
Striking R-1	3	17	15, (-,-)	47	Rope Mastery	9	23	(30)	68
Sweeps R-1	2	13	15, (-,-)	38	Rowing	2	20	(15)	30
Navigation	1	10	0, (45,0)	15	Sailing	2	10	(15)	20
Riding	9	5	0, (45,45)	50	Sanity Healing Lore	1	23	(0)	28
Stalk & Hide	17	13/15	0, (15,15)	77/79	Signaling	2	15	(0)	25
Staves & Wands	5	5	0, (0,0)	30	Skinning	7	10	(30)	45
Swimming	8	10	0, (45,15)	50	Sprinting	21	30	(15)	101
Tumbling	1	13	0, (0,15)	18	Stunned Maneuvers	2	15	(15)	25
					Time Sense	2	13	(15)	23
					Tracking	18	10	(15), 25 ‡	101
					Trading Lore	1	23	(0)	28
					Wood-Crafts				
					Ship Wright	2	5	(15)	15

LEVEL 20

Prof: Ranger. **Level:** 20. **Exp Points:** 500,000.

Eyes: Blue. **Hair:** Yellow. **Build:** Average.

Height: 6'2". **Weight:** 185 lbs. **Hits:** 120/156.

Realm: Channeling. **Power Points:** 20.

St-98 (98); Qu-98 (98); Pr-78 (78); In-90 (90); Em-73 (73);
Co-101 (101); Ag-90 (90); SD-94 (94); Re-93 (93); Me-98 (98).

AT: 16; **DB:** 10; **Armor Penalty :** 27/20/20. **Move:** 70'.

New Equipment: +20 Adamantium Chain Mail Hauberk
(Applies to all penalties). +10 Dwarven Steel Mace with Extra
'B' Critical on Same Roll; +25 Mithril tri-hook (+25 to Climbing
with rope and +25 bonus to Repelling); Helm of Qwas (Full
Helm with 50% Negation of Head Critical and +20 ESF bonus);
+15 Non-magical Longbow (+15%*Range Increase).

Primary Spell Lists:

Light's Way 1-10 (Open Channeling List)
Concussions' Way 1-20 (Open Channeling List)
Blood Law 1-10 (Closed Channeling List)
Nerve Law 1-10 (Closed Channeling List)
Bone Law 1-10 (Closed Channeling List)
Muscle Law 1-10 (Closed Channeling List)
Path Mastery 1-20 (Ranger Base List)
Nature's Way 1-20 (Ranger Base List)
Bone Law 1-10 (Closed Channeling List)

Secondary Spell Lists:

Nature's Guises 1-25 (Ranger Base List)
Nature's Way 1-25 (Ranger Base List)
Path Mastery 1-25 (Ranger Base List)
Moving Ways 1-25 (Ranger Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Animal Handling	2	3	(60)	13
Strength	3	10	0, (0,0)	25	Appraisal	2	10	(40)	20
Leaping	3	10	0, (0,0)	25	Boat Pilot	5	23	(0)	48
Landing	4	10	0, (0,0)	30	Camouflage	2	10	(20)	20
Ambush	15	—	—	+/- 15	Detecting Traps	2	10	(20)	20
Animal Healing	1	5	0, (0,0)	10	Direction Sense	4	10	(20)	30
Body Development	9	1.30	0, (0,0)	120/156	Distance Running	24	30	(20)	104
Broad Sword+	20	20	20, (-,-), 5 †	120	Diving	2	13	(20)	23
Channeling	10	10	0, (0,0)	60	Dragon Lore	6	23	(0)	53
Climbing	13	10	0, (60,20)	66	Faerie Lore	6	23	(0)	53
Contortions	2	13	0, (0,20)	23	Fauna Lore	6	23	(0)	53
Cookery	1	10	0, (0,40)	15	First Aid	4	8	(0)	28
Directed Spells+					Flora Lore	6	23	(0)	53
Light's Way	3	10	0, (0,0)	25	Foraging	2	**	**	+10
Foraging	5	23	0, (60,60)	48	Heraldry	6	23	(0)	53
General Perception	24	10	0, (20,20)	84	Herb Lore	6	23	(0)	53
Linguistics	5	—	—	R-5	Locate Secret Opening	7	10	(20)	45
Long Bow	13	13	20 (-,-)	89	Lock Lore	6	23	(0)	53
Mace	7	17	20 (-,-)	72	Navigation	2	**	**	+ 10
Maneuver in Chain	43	15	0, (0,20)	230	Poison Lore	6	23	(0)	53
Martial Arts					Read Tracks	11	10	(20)	62
Striking R-1	3	20	15 (-,-)	50	Rope Mastery	9	23	(40)	68
Sweeps R-1	2	15	15 (-,-)	40	Rowing	2	20	(20)	30
Navigation	1	10	0, (60,0)	15	Sailing	2	10	(20)	20
Riding	14	5	0, (60,0)	63	Sanity Healing Lore	6	23	(0)	53
Stalk & Hide	27	13/15	0, (20,20)	90/92	Signaling	7	15	(0)	50
Staves & Wands	5	5	0, (0,0)	30	Skinning	7	10	(40)	45
Swimming	8	10	0, (60,20)	50	Sprinting	21	30	(20)	101
Tumbling	1	13	0, (0,20)	18	Stunned Maneuvers	2	15	(20)	25
					Time Sense	2	13	(20)	23
					Tracking	18	10	(20), 25 ‡	101
					Trading Lore	6	23	(0)	53
					Two-Weapon Combo				
					Broadsword (Left)	5	20	(20), 5 †	75
					Mace (Right)	5	20	(20)	65
					Wood-Crafts				
					Ship Wright	2	5	(20)	15

(Mi'ki Pul'Is)

Born in 6036, Micki was a prodigy of music and lyrics, surprising everyone with her precocious mastery of song and rhyme. Her talents destined her for greatness.

At the tender age of three, she composed her first song and by eight was quite exceptional at the lyre and flute. Her amazing gifts of song and music quickly brought her fame and fortune. She was escorted to the royal house of the Star Crown Empire where she was made a special guest of the royal family.

As a present from the royal house Micki was given a glorious suit of well-fitted chainmail and a number of prizes, including a purple and pink horse. (It is said that the court had to get an Animist completely drunk to make him cast a permanent Hue spell on the poor beast.)

LEVEL 3

There she stayed learning the ways of the Bard from the greatest and most talented musicians of the land. She went on more than one expedition with her mentor and saw such wonders as the great temples of Ketaum, the Library of Nomikos, the great Animal Reserve of Trelkinaark'est, and the sun-burnt towers of Tarek Nev.

LEVEL 5

Micki advanced (in levels) yearly and was as good as the best musicians of the court by fourteen. By the age of twenty, she had mastered and conceived more than six dozen ballads.

LEVEL 7

Micki decided to take her abilities on the road, to become a travelling minstrel. In this way, she could not only practice and refine her skills, but see much of what she sang about. As she travelled, she encountered many of the important people of the time, both the heroes and the rogues. She accompanied some of them for short periods, encountering dangers and facing hardships along with them. Micki's journeys spawned many new and beautiful songs.

LEVEL 10

During this time of adventure, she encountered a man named Filhal Degrass. He told her that he had determined a way to tap into the power of the Navigators' Obelisks, allowing him to travel anywhere he wished, without the help of any Navigator.

Micki decided that if he was telling her the truth, this may be one of the greatest tales that could be told. Though deep down she disapproved of such an act, her sense of adventure compelled her to go with him.

It turned out that Filhal's spell worked on the black obelisk, and the two of them were transported into the treasure chamber of a powerful king. After taking as much treasure as the duo could, they returned to the obelisk via another of Filhal's mysterious spells.

When they tried to attempt another such journey, Filhal disappeared after casting the spell. Micki immediately realized that they had blithely assumed that the Navigators would either not notice or would not be angered. Filhal, it is assumed, had been taken to wherever the Navigators were for punishment. Micki ran away from the obelisk, fearing for her life, and never told anyone nor made any songs about the experience.

LEVEL 15

After that, she returned the court of the Star Crown Empire, singing ballads of great heroes and villains, of savage and distant countries, and of perilous quests full of treasure and glory.

LEVEL 20

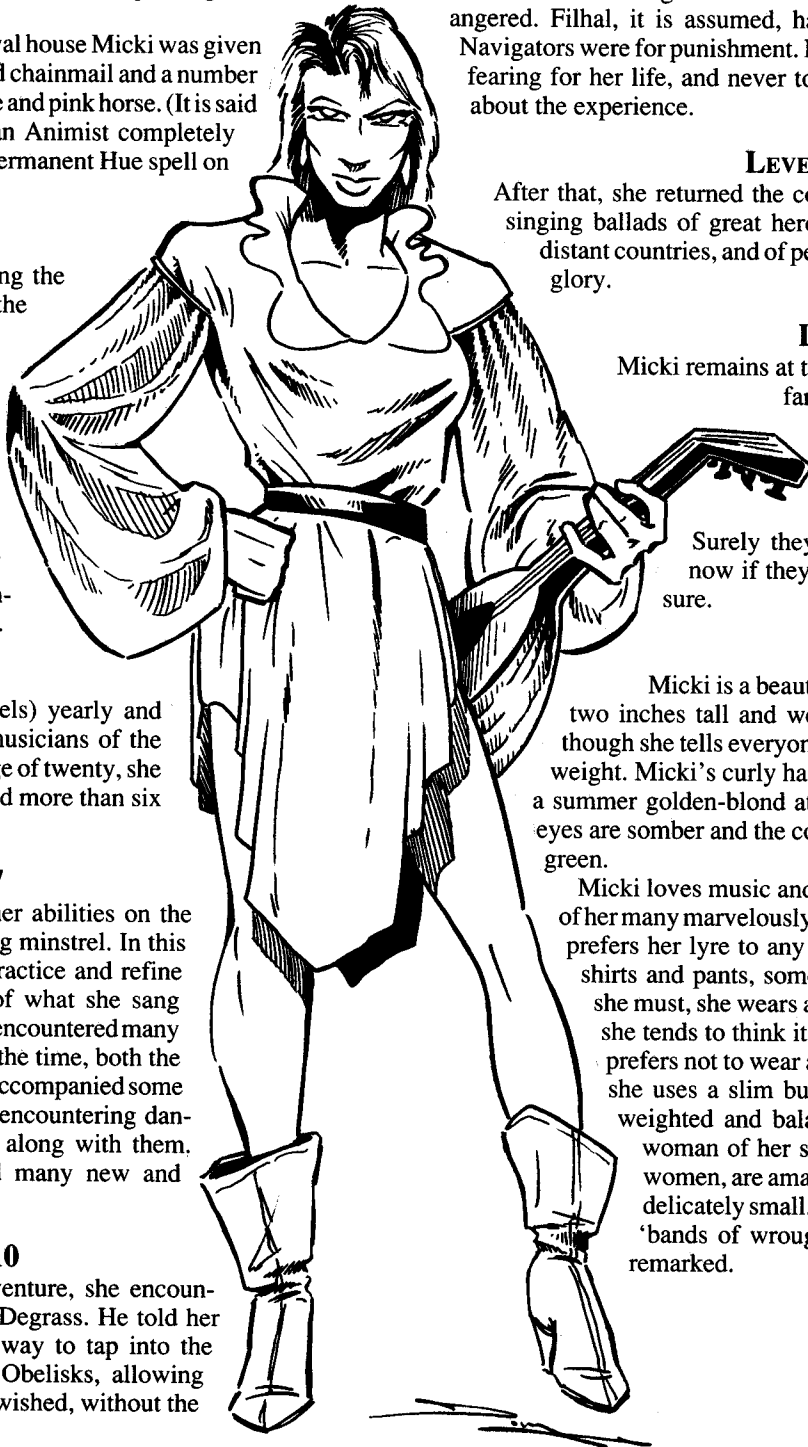
Micki remains at the Court, having achieved great fame throughout many lands for her talents. In the back of her mind, she always dreads that the Navigators will return for her, but a long time has passed.

Surely they would have come for her by now if they were to. But she will never be sure.

DESCRIPTION

Micki is a beautiful little girl standing five foot, two inches tall and weighing a mere 125 pounds — though she tells everyone she is too fat and needs to lose weight. Micki's curly hair is a black that slowly fades to a summer golden-blond at the shoulder-length ends. Her eyes are somber and the color of a shallow ocean, a dusky green.

Micki loves music and will always be found with one of her many marvelously crafted instruments, though she prefers her lyre to any other. She wears baggy cotton shirts and pants, sometimes skirts. In combat, when she must, she wears a loose-fitting mail shirt, though she tends to think it makes her look too boyish and prefers not to wear armor. When it comes to melee, she uses a slim but hard steel-bladed longsword, weighted and balanced specifically for a young woman of her size and shape. Many men, and women, are amazed to see the well-rounded, but delicately small, muscles in her legs and arms — 'bands of wrought eog,' one surprised soldier remarked.



LEVEL 1

Prof: Bard. **Level:** 1. **Exp Points:** 10,000.
Eyes: Aquamarine. **Hair:** Black. **Build:** Average.
Height: 5' 2". **Weight:** 125 lbs. **Hits:** 26/27
Realm: Mentalism. **Power Points:** 1.

AT: 13; **DB:** 15; **Armor Penalty** 0/0/0. **Move:** 70' (65').

Primary Spell Lists:

None

Secondary Spell Lists:

None

St-95 (95); Qu-96 (96); Pr-90 (90); In-92 (92); Em-50 (94);
 Co-68 (78); Ag-58 (101); SD-81 (81); Re-83 (88); Me-90 (90).

Background Options: SOC-5 +2 points to Co; SOC-5 +2 points to Qu; SOC-5 +2 points to St; SAA-37 Eye of the Tiger = Lvl + SD mod/2 of successful performing an Adrenal Strength Maneuver; SAM-50 +15 Re mod; SIC-52 +10 magical chainmail †.

Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development	4	1.00	0, (0,0)	26/26
Climbing	2	—	0, (1,0)	10
Long Sword+	5	13	1, (-,-)	39
Maneuver in Chain+	11	10	0, (0,1), 10 †	75
Riding	1	—	0, (1,0)	5
Stalk/Hide	2	5/10	0, (1,0)	15/20
Swimming	1	—	0, (1,0)	5

Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves				
Quick Draw	1	13	(1)	18
Animal Handling	1	5	(0)	10
Appraisal	1	15	(3)	20
Beast Master (eagles)	2	5	(0)	20
Brawling	1	15	(1)	20
Cookery	1	10	(3)	15
Faerie Lore	1	15	(2)	20
Grappling Hook	1	—	(1)	5
Music	1	—	—	R-1
Play Instrument (Lyre)	3	5	(3)	20
Play Instrument (Flute)	3	5	(3)	20
Singing	1	10	(3)	15
Tale-Telling	1	10	(3)	15

LEVEL 3

Prof: Bard. **Level:** 3. **Exp Points:** 30,000.
Eyes: Aquamarine. **Hair:** Black. **Build:** Average.
Height: 5' 2". **Weight:** 115 lbs. **Hits:** 26/27
Realm: Mentalism. **Power Points:** 3.

AT: 13; **DB:** 15; **Armor Penalty** 0/0/0. **Move:** 70' (65').

Primary Spell Lists:

Mind Mastery 1-10 (Closed Mentalism List)

Secondary Spell Lists:

Controlling Songs 1-10 (Bard Base List)

St-95 (95); Qu-96 (96); Pr-90 (90); In-92 (92); Em-73 (94);
 Co-78 (78); Ag-69 (101); SD-81 (81); Re-88 (88); Me-90 (90).

Skill	Rank	Stat Bonus	Special Bonus	Total
Body Development	4	1.05	0, (0,0)	26/27
Climbing	6	—	0, (3,0)	30
General Perception	2	13	0, (3,0)	23
Long Sword+	5	13	3, (-,-)	41
Maneuver in Chain+	11	10	0, (0,3), 10 †	75
Riding	5	—	0, (3,0)	25
Stalk/Hide	4	5/10	0, (3,0)	25/30
Swimming	5	—	0, (3,0)	25

Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves				
Quick Draw	1	13	(3)	18
Animal Handling	1	5	(0)	10
Appraisal	1	15	(9)	20
Beast Master (eagles)	2	5	(0)	20
Brawling	1	15	(3)	20
Cookery	1	10	(9)	15
Faerie Lore	1	15	(0)	20
Grappling Hook	1	—	(3)	5
Music	5	—	—	R-5
Play Instrument (Flute)	7	5	(9)	40
Play Instrument (Lyre)	7	5	(9)	40
Play Instrument (Drum)	2	5	(9)	15
Singing	5	10	(9)	35
Tale-Telling	5	10	(9)	35

LEVEL 5

Prof: Bard. **Level:** 5. **Exp Points:** 50,000.

Eyes: Aquamarine. **Hair:** Black. **Build:** Average.

Height: 5' 2". **Weight:** 115 lbs. **Hits:** 55/58

Realm: Mentalism. **Power Points:** 5.

St-95 (95); Qu-96 (96); Pr-90 (90); In-92 (92); Em-90 (94);
Co-78 (78); Ag-94 (101); SD-81 (81); Re-88 (88); Me-90 (90).

AT: 13; **DB:** 15; **Armor Penalty** 0/0/0. **Move:** 70' (65').

Primary Spell Lists:

Mind Mastery 1-10 (Closed Mentalism List)

Secondary Spell Lists:

Controlling Songs 1-10 (Bard Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Adrenal Moves				
Strength	2	13	0, (0,5)	23	Quick Draw	1	**	**	+5
Speed	2	13	0, (0,5)	23	Animal Handling	1	10	(0)	15
Balance	2	13	0, (0,5)	23	Appraisal	1	15	(15)	20
Leaping	2	13	0, (0,5)	23	Beast Master (eagles)	4	10	(0)	30
Landing	2	13	0, (0,5)	23	Brawling	1	15	(5)	20
Quick Draw	2	13	0, (0,5)	23	Cookery	1	10	(15)	15
Body Development	4	1.05	0, (0,0)	55/58	Faerie Lore	1	15	(10)	20
Climbing	8	10	0, (5,0)	50	Grappling Hook	1	10	(5)	15
General Perception	2	13	0, (5,0)	23	Mimicry	2	10	(15)	20
Linguistics	5	—	—	R-5	Music	9	—	—	R-9
Linguistics	5	—	—	R-5	Play Instrument (Lyre)	7	10	(15)	45
Long Sword+	5	16	5, (-,-)	46	Play Instrument (Drum)	2	10	(15)	20
Maneuver in Chain+	11	15	0, (0,5), 10 †	80	Play Instrument (Flute)	7	10	(15)	45
Martial Arts					Poetic Improvisation	4	15	(15)	35
Striking R-1	1	16	5, (-,-)	26	Singing	9	10	(15)	55
Sweeping R-1	1	13	5, (-,-)	23	Tale-Telling	9	10	(15)	55
Riding	5	10	0, (5,0)	35					
Stalk/Hide	4	10/10	0, (5,0)	30/30					
Swimming	7	10	0, (5,0)	45					

LEVEL 7

Prof: Bard. **Level:** 7. **Exp Points:** 90,000.

Eyes: Aquamarine. **Hair:** Black. **Build:** Average.

Height: 5' 2". **Weight:** 115 lbs. **Hits:** 67/70.

Realm: Mentalism. **Power Points:** 7.

St-95 (95); Qu-96 (96); Pr-90 (90); In-92 (92); Em-90 (94);
Co-78 (78); Ag-100 (101); SD-81 (81); Re-88 (88); Me-90 (90).

AT: 13; **DB:** 15; **Armor Penalty** 0/0/0. **Move:** 70' (65').

New Equipment: Lyre of Love (+20 bonus to Play Lyre Instrument, Daily VI item, Calm Song, Bard Base List x6).

Primary Spell Lists:

Mind Mastery 1-10 (Closed Mentalism List)

Illusions 1-10 (Open Mentalism List)

Self-Healing 1-10 (Open Mentalism List)

Secondary Spell Lists:

Controlling Songs 1-10 (Bard Base List)

Sound Control 1-10 (Bard Base List)

Item Lore 1-10 (Bard Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Linguistics	5	—	—	R-5
Strength	2	13	0, (0,7)	23	Linguistics	5	—	—	R-5
Speed	2	13	0, (0,7)	23	Linguistics	5	—	—	R-5
Balance	2	13	0, (0,7)	23	Linguistics	5	—	—	R-5
Leaping	2	13	0, (0,7)	23	Long Sword+	5	22	7, (-,-)	57
Landing	2	13	0, (0,7)	23	Maneuver in Chain+	11	23	0, (0,7), 10 †	88
Quick Draw	2	13	0, (0,7)	23	Martial Arts				
Body Development	6	1.05	0, (0,0)	67/70	Striking R-1	1	22	7, (-,-)	34
Climbing	10	25	0, (7,0)	75	Sweeping R-1	1	23	7, (-,-)	35
General Perception	2	13	0, (7,0)	23	Riding	9	18	0, (7,0)	63
Light Crossbow	2	23	7, (-,-)	40	Stalk/Hide	4	10/10	0, (7,0)	30/30
					Swimming	9	25	0, (7,0)	70

(Level 7 continued on next page)

Skill	Rank	Stat Bonus	Special Bonus	Total				
Adrenal Moves					Grappling Hook	1	10	(7) 15
Quick Draw	1	**	**	+5	Lip Reading	2	15	(21) 25
Animal Handling	1	10	(0)	15	Locate Secret Opening	2	15	(0) 25
Appraisal	1	15	(21)	20	Mimicry	4	10	(21) 30
Beast Master (eagles)	4	10	(0)	30	Music	13	—	— R-13
Brawling	1	15	(7)	20	Play Instrument (Lyre)	7	10	(21) 45
Cookery	1	10	(21)	15	Play Instrument (Flute)	7	10	(21) 45
Diplomacy	2	10	(0)	20	Play Instrument (Drum)	2	10	(21) 20
Faerie Lore	1	15	(14)	20	Poetic Improvisation	8	15	(21) 55
First Aid	2	10	(0)	20	Seduction	2	10	(0) 20
					Singing	13	10	(21) 66
					Tale-Telling	13	10	(21) 66

LEVEL 10

Prof: Bard. **Level:** 10. **Exp Points:** 150,000.

Eyes: Aquamarine. **Hair:** Black. **Build:** Average.

Height: 5' 2". **Weight:** 115 lbs. **Hits:** 67/70.

Realm: Mentalism. **Power Points:** 10.

St-95 (95); Qu-96 (96); Pr-90 (90); In-92 (92); Em-90 (94);
Co-78 (78); Ag-101 (101); SD-81 (81); Re-88 (88); Me-90 (90).

AT: 13; **DB:** 15; **Armor Penalty** 0/0/0. **Move:** 70' (65').

New Equipment: Lyre of Love (+20 bonus to Play Lyre
Instrument, Daily VI item, Calm Song, Bard Base List x6); +15
Bloodsteel Longsword (+15 OB).

Primary Spell Lists:

Mind Mastery 1-10 (Closed Mentalism List)

Illusions 1-10 (Open Mentalism List)

Self-Healing 1-10 (Open Mentalism List)

Controlling Songs 1-10 (Bard Base List)

Secondary Spell Lists:

Controlling Songs 1-20 (Bard Base List)

Sound Control 1-10 (Bard Base List)

Item Lore 1-10 (Bard Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Adrenal Moves				
Strength	5	13	0, (0,10)	38	Quick Draw	1	**	**	+5
Speed	5	13	0, (0,10)	38	Animal Handling	1	10	(0)	15
Balance	5	13	0, (0,10)	38	Appraisal	1	15	(30)	20
Leaping	5	13	0, (0,10)	38	Beast Master (eagles)	4	10	(0)	30
Landing	5	13	0, (0,10)	38	Brawling	1	15	(10)	20
Quick Draw	5	13	0, (0,10)	38	Cookery	1	10	(30)	15
Body Development	6	1.05	0, (0,0)	67/70	Diplomacy	2	10	(0)	20
Climbing	10	30	0, (10,0)	80	Faerie Lore	1	15	(20)	20
General Perception	5	13	0, (10,0)	38	First Aid	2	10	(0)	20
Light Crossbow	5	27	10, (-,-)	62	Grappling Hook	1	10	(10)	15
Linguistics	5	—	—	R-5	Lip Reading	2	15	(30)	25
Linguistics	10	—	—	R-10	Locate Secret Opening	2	15	(0)	25
Linguistics	10	—	—	R-10	Mimicry	4	10	(30)	30
Linguistics	10	—	—	R-10	Music	19	—	—	R-19
Long Sword+	11	23	10, (-,-)	85	Play Instrument (Flute)	13	10	(30)	66
Maneuver in Chain+	11	23	0, (0,10), 10 †	88	Play Instrument (Drum)	8	10	(30)	50
Martial Arts					Play Instrument (Lyre)	13	10	(30)	66
Striking R-1	1	23	10, (-,-)	38	Poetic Improvisation	8	15	(30)	55
Sweeping R-1	1	27	10, (-,-)	42	Seduction	8	10	(0)	50
Riding	9	20	0, (10,0)	65	Singing	13	10	(30)	66
Spell Acquisition	2	10	—	—	Tale-Telling	13	10	(30)	66
Stalk/Hide	4	20/10	0, (10,0)	30/30					
Swimming	9	30	0, (10,0)	75					

LEVEL 15

Prof: Bard. **Level:** 15. **Exp Points:** 300,000.

Eyes: Aquamarine. **Hair:** Black. **Build:** Average.

Height: 5' 2". **Weight:** 115 lbs. **Hits:** 67/70.

Realm: Mentalism. **Power Points:** 15.

St-95 (95); Qu-96 (96); Pr-90 (90); In-92 (92); Em-90 (94);

Co-78 (78); Ag-101 (101); SD-81 (81); Re-88 (88); Me-90 (90).

AT: 13; **DB:** 15; **Armor Penalty** 0/0/0. **Move:** 70' (65').

New Equipment: Lyre of Love (+20 bonus to Play Lyre Instrument, Daily VI item, Calm Song, Bard Base List x6); +15 Bloodsteel Longsword (+15 OB); +10 Light Crossbow with +50% Range Increase and Bolts become Slaying to all 'Game Animals' (e.g. Elk, Deer, Moose, Wild Boar, etc...).

Primary Spell Lists:

Mind Mastery 1-20 (Closed Mentalism List)

Illusions 1-10 (Open Mentalism List)

Self-Healing 1-10 (Open Mentalism List)

Controlling Songs 1-10 (Bard Base List)

Brilliance 1-10 (Open Mentalism List)

Anticipations 1-10 (Open Mentalism List)

Secondary Spell Lists:

Controlling Songs 1-20 (Bard Base List)

Sound Control 1-20 (Bard Base List)

Item Lore 1-20 (Bard Base List)

Lores 1-10 (Bard Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Adrenal Moves				
Strength	5	13	0, (0,15)	38	Quick Draw	1	**	**	+5
Speed	5	13	0, (0,15)	38	Animal Handling	1	10	(0)	15
Balance	5	13	0, (0,15)	38	Appraisal	1	15	(45)	20
Leaping	5	13	0, (0,15)	38	Beast Master (eagles)	4	10	(0)	30
Landing	5	13	0, (0,15)	38	Brawling	1	15	(15)	20
Quick Draw	5	13	0, (0,15)	38	Cookery	1	10	(45)	15
Body Development	6	1.05	0, (0,0)	67/70	Diplomacy	2	10	(0)	20
Climbing	20	30	0, (15,0)	100	Faerie Lore	1	15	(30)	20
General Perception	10	13	0, (15,0)	63	First Aid	2	10	(0)	20
Light Crossbow	5	27	15, (-,-)	67	Grappling Hook	1	30	(15)	35
Linguistics	10	—	—	R-10	Lip Reading	2	15	(30)	25
Linguistics	5	—	—	R-5	Locate Secret Opening	2	15	(0)	25
Linguistics	10	—	—	R-10	Mimicry	4	10	(45)	30
Linguistics	10	—	—	R-10	Music	20	—	—	R-20
Long Sword+	11	23	15, (-,-)	90	Pick Pockets	5	20	(0)	45
Maneuver in Chain+	11	23	0, (0,15), 10+	88	Play Instrument (Lyre)	18	10	(45)	76
Martial Arts					Play Instrument (Flute)	13	10	(45)	66
Striking R-1	1	23	15, (-,-)	43	Play Instrument (Drum)	8	10	(45)	50
Sweeping R-1	1	27	15, (-,-)	47	Poetic Improvisation	13	15	(45)	71
Riding	19	20	0, (15,0)	88	Seduction	18	10	(0)	76
Stalk/Hide	9	20/10	0, (15,0)	65/55	Singing	18	10	(45)	76
Swimming	19	30	0, (15,0)	98	Tale-Telling	13	10	(45)	66
					Two Weapon Combo				
					Longsword	5	20	(15)	60
					Hand Axe	5	20	(15)	60

Prof: Bard. **Level:** 20. **Exp Points:** 500,000.

Eyes: Aquamarine. **Hair:** Black. **Build:** Average.

Height: 5' 2". **Weight:** 115 lbs. **Hits:** 120/126.

Realm: Mentalism. **Power Points:** 20.

St-95 (95); Qu-96 (96); Pr-90 (90); In-92 (92); Em-90 (94);
Co-78 (78); Ag-101 (101); SD-81 (81); Re-88 (88); Me-90 (90).

AT: 13; **DB:** 15; **Armor Penalty** 0/0/0. **Move:** 70' (65').

New Equipment: Lyre of Love (+20 bonus to Play Lyre Instrument, Daily VI item, Calm Song, Bard Base List x6); +15 Bloodsteel Longsword (+15 OB); +10 Light Crossbow with +50% Range Increase and Bolts become Slaying to all 'Game Animals' (e.g. Elk, Deer, Moose, Wild Boar, etc...). 100 Bolts of Speed (treat use of bolts as subject being under a Haste, enabling to fire Light Crossbow every round with a -20 or every other round with no modifier).

Primary Spell Lists:

Mind Mastery 1-20 (Closed Mentalism List)
Illusions 1-20 (Open Mentalism List)
Self-Healing 1-20 (Open Mentalism List)
Controlling Songs 1-10 (Bard Base List)
Brilliance 1-10 (Open Mentalism List)
Anticipations 1-20 (Open Mentalism List)

Secondary Spell Lists:

Controlling Songs 1-20 (Bard Base List)
Sound Control 1-20 (Bard Base List)
Item Lore 1-25 (Bard Base List)
Lores 1-25 (Bard Base List)

Skill	Rank	Stat Bonus	Special Bonus	Total	Skill	Rank	Stat Bonus	Special Bonus	Total
Adrenal Moves					Adrenal Moves				
Strength	5	10	0, (0,20)	35	Quick Draw	1	**	**	+5
Speed	5	10	0, (0,20)	35	Animal Handling	1	10	(0)	15
Balance	5	10	0, (0,20)	35	Appraisal	1	15	(60)	20
Leaping	5	10	0, (0,20)	35	Beast Master (eagles)	9	10	(0)	55
Landing	5	10	0, (0,20)	35	Brawling	1	15	(20)	20
Quick Draw	5	10	0, (0,20)	35	Cookery	1	10	(60)	15
Ambush	2	—	—	+/- 2	Diplomacy	2	10	(0)	20
Body Development	16	1.05	0, (0,0)	120/126	Faerie Lore	1	15	(40)	20
Climbing	20	30	0, (20,0)	100	Fauna Lore	1	15	(40)	20
General Perception	20	13	0, (20,0)	83	First Aid	2	10	(0)	20
Light Crossbow	10	27	20, (-,-)	97	Grappling Hook	1	30	(20)	35
Linguistics	5	—	—	R-5	Heraldry	1	15	(40)	20
Linguistics	10	—	—	R-10	Lip Reading	2	15	(60)	25
Linguistics	10	—	—	R-10	Locate Secret Opening	2	15	(0)	25
Linguistics	10	—	—	R-10	Mimicry	4	10	(60)	30
Long Sword+	11	23	20, (-,-)	93	Music	20	—	—	R-20
Maneuver in Chain+	11	23	0, (0,20), 10†	88	Pick Pockets	5	20	(0)	45
Martial Arts					Play Instrument(Drum)	8	10	(60)	50
Striking R-1	1	23	20, (-,-)	48	Play Instrument(Flute)	13	10	(60)	66
Sweeping R-1	3	27	20, (-,-)	62	Play Instrument(Lyre)	18	10	(60)	76
Riding	20	20	0, (20,0)	90	Poetic Improvisation	23	15	(60)	88
Spell Acquisitions	3	10	—	—	Racial Hist.(Humans)	1	15	(40)	20
Stalk/Hide	12	20/10	0, (20,0)	74/64	Racial Hist.(Halflings)	1	15	(40)	20
Swimming	20	30	0, (20,0)	100	Racial Hist.(Dwarves)	1	15	(40)	20
					Racial Hist.(Faerie)	1	15	(40)	20
					Racial Hist.(Giants)	1	15	(40)	20
					Racial Hist.(Lugroki)	1	15	(40)	20
					Racial Hist.(Elves)	1	15	(40)	20
					Seduction	20	10	(0)	80
					Singing	28	10	(60)	88
					Tale-Telling	23	10	(60)	83
					Trading Lore	1	15	(0)	20
					Two Weapon Combo				
					Longsword	5	20	(20)	60
					Hand Axe	5	20	(20)	60

PERSONALIZING THE CHARACTERS

In this section of the book, the GM or player will find a number of charts and tables that can be used to further personalize or individualize the twenty classes which precede this Section.

The following material is broken down into Physical Characteristics, Mental Characteristics, and Special Equipment. The GM can also use the following charts for characters other than those within this book, and may find some of the information helpful in fleshing out one's own campaign or ideas for generating future NPCs or Player Characters.

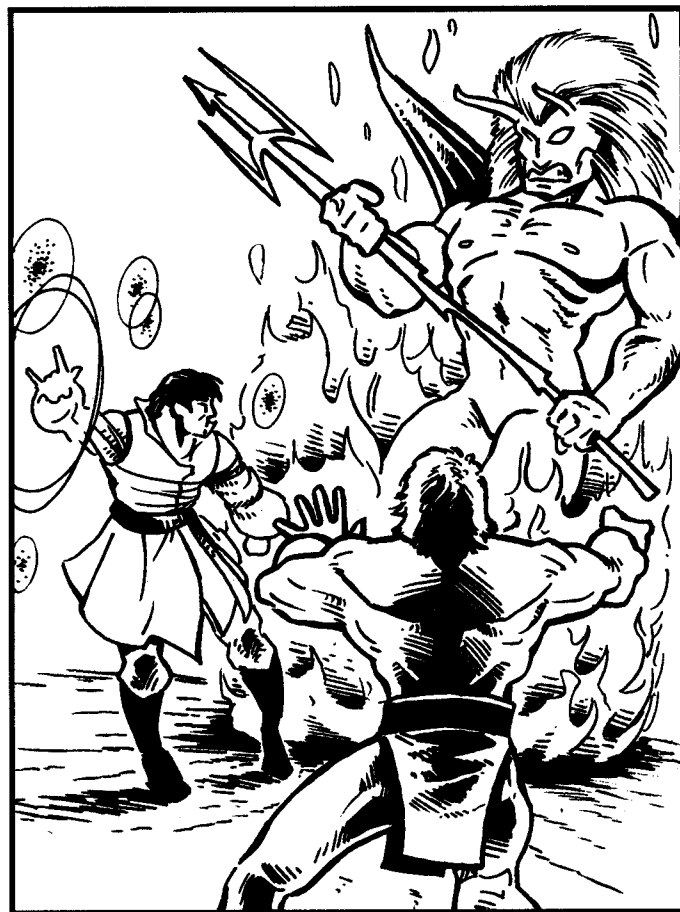
The players may find the following charts helpful in crafting a more composite character, and, with the approval of the GM, may substitute a number of the following charts with traditional Background rolls.

9.1 PHYSICAL CHARACTERISTICS

Charts within this section detail the actual physical looks of the character with regard to height, weight, color of hair and skin, handness, vision, appearance, and other attributes. None of these charts should be substituted for a Background roll; however, since some can adversely affect the character, the GM may allocate additional Background rolls for those specific charts which can affect game play (e.g., vision or appearance).

HEIGHT, WEIGHT, AND SIZE (9.1.1)

Refer to page 95 of *Character Law & Campaign Law* to determine a character's height and weight. Under the normal set of guidelines in *Rolemaster*, a player or GM has the option of determining a character's size.



STARTING HEIGHTS AND WEIGHTS

Common Man	Elf	Dwarf	Halfling	Lugroki	Troll
5'11"	6'5"	4'5"	3'6"	4'6"	10'
175 lbs.	175 lbs.	130 lbs.	75 lbs.	118 lbs.	580 lbs.

VARIANT HEIGHTS AND WEIGHTS (9.1.2)

The chart above supplies the GM with an excellent reference to all sizes of characters. With the chart, using two separate rolls for Height and Build, it is possible to generate all sizes, from plump little dwarves (not the race but the condition) to overweight giants (not the race but the condition). This section allows a more controlled, but versatile system, allowing for average character height, with a variant chance of increased height or weight. This chart should be used only as a reference to the main rules.

Roll	Height	Weight
-150 or less	Extreme Dwarfism	Emaciated
-149 to -100	Dwarfism	Very Thin
-99 to 0	Small	Thin
1 to 40	Below Average	Slender
41 to 80	Average	Average
81 to 100	Tall	Hardy
101 to 149	Gigantic	Obese
150 or more	Extreme giantism	Extreme Obesity

Note: Convert height to inches for ease in calculations.

HEIGHT EFFECTS

Extreme Dwarfism: Reduce basic height by 50% (or 20% + 3d10%).

Dwarfism: Reduce basic height by 25% (or 5% + 2d10%).

Small: Reduce basic height by 15% (or 5% + 1d10%).

Below Average: Reduce height by 5%.

Average: Unchanged from basic description.

Tall: Increase basic height by 10%.

Gigantic: Increase basic height by 20% (or 10% + 1d10%).

Extreme Giantism: Increase basic height by 35% (or 15% + 2d10%).

WEIGHT EFFECTS:

Emaciated: Reduce weight by 50% (or 20% + 3d10%).

Very Thin: Reduce weight by 30% (or 10% + 2d10%).

Thin: Reduce weight by 15% (5% + 1d10%).

Slender: Reduce weight by 5%.

Average: Unchanged from basic description.

Hardy: Increase weight by 10%.

Obese: Increase weight by 50% (or 20% + 3d10%).

Extreme Obesity: Increase weight by 100% (or 50% + 5d10%).

SKIN COLORATION (9.1.3)

The chart below is broken down into colorations of the dominant color of the region (e.g., if the campaign is set in Gethrya, skin coloration probably falls within the Brown column, while in a subterranean campaign, skin coloration will be pale) on the horizontal, and Hues/Shades on the vertical. Determine the column to use and roll the dice. Refer below for any notes on specific hues or shades of the base color and their effects on game play. As with the chart above, these rules are provided as an 'optional set of guidelines' to personalize characters.

SKIN COLORATION CHART						
Hue/Shade	Pale	White	Ruddy	Yellow	Brown	Black
Albino	01-25	01-20	01-22	01-05	01-02	01
Light	26-40	21-30	23-40	06-45	03-15	02-10
Fair	41-50	31-50	41-60	46-85	16-30	11-25
General	51-90	51-80	61-80	86-95	31-50	26-40
Dark	91-95	81-90	81-98	96-98	51-75	41-80
Very Dark	96-99	91-96	99	99	76-90	81-90
Ex. Dark	00	97-00	00	00	91-00	91-00

SKIN COLORATION EFFECTS

Pale: Blanch white with little or no pigment. Exclusively found in subterranean environments or areas with 90% darkness or twilight. Base Sun Tolerance is 5%.

White: Base skin pigmentation, which will tan in intensive lightness and eventually deepen to a near-Brown skin coloration depending on climatic conditions. Base Sun Tolerance is 20%.

Ruddy: Exotic skin coloration found in some humans but notably in Halflings and other Faerie folk. Skin tends to have little skin pigmentation save for brownish freckles that seem to intensify in sunlight. Hair coloration almost always falls into orange, strawberry blonde, or blazing red. Base Sun Tolerance is 10%.

Yellow: Above-average skin pigmentation, allowing for greater endurance in the sun/light. General appearance of the flesh is yellowish to golden and offers a Sun Tolerance of 40%.

Brown: Caramel in appearance, Brown pigmentation is usually associated with areas that are very light and sunny but with moderate cloud cover or physical conditions that limit exposure of the sun to the skin (e.g. tilt of planet, seasons, cultural habit of living underground some of the time, etc.). Sun Tolerance is 60%.

Black: Dark Brown in appearance, Black skin coloration can vary from light caramel to slate black. Normally Black skin coloration develops in area of extreme solarization, in such areas as large deserts or tropical savannas. Basic Sun Tolerance is 80%.

HUE/SHADE EFFECTS

The descriptions below simply quantify the hue of the skin in relation to all other skin coloration. In their descriptions it will detail a number of column shifts to the Left or Right, and a shift Up or Down on the new column (e.g., a Light 'Black' may look like a Dark Brown or a Very Dark White). This refers only to the skin colorations, and has no effect on the actual Sun Tolerance or original roll.

All Sun Tolerance modifiers are a percentage of modification and not a direct add/penalty (e.g., Yellow pigmentation offers 40% Sun Tolerance, and a Light-Yellow pigmentation, see below, offers 20% Sun Tolerance).

Albino: Shift 4 columns to the left and down 1. Albinos are very susceptible to the ravages of the sun. Albinos can never darken their skin naturally, and will always have a meager Sun Tolerance no matter how long they are exposed to the bright light; Sun Tolerance cannot be greater than 20%.

Light: Shift 1 column to the left and down 2 rows. Light-complected characters will find the sun or bright light an annoyance and long exposures can cause burning and great discomfort. Reduce the Sun Tolerance to 50% its level.

Fair: Fair-complected individuals tend to cloak themselves from the sun, but are not as bothered as Light-skinned individuals. Reduce the Sun Tolerance by 25%.

General: Generally complected characters are the average appearance for the skin coloration. This hue has no affect on Basic Sun Tolerance.

Dark: Dark-colored characters have more skin pigmentation than normal; possibly the result from some distant relationship of a darker-skinned person. They have the same appearance but may appear always to have a tan or appear shadowed. Sun Tolerance is increased 25% (to a maximum of 85%).

Very Dark: Shift 1 column to the right and up 2 rows. Very Dark individuals will at least appear to be tanned if not downright dark in appearance. Sun Tolerance is increased 50% (to a maximum of 90%).

Extremely Dark: Shift 2 columns to the right and up 1 row. Extremely Dark characters have definitely a racial stock mixture recently or from the past. They will tend always to be at least deeply tanned and will more than likely look shadowed. Sun tolerance is increased 75% (to a maximum of 95%).

SUN TOLERANCE (9.1.4)

Across the world of Kulthea there are a plethora of climatic conditions, ranging from bleak woods where little or no light penetrates to the floor, to open savannas or barren deserts of nearly unending, blazing sunlight. When characters venture into these areas, or out of them, they may find that their skin is susceptible to the ravages of the sun (or the lack of it). Below is a chart that can be used with the skin coloration chart above (and its Sun Tolerance value) to determine the effects of or lack of sun.

To use the chart, find the character's Sun Tolerance on the top row and refer to the Sun's Intensity on the vertical column to the left. To determine the sun's intensity, one must determine the climatic and physical specifications of the area.

For simplicity, we have supplied a number of 'general' specifications; the GM should feel free to alter or modify the numbers according to his campaign.

The modifications found by cross-referencing the Sun Tolerance with the Sun's Intensity is the penalty on maneuvers, including OBs, associated with travelling in the lighted conditions per 6 to 8 hours. The modification score listed by an asterisk (*) is that per 24 hours (e.g., a character used to lighted conditions feels greater discomfort in dark areas for long periods of time). The penalty is non-accumulative and will remain in effect a number of days equal to 100 — the Character's Constitution Temporary stat in days. (e.g., a character with a 90 Constitution will be penalized for 10 days before he can reduce the modifications). For each day thereafter, the penalty can be reduced 1%.

An Albino can never reduce a penalty due to 'lightness' to more than 50% of its value.

CLIMATIC & PHYSICAL SPECIFICATION

Underground/Subterranean	0
Dark Forest/Little Light	10
Sheltered Woods/Twilight	25
Shadowy/Always Cloudy	40
Normal/Average	50
Bright/Little Cloud Cover	60
Dry/Savanna-like/Tropical	70
Desert	90
Wasteland/No Cloud Cover	100

SUN TOLERANCE CHART

	0	10	20	30	40	50	60	70	80	90	100
0	—	—	—	—	—	—	-1*	-5*	-10*	-15*	-20*
10	—	—	—	—	—	—	—	-1*	-5*	-10*	-15*
20	-1	—	—	—	—	—	—	—	-1*	-5*	-10*
30	-5	-1	—	—	—	—	—	—	—	-1*	-5*
40	-10	-5	-1	—	—	—	—	—	—	—	-1*
50	-20	-10	-5	-1	—	—	—	—	—	—	—
60	-30	-20	-10	-5	-5	—	—	—	—	—	—
70	-40	-30	-20	-10	-10	-1	—	—	—	—	—
80	-50	-40	-30	-20	-20	-5	-1	-1	-1	-1	-1
90	-60	-50	-40	-30	-30	-20	-5	-5	-5	-5	-5
100	-70	-60	-50	-40	-40	-30	-10	-10	-10	-10	-10

HAIR AND EYE COLOR (9.1.5)

The Skin Coloration Chart in Section 9.1.3 can also be used to determine the character's Hair and Eye Color. Determine the column to be used and roll twice, once for the hair and once for the eyes, on a non-open end roll, determining the Hue/Shade. Use this information below, with the original coloration column as a guide. The first description is Hair Color. The second is Eye color.

HAIR AND EYE COLOR CHART

Hue/Shade	Pale	White	Ruddy	Yellow	Brown	Black
Albino	White/Red	White/Red	White/Pink	Muddy/Pink	Muddy/Pink	Black/Pink
Light	White/Red	Yellow/Blue	Blonde/Blue	Brown/Green	Grey/Blue	Black/Green
Fair	Silver/White	Sandy/Green	Orange/Blue	Black/Green	Silver/Green	Black/Brown
General	Silver/White	Brown/Green	Orange/Green	Black/Brown	Brown/Brown	Black/Brown
Dark	Grey/Brown	Brown/Brown	Orange/Green	Black/Brown	Black/Brown	Black/Brown
Very Dark	Grey/Brown	Black/Brown	Red/Brown	Black/Brown	Black/Green	Black/Brown
Ex. Dark	Grey/Brown	Black/Brown	Red/Brown	Black/Brown	Black/Brown	Black/Black

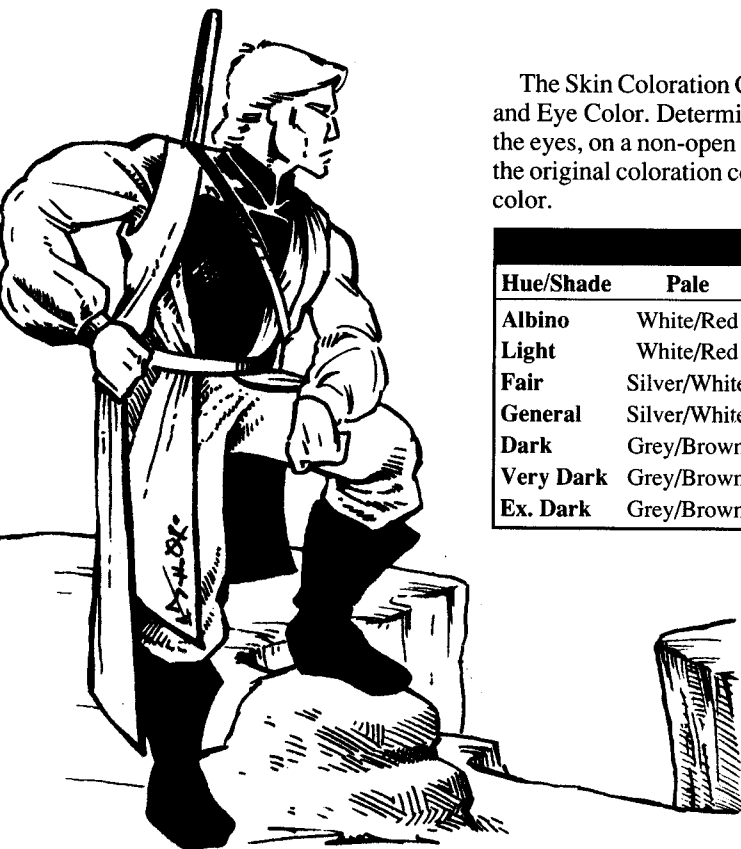
HANDEDNESS (9.1.6)

A simple chart to determine which hand the character uses as his primary hand with which to write, swing a sword, bat a ball, eat, etc. . . .

In some cultures the use of the left hand was absolutely forbidden, and if a child was observed favoring the hand, he would have it broken to 'correct' his use of the unlucky/evil appendage. The roll is non-open ended.

Roll Handedness

01-70	Right
71-94	Left
95-00	Ambidextrous (may use either hand equally well).



VISION (9.1.7)

This chart quantifies a character's vision. As we all know, not everyone is blessed with 20/20 sight, and this chart will allow the GM or player to determine if the character's eyes are abnormal or deficient. Since the chart has an above-normal chance of limiting the character, it is suggested that its use be offset by offering an additional Background option, if a bad roll is generated (a roll of 01 to 27). The roll is not open-ended.

Roll	Vision Strength
01-05	Legally Blind: All Perception skills are at -75.
06-10	Near Sighted Bad: All Perceptions used at more than 10' are at -50.
11-15	Far Sighted Bad: All Perception based skills and those requiring minute sight at less than 10' are at -50.
16-20	Near Sighted Normal: All Perception skills used at more than 100' are at -50.
21-25	Far Sighted Normal: All Perception based skills and those skills requiring minute sight at less than 3' are at -50.
26	A combination of Near Sighted Bad with Far Sighted Normal.
27	A combination of Far Sighted Bad with Near Sighted Normal.
28-90	Normal vision
91-95	Sharp Vision Near: All Perception based skills and those requiring minute sight at less than 3' are at +20 to succeed.
96-99	Sharp Vision Far: All Perception based skills at more than 100' are at +20 to succeed.
00	A combination of Sharp Vision Near and Sharp Vision Far.

APPEARANCE (9.1.8)

Appearance can be used as a tertiary stat, used similar to Strength or Presence, and can be added to the character sheet as a normal statistic. Use the normal guideline to determine the stat and its Potential, and its subsequent increase per level attained.

Appearance is a specialized statistic which governs only the actually looks and physical charisma of the character. It has no skill stat value in most cases, save for an ultimate default value for such skills as Seduction, Leadership, Trading, or Duping. It can, however, have role playing value in many different situations.

9.2 MENTAL CHARACTERISTICS

This section of the Personalizing Charts governs the character's mind and how he perceives the universe around him. In the simplest of game terms, each character may have one or more phobias or mental disorders that will play a small to significant effect on the character's life. The player has the option of either using the information below to manipulate his character as described by the various phobias, or accepting the skill penalties and playing the character without much thought to his mental characteristics (the latter is not role playing but the penalty modifications do make up for it).

Each character should have at least one mental characteristic as described below. If a GM desires, he may require that more than one roll be made, but it is advised that extensive use of the chart without Background Chart counter-awards will result in undesirable NPCs/PCs.

To use the chart, first roll on the Mental Stability Chart (non-open ended) which outlines how strong the Mental Characteristic plays in the character's life (e.g., it is hardly noticeable, or it governs his every action). Then, roll on the Mental Disorder/Condition chart to determine the exact circumstances of the Mental Characteristic.

MENTAL STABILITY CHART	
Roll	Effect
01-30	No afflictions
31-50	Unnoticeable: -5 on skills during affliction, or Requires an 'Easy' column Maneuver roll, against die toss + SD stat bonus to control affliction.
51-80	Mild: -10 on skills during affliction, or Requires an 'Medium' Maneuver roll, against die toss + SD stat bonus to control affliction.
81-95	Moderate: -25 on skills during affliction, or Requires an 'Very Hard' Maneuver roll, against die toss + SD stat bonus to control affliction.
96-98	Excessive: -40 on skills during affliction, or Requires an 'Extremely Hard' column Maneuver roll, against die toss + SD stat bonus to control affliction.
99	Minor Domination: -75 on skills during affliction, or Requires an 'Sheer Folly' column Maneuver roll, against die toss + SD stat bonus to control affliction.
00	Complete Domination: -90 on skills during affliction, or Requires an 'Absurd' column Maneuver roll, against die toss + SD stat bonus to control affliction.

MENTAL AFFLICTIONS

The average length of a mental manifestation usually lasts 100 hours less the total Stat Bonus of Presence and Self-Discipline. During this time, the character will act according to his disorder. As stated above, the player can role play the disorder or simply accept the skill modifications (if he role plays the condition well the GM should modify the penalty substantially).

Roll	Affliction
01-04	Agoraphobia
05	Catatonia
06-15	Claustrophobia
16-17	Dementia
18-22	Dipsomania
23-25	Homicidal Mania
26-30	Hebephrenia
31-45	Kleptomania
46-51	Lunacy
52-60	Megalomania
61-64	Melancholia
65-68	Monomania
69-72	Necrophilia
73-75	Nymphomania
76-90	Pathological Liar
91-00	Schizoid

Agoraphobia: Fear of being in large open places. Character will do all in his power to retreat from such areas.

Catatonia: Complete withdraw from reality. Character will instantly fall into fetal position or become listless and ignore all around him.

Claustrophobia: Fear of being in small, closed-in areas. Character will do all in his power to retreat from such areas.

Dementia: Character is completely uninterested with the world around him. He or she will become despondent and listless, complaining and whining about everything. Even the mere chore of eating and walking will bring about long nerve-racking complaints and lamentations from the character.

Dipsomania: The need to drink large volumes of alcoholic beverages. This is not truly alcoholism since character is not dependent on the alcohol.

Homicidal Mania: Normal in appearance and behavior, the character seeks to inflict great harm or death upon other living creatures; unless the need is quenched, the character faces penalties for duration of infliction.

Hebephrenia: As Dementia, but character will wander aimlessly and with little care to the direction or course of his path.

Kleptomania: The need to steal small objects that are not personally owned by the character.

Lunacy: A maddening affliction whenever the moon is full. A character will undergo a transformation under the moon, becoming violent and maniacal when he sees it; act accordingly or face the penalties.

Megalomania: The character is convinced he is the greatest living or dead person to ever walk on Kulthea. While afflicted, he will listen to no other person's ideas or plans, and if his underlings and henchmen (the other PCs) do anything other than his plan, he will conspire against them.

Melancholia: Character is saddened about everything. PC spends most of the time crying or fretting over past guilts and accidents.

Monomania: A single perpetuating idea that must be accomplished at all costs. The character will pursue one path, and only one path, until it is accomplished. He will think of nothing else other than achieving that single monomaniacal goal!

Necrophilia: The erotic attraction to the dead. Character has the great need to sleep and even sometimes have intercourse with dead things. Face the horror or the penalties during the affliction.

Nymphomania: The unending need for sexual arousalment. Character must spend his entire affliction planning or be involved with sexual endeavors.

Pathological Liar: The need to spin wild tales or totally unbelievable lies that the character will profess to be true. Characters will spend the entire affliction telling boastful tales and wild yarns that they swear are true and will become angered if scoffed at or denied.

Schizoid (multiple personality): The need to assume some other role or personality. The character may have a standard set of personalities or may randomly choose a personality from the crowd around him

9.3 SPECIAL EQUIPMENT

In this section of the Personalizing Charts, a number of charts are presented, with which the character can be equipped with special accoutrements that are either unique or magical. Each of the following charts should be counted as a Background pick.

The characters presented in sections 3.0-8.0 have been given New Equipment starting at 5th level or greater. Those gifts or rewards are not inherent to the character and GMs may desire not to offer them to players desiring to play those characters.

A GM can opt to allow players that begin with high-level characters to choose a number Level Inducements equal to 1/3rd of their actual level in either further Background Options, or more preferably, Inducement Levels from below (e.g., a 20th level character should be given 6 or 7 Level Inducements or Picks).

MATERIAL COMPOSITION (9.3.1)

This chart offers the player the capability of generating unique items composed of strange or unusual materials. Materials generated can be any item and can be combined with further rolls on this chart (for composite items like bows or armor) or from the charts preceding this one. This chart is open ended.

STEELS AND ORES	
Roll	Material
-150 to -100	Copper or Cold Stamped metals: -20
-99 to -50	Bronze: -10
-49 to 0	Cold Stamped Iron: -5
1 to 20	Worked Iron: 0
21 to 40	Cold Stamped Steel: +1
41 to 50	Worked Steel (Low): +5
51 to 60	High Composite Steel: +10
61 to 70	Tungsten: +15
71 to 80	Titanium: +20
81 to 90	Aluminum: +1 (has 20% weight of object) *
91 to 95	Carbon Spun Composites: +10 (has 10% weight of object)*
96 to 00	Adamantium: +20 (has but 50% weight of object)*
101 to 120	Enchanted Iron: +5
121 to 135	Enchanted Steel: +10
136 to 145	Enchanted Tungsten: +15
146 to 165	Enchanted Titanium: +20
166 to 180	Mithril: +20
181 to 190	Enchanted Adamantium: +20 (has but 50% weight of object)*
191 to 200	Eog: +30
201+	Inefron: +40 (True Elven Steel).
* Armors made from listed materials gain a reduction of all penalties equal to their lightness (e.g., Composite Spun Breast Plate is +10 with starting Penalties of -2 Minimum Maneuver! -9 Maximum Maneuver! -1 Quickness Penalty).	

ORGANIC MATERIALS

Roll	Material
-150 to -100	Sapling or Light Wood: -20
-99 to -50	Wood, Normal Bone, Light Hides: -10
-49 to 0	Hard Wood, Heavy Normal Bone, Cured Hide: -5
1 to 20	Worked Hard woods, Strong Bone, Bovine Hide: +0
21 to 40	Natural Hardwood, Large Animal Bone, Cured Bovine Hide: +1
41 to 50	Elven Yew/Maple, Small Composite Monster bone*, Reptile Cured Hide*: +5
51 to 60	Elven Pine, Large Composite Monster Bone*, Shark skin Hide: +10
61 to 70	Elven Redwood or Steelwood, Pale Demon Bone, Composite Monster Cured Hide: +15
71 to 80	Faerie Yew/Oak, Giant (Races) Bone. Pale Demon Cured Hide: +20
81 to 100	Faerie Pine, Lesser Drake Bone, Demons of the Void Cured Hide: +25
101 to 160	Enchanted Oak/Maple/Yew, Wyvern Bone, Lesser Drake Cured Hide: +30
161 to 175	Enchanted Pine, Dragon Bone, Wyvern Cured Hide: +35
176 to 200	Enchanted Steelwood, Fell Creature Bone, Dragon Cured Hide: +40

ITEMS AND EQUIPMENT (9.3.2)

Listed below is a number of items that can directly be used to affect the outcome of a skill in *Rolemaster* (e.g. a pick lock set affects the chance of succeeding in picking a lock). This chart is to be used to determine what item is crafted with the unique materials presented in section 9.3.1.

The following chart is only a partial list, and the GM is encouraged to generate his own lists.

Roll	Item
01-02	Abacus: used for Administration, Basic Mathematics, or other related skills.
03-15	Amulet: Generic item that instills 'luck' or concentration to such skills as Adrenal Moves, Channeling, Dowsing, Meditation, and other related skills.
16-18	Chemistry set: A set of vials, glass tubes and instruments to be used in Alchemy or Chemistry.
19-20	Book/Tome: A source of information for Anthropology, History, Language, and Linguistics. Unique composition may instill greater integrity (thus allowing the book to be of greater age) or of powerful magic.
21-22	Athletic Item (bat, pole-vault, track sandals, etc.): Provides equipment for Athletic Games or a Precise Athletic skill (Pole Vaulting, Jumping, Tight-Rope Walking).
23-24	Pole: Can be used in boat Piloting, Pole Vaulting, Tight-Rope Walking, or other skills.
25-26	Weights: Can be used in Athletic Games or in Body Development.

Roll	Item
27-30	'Brass' Knuckles: To be used in Brawling, Hand Attacks, or Martial Arts Striking.
31-33	Tiger's Claw or Gloves: Used in Climbing or other grasping related Skills.
34-36	Crafting Tools: Specialized tools to be used in a specialized Craft skill (players and GMs choice).
37-38	Compass: Very useful in Direction Sense; unique composition may make it more hardy or able to discern through magical effects.
39-41	Pick Lock Tools: Good for Picking Lock, Disarm Traps, and other minute skills.
42-50	Quill and Ink Pot: Used for Drafting, Writing, Composing, Falsification, and in Runes.
51-55	First Aid Kit: A pouch of bandages, herbs, and medicines good for the use of First Aid, Second Aid, Diagnostics, and Surgery.
56-57	Fletching Kit: Wood shafts, thread, feathers, and arrow heads. Excellent kit in making arrows; unique composition may allow to craft superior arrows.
58-60	Necklace of War: Good tool to concentrate on skills such as Frenzy, Berserking, Bravery, Leadership, Adrenal Move Strength, etc..
61-63	Grapple Hook: Good in the use of Grapple Hook Skill and in Climbing.
64-66	Gloves & Sandals: Good for all facets of Distance Running, Sprinting, Jumping, and for such things as Martial Arts Sweeping, Climbing, Punching.
67-70	Maps and Guides: Used in Navigation, Direction Sense, and skills of long-term perception (possibly Read Tracks or Tracking).
71-74	Prisms: Used to see Power Perceptions, Magic Emanations, and Magical Auras; and can be used in Power Projection.
75-76	Mind Crystal: Used to perceive Psionic Perception and the use of telepathy.
77-80	Rope: Used in Repelling, Climbing, Grapple Hook, Rope Mastery, etc..
81-83	Make-up: Good for Seduction.
84-86	Skates: Good for Skating.
87-90	Smithing Tools: Good in the fabrication of various Smith-like skills.
91-93	Padded Shoes: Good for Stalking and other subterfuge skills.
94-95	Amulet of Concentration: An amulet used in Stunned Maneuvers or Body Damage Stabilization; unique composition directly effects how good the amulet is to the user.
96+	Weapon or Armor: Player or GM may choose.

SPECIAL ITEMS (9.3.3)

The following items are a compilation of all the 'New Equipment' in this book. The GM may allow the player to freely choose over the items. In brackets is the cost of Background Options or Inducement Levels that is required to be spent to receive the item and no more than one item listed below should be in any one campaign, other than for small semi-magical or weak magical items.

The players may notice that some equipment, composed of unique materials, may not have the same bonus as listed in the above Composition Charts. The reason for this is that the item may be made of lesser material in other areas, of lesser quality, or of lesser enchantments.

- (1) +10 High Steel Throwing Dagger.
- (1) Robes of Defense (acts as normal robes but treat as AT 4).
- (1) +10 Non-magical Soft Leather Shoes (Adds +10 to Stalk Skill).
- (1) +10 Non-Magical Spear.
- (1) +10 Non-Magical club.
- (1) The Ring of the Clenched Fist (Daily I item (Concentration II, Monk Base List) +20 to any Maneuver) +10 to Martial Arts Striking OB.
- (1) Staff of the Hand (Daily III item: Telekinesis x1 (Essence Open List).
- (1) +10 Non-Magical Riding Stirrups (adds +10 to all Riding related skills).
- (1) Potion of Flying (200/round, maximum altitude of 50', duration of D100+50 rounds).
- (1) Potion of Speed (treat as Haste X (Rapid Ways, Essence list 20th level).
- (1) Potions of Healing (immediately heals 5-50 hits).
- (1) +10 Magical Sling (+10 to OB).
- (1) +5 White Alloy Halberd with an Extra 'B' Electricity Critical on Same Dice Roll.
- (1) +10 Magical Drake Skinned gloves (adds +10 bonus to any Climbing or grasping related skills).
- (1) Ring of Assassins (Gold ring with no inset or inscription. Endows wearer with a +/- 5 Ambush bonus and a +15 Detect Ambush/Assassin bonus);
- (1) Seal of Dramedjii (Daily IX item: Water Production x3 (Channeling Closed List)).
- (1) Staff of Foci (+10 bonus to all Directed Spell Skills).
- (1) Holy Robes of Durr (+5 Defensive Bonus; protects as AT 3).
- (1) +10 Non-Magical Shark Skin Leather Jacket (+10 to Defensive Bonus).
- (2) Ring of Essence Flow (Can Determine Essence Storms as Weather Watch Skill and x2 Spell Multiplier of Essence).
- (2) Ring of Might (x2 Essence Spell Multiplier).
- (2) +15 Enchanted Steel II Throwing Axe which also has Return to Thrower Via Long Door and 300% Range Increase.
- (2) +20 Mithril Two-handed Sword with extra 'C' critical and Wyvern Slaying.
- (2) +15 Enchanted Steel Breast Plate and Greaves with 50% negation to Head Criticals (+15 against Minimum Maneuver Modifiers).
- (2) Eye of Perception (a liquid crystal sphere of swirling red and blue mists gives +10 bonus to all Perception skills).
- (2) Amulet of Orientation (never needs to make Orientation rolls and +15 bonus to Stunned Maneuvers).
- (2) +15 Non-Magical Soft Leather Jacket (Adds directly to Defensive Bonus).
- (2) +20 Black Alloy Breast Plate.
- (2) Horn of the Beast Master (+30 Bonus to Summon and Control wolves...Use Beast Master Skill).
- (2) Amulet of Concentration (+5 bonus to all Adrenal Maneuvers, Meditations, and Control Lycanthropy Skills).
- (2) +10 Non-Magical Iron Tiger Claws (+10 to Climbing Skills, +5 OB to all Sweeps and Strikes Martial Arts).
- (2) +10 Blessed Silk Robe (+10 to Defensive Bonus).
- (2) Bat Cloak (+15 bonus to Hide skill, +15 bonus to Flying/Gliding Skill).
- (2) +10 Mystic Iron II Hammer (+10 OB and +10 to work metals).
- (2) +15 White Alloy Broad Sword with a 'B' Extra Critical on Same Roll.
- (2) +15 Cured Khorse Leather Breast Plate (+10 vs. Maneuvers, +5 vs. Quickness Penalty).
- (2) +15 White Alloy Broad sword with Low Intelligence and the ability to cast Sustain Self (Creations, Channeling Closed List).
- (2) Bandages of Aid (Silk bandages with gold thread that when applied to any wound will clot up to 3 hits/round and reduce the severity of any injury one degree (e.g. a broken arm will become sprained)).
- (2) +15 Magical Leather Breast Plate (+15 applies to all three penalties).
- (2) Book of Nomikos (Reduces Faerie Lore, Fauna Lore, and Flora Lore skills to one less Development cost, with a minimum cost of 1) (Note: This is not a magical device but an incredibly thick tome of knowledge and data).
- (2) +5 Enchanted Iron Broad Sword with 20% chance of any Arm Critical Negation.
- (2) Eye of the Arachnid (broach: +15 bonus to General Perception).
- (2) +10 Wyvern Rib-Bone Compound Bow with 30% Range Penalty Reduction and 20% Range Increase.
- (2) +10 Dwarven Steel Mace with Extra 'B' Critical on Same Roll.
- (2) +15 Bloodsteel Longsword (+15 OB).
- (2) Sphere of Control (deep purple crystal sphere which acts as an exclusive Spell Deflect against Mentalism spells only. The item can turn 2 spells per day.).
- (2) Eye of the Storm (+15 bonus to detect Reality Warps, Dimensional Gateways, or other disturbances in the fabric of time and space).
- (3) Dagger of Venom (+10 Non-Magical Dagger made from the thigh-bone of a Storm Hound with the ability to secrete 3x/day 12 AL poison along blade — for each 10% RR failure paralyzed for 1 hour).
- (3) +15 Crimson Alloy Metal Breast Plate (Apply +10 to Maneuver Penalty, +5 to DB and has 15% chance to Negate a Chest Critical).
- (3) Spear of Thunder Bolts (+15 Enchanted Steel II Spear with an Extra C Electricity Critical on Separate Roll).
- (3) +15 Enchanted Steel II Dagger with +2 Spell Adder, Return to Thrower Via Flight, and Extra A Critical On Same Roll.

- (3) +25 Laen Lock Picks (+25 to skill bonus).
- (3) Long Bow of Tharda (50% Range Penalty Reduction, 50% Range Increase, +15 OB, and an Extra C Critical on Same Roll).
- (3) +15 Elven Oak Compound Bow with +1 Spell Adder and 30% Range Penalty Reduction.
- (3) Medallion of Skri'i (+/- 5 Ambush Bonus).
- (3) Shield of the Ankii (Tower Shield with +20 Defensive Bonus and 50% Negation of Criticals in Head, Chest, and Arms).
- (3) +15 Enchanted Iron II Heavy Crossbow with 80% Range Penalty Reduction and 50% Range Increase.
- (3) Amulet of Power (+4 Spell Adder (Mentalism), x2 Spell Multiplier (Mentalism)).
- (3) +15 Magic Elk Sable Gloves (+15 to Martial Arts OB and to any skill involving grasping and Extra 'D' Critical on New Roll).
- (3) Navigator's Staff (Imbedded Very High Intelligence: Solid Tunnel x3 (Solid Alterations, Mystic Base List), Mold Stone x1 (Solid Manipulations, Mentalism Closed List)); +10 Non-magical Chain Shirt; Shiffir's Wand (x3 Spell Multiplier of Essence, +4 Spell Adder of Essence).
- (3) +10 Crimson Alloy Dagger with an additional 'C' Critical Roll on the Heat Chart.
- (3) Mace of Doom! (+10 Adamantium mace with Extra 'C' Critical on Acid Chart ROC III (pg. 87) or if unavailable alternating Heat and Cold Critical).
- (3) Holy Relic of Ba (Daily X item: casts up to 10 levels of spells a day from the following list; Healing (Concussion Way, Channeling Closed) and/or Clotting I (Blood Law, Channeling Closed) and/or Muscle Repair I (Muscle Law, Channeling Closed) and/or Minor Fracture Repair (Bone Law, Channeling Closed)).
- (3) Crossbow of Speed (its use immediately confers Haste on to the character with all of its bonuses. The Crossbow is enchanted with +10 to its OB).
- (3) +25 Mithril tri-hook (+25 to Climbing with rope and +25 bonus to Repelling).
- (3) Helm of Qwas (Full Helm with 50% Negation of Head Critical and +20 ESF bonus on to spell success).
- (3) +15 Non-magical Longbow (+15% Range Increase).
- (3) Lyre of Love (+20 bonus to Play Lyre Instrument, Daily VI item (Calm Song, Bard's Base List x6)).
- (3) +15 Elven Oak Staff with Extra 'A' and 'C' Critical from Electricity Table.
- (3) Seal of Love (broach of intricate design of white gold and silver: allows exact knowledge of the location of Dag Sabor or any other priest of Dramedjii for purposes of Channeling (receiving or sending) Power Points. It is all a x2 Spell Multiplier of Channeling).
- (3) Flaming Morning Star (+10 Adamantium spiked balls which burn and hits for Extra 'B' Heat Critical).
- (3) Potion of Anykind (a copper bottle that can be drank from but 10 times, each time upon the choice of the GM or player, the potion can be of any known type. The 11th and subsequent draughts are of a 11 AL nerve poison.).
- (3) +20 Adamantium Chain Mail Hauberk (Applies to all penalties).
- (3) +10 Light Crossbow with +50% Range Increase and Bolts become Slaying to all 'Game Animals' (e.g. Elk, Deer, Moose, Wild Boar, etc...).
- (3) Bolts of Speed (D100 in number found) (treat use of bolts as subject being under a Haste, enabling to fire Light Crossbow every round with a -20 or every other round with no modifier).
- (3) +15 Enchanted Steel II Chain Mail Shirt (+15 to all modifiers).
- (3) Ring of the Elementalist (Mithril ring with +60 RR against all Elemental spells or attacks and embedded with Low Intelligence with a Daily IV item enabling to cast Boil Liquid (Fire Law, Magician's Base List), Enchanted Rope (Earth Law, Magician's Base List), Condensation (Water Law, Magician's Base List), Breezes (Wind Law, Magician's Base List).
- (4) Rod of Dramedjii (solid bar of Adamantium with bejeweled head of star-crystals and diamonds. Embedded with Super(ior) Intelligence enabling to cast High Prayer (Communal Ways, Cleric Base List).
- (4) +15 Elven Oak staff with Extra 'A', 'B', 'C' Critical on Same Roll.
- (4) +10 High Steel Halberd with Pale II Demon Slaying; Polearm of Flight (a halberd which has only 20% normal weight, can be tossed as a Javelin with 20% Range Penalty Reduction and 10% Range Increase. It strikes Harpies and Hippogriffs as a Slaying weapon).
- (4) Helm of Star-Kind (transparent aluminum-steel pot helmet and telepathic link to holder. Endows +15 bonus to Astronomy, Navigation, Star Gazing and any other related skill).
- (4) Charm of Body Control (Silver necklace with intricate gold ornament: acts as a permanent Unpain enabling the wearer to withstand an additional 50% hits before going unconscious. Also it gives a +10 bonus to Body Damage Stabilization, Control Lycanthropy, Frenzy, and Adrenal Moves Skills).
- (4) Wand of Mystic Trinity (+2 Spell Adder of Channeling, +2 Spell Adder of Essence, +2 Spell Adder of Mentalism).
- (4) +20 Enchanted Elven Chain Shirt (+20 on Defensive Bonus and 50% chance of Negating a Chest Critical. Weight has been reduced to 10% of its normal encumbrance and will float on water)
- (4) Eye of Concentration (9" diameter white pearl offset with 20 carat Sapphire: +20 on all Adrenal Maneuver Skills).
- (5) Chain Shirt of Etherealness (appears as wispy white-silver shirt and acts as AT 13 but with 'no' Maneuver Penalties of any sort — may treat as having 1% of true weight/encumbrance and a 40% chance to Negate any Chest Critical).
- (5) Staff of Fulcrumia (+15 Magical Black Oak Staff that attacks on the War Hammer table with an Extra 'A' Critical on Same Roll, Returns to Thrower via Flight, is a +2 Spell Adder of Essence +3 Spell Adder of Channeling, and can throw a Ice Bolt (Ice Law, Magician's Base list) a number of times a day equal to Power Points of Caster (e.g. if caster has 36 pp, he can do use the Ice Bolt 6 times per day)).
- (5) Globe of Mysticism (Beyond The Pale Demon Eye, crystalized. Endows holders with x3 Spell Multiplier for Mysticism and +25% Experience Bonus from all activities).
- (5) Sword of Striking (+30 Eog Short Sword with Extra 'E' Impact Critical on Different roll).



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