

NAME Malk

Race/Type Kitzu Fire EM
Sex/Age Male 15
Hometown Kitzu Homelands

STR 18 Formidable
SIZ 12 4'8" 98 lb
CON 15 In Shape
DEX 17 Above Average
INT 19 Intuitive
MPT 10 Short
APP 13 Average
LUK 15 Opportune

MENTAL SKILLS

Hearing (25) 55
Identify Alien (15) 20
Identify Vinyan (25) 35
Interracial Relations
Vinyan Common (25) 45
Kitzu (50) 50
Know Alien Legends (15) 20
Know Vinyan Legends (20) 30
Oration (15) 25
Read/Write (10) 20
Smell/Taste (25) 60
Touch (25) 35
Vision (25) 50

KNOWN SPELLS

A) Night Sight 1
B) Nerve Block 1
C) Magic Interlock 1
D) Stiff Limb 1
E) Purge Poison/Disease 1
F) Daze 3
G)
H)

PHYSICAL SKILLS

Bash (15) 35
Climbing (30) 45
Dodge (30-SIZ) 36
Grapple (15) 25
Jumping (35) 50
Hide (30-SIZ) 55
Manipulate Mechanism (20) 25
Quiet Movement (30-SIZ) 58 (29)
Riding (25) 30
Swimming (25) 40
Trip (15) 30

MISCELLANEOUS ABILITIES

Att Cat Modifier -1
Balance 83
Combat Bonus Damage +1d4
Fame Rating 30
Ingenious Idea 05
Perception 55
Poison Resistance(PR) and Drinking Capacity 39
Strength Capacity 206
Surprise Reaction 50
Tote Capacity 113
Weapon Ability 77

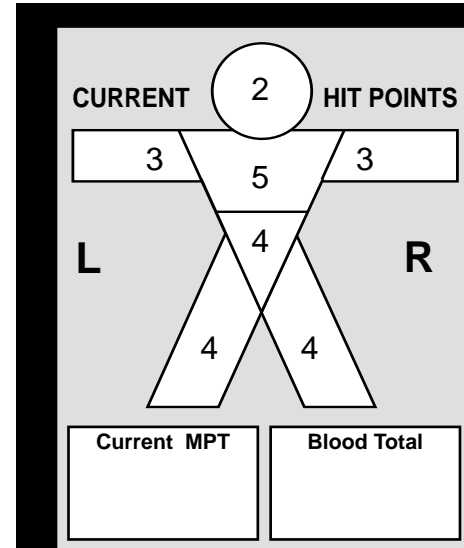
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CHARACTER PROFILE

WEAPONS SKILLS table with columns for Weapon (BC), Attack, Critical, Special, Fumble, Damage, Parry, DA, L/R/2H, Att Cat, WA. Includes entries for Pole Arm, Blow Gun, Boomerang, Light Crossbow, and Missile Weapon.



HIT LOCATIONS table with columns for (1d100), Location, DA, HP, WT. Includes Blood Total: 19 (Pass out) and 13 (Die).

SPECIAL WEAPON ABILITIES table with columns for Attack and Parry. Includes abilities like Normal, Fast Draw, Postpone Parry, Attacking with Two Weapons, Disarm, Pin, Aimed Blows, Glancing/Missile Parry, Split Attacks, and Split Parries.

WEALTH
Total Credits 499

EQUIPMENT LIST table with columns for Item, RP, WT. Includes items like Hard Leather Mail, Blowgun, Boomerang, Pole Arm, Backpack, Clothes, Tinderbox, Drawing Utensils/Paper, Kitzu Poison, Bedroll, Cooking Gear, Lg Sack, Trap, and Water/Wine skins.

CHARACTER ENHANCEMENT table with columns for Attribute and Value. Includes Bravery (87), Handedness (97), Interests (Nature), Materialism (87), Mental Quirks (None), Morality (10), and PROFESSIONAL SKILLS (Outdoorsman, Artist, Healer).

Quiet Movement Adjustment -1/4
Melee Movement Round [Action 1, Action 2]
Unencumbered 10" [5", 5"]
Encumbered 8" [4", 4"]
Daily Travel Rate: = 50 miles/day
Combat Factor (CF) 109

SPELL DURATION AND FATIGUE COUNTDOWN table with 23 numbered slots for tracking spell duration and fatigue.

Malk

This young Kitzu male is a Fire EM. Strong and smart, the youngest in his family, he has left the Kitzu homelands looking to increase his knowledge and experience. Like many Kitzu he is a master outdoorsman and is also skilled in the healing arts and drawing. He has flaring nostrils, double jointed hands and feet, and is also ambidextrous. He has experience with the weapons of his homeland—boomerang and blowgun (with Kitzu poison)—but is also quite skilled in using his two-handed pole arm and light crossbow.

Daze

Duration	Current MPT score in rounds
Area	One creature
MP Cost	Fixed (3)

The Daze spell causes a minor concussion through the expansion of an energy force between the skull and brain tissue. When successful, this will cause the target to function as if just regaining consciousness from a knock-out blow, with a severe headache and all Mental Skill and Magic success percentages reduced by $-1/2$.

Magic Interlock

Duration	Current MPT in rounds
Area	One creature
MP Cost	Fixed (1 + Special)

This spell allows creatures to combine their magic energy to cast a single spell, usually to break through a Magic Shield spell or to cast a Heal spell powerful enough to re-attach severed limbs. A successful Magic Interlock spell costing one MP creates a link between the caster and the target, through which MPs may be passed during subsequent rounds. Each round for the duration of the spell, the caster may, with his Mental Action, deliver any remaining amount of MPs to the target up to his current MPT. When a large number of people cast Magic Interlocks on one person, a tremendous amount of energy can be generated. This type of spell was used by the Council of Twelve to build the Gateway and the Transporters. The MPs passed through a Magic Interlock may only be used to fuel a given spell, it can not be retained by the recipient for later rounds.

The duration, range, and current level of MPT for purposes of determining a Magic Interlock's spell success are all equal to the caster's current MPT score plus any MPT passed.

Nerve Block

Duration	Current MPT score in rounds
Area	One Creature
MP Cost	Fixed (1)

The Nerve Block spell allows the caster to ignore pain and temporarily negates the negative effects of Starvation/ Dehydration (p. 96). The effects of any injury of Serious level (see Damage Conditions, p. 88) can be ignored for the duration of the spell. Obviously, a limb that is crippled or nonexistent cannot be used.

The Nerve Block spell can be very useful during torture.

Night Sight

Duration	Current MPT score in rounds
Area	One creature
MP Cost	Fixed (1)

The Night Sight spell enables the affected creature to see during the darkest night as if it were only dusk by making better use of all available light. The subject may fight in darkness without being required to make Perception Rolls (see Night Fighting, p. 76). The vision provided will be of normal range with only a slight loss of clarity. However, it does not bestow the ability to see in complete darkness, such as in a cave, without any light source.

The effects of the Minor Fire Element Manipulation Blinding Flash (p. 135) are doubled on any individual with Night Sight in effect.

Purge Poison/Disease Spells

Duration	Permanent
Area	One creature
MP Cost	Fixed (1)

Because of the recent influx of alien toxins and diseases, Vinyans have designed spells that can counteract them. Each Purge Poison/Disease spell can eliminate all traces of one type of foreign body from an individual. A separate Purge Poison/Disease spell must be learned for each poison or disease type the character wishes to be able to remove. Once cast, the symptoms and side effects of the poison or disease will fade at the same rate they surfaced (see Poison Effects, p. 95).

Most Apothecaries require each of its employees to learn at least one type of Purge Poison/Disease so that they can provide magical care for as many types of maladies as possible.

Stiff Limb

Duration	MPT in hours
Area	One limb
MP Cost	Fixed (3)

This spell, originally intended for meat preservation, has found a new purpose in the perils of modern Vinyan living by halting decay until a Heal spell of great enough strength can be applied to save the severed limb. Without a Stiff Limb spell or after one has expired, a severed or crippled limb will decay beyond the point of salvation within an hour.

The Duration indicated does not literally represent the lingering energies from the spell; the magical effect of Stiff Limb is instantaneous. Rather it reflects the amount of time the limb will resist decay. Stiff Limb can be cast upon a single limb repeatedly, but, as with repetitive skill use, the chance for success is reduced by cumulative $-1/2$ penalties for each attempt.

ELEMENT MAGIC

See general information pgs 129-132

FIRE MANIPULATIONS

See spells for both Major and Minor manipulations on pg 135.