

NAME Midon

Race/Type Wellan
Sex/Age Male 20
Hometown Birchwood

STR 20 Invincible
SIZ 18 6'7" 295
CON 13 average
DEX 20 Nimble
INT 12 average
MPT 10 Skimpy
APP 15 Good Looking
LUK 19 Lucky

MENTAL SKILLS

Hearing (25) 70
Identify Alien (15) 17
Identify Vinyan (25) 25
Interracial Relations
Vinyan Common (25) 50
Know Alien Legends (15) 15
Know Vinyan Legends (20) 20
Oration (15) 35
Read/Write (10) 20
Smell/Taste (25) 61
Touch (25) 30
Vision (25) 73

KNOWN SPELLS

A) Armor V
B) Cell Blast V
C) Daze 3
D) Heal V
E) Night Sight 1
F)
G)
H)

PHYSICAL SKILLS

Bash (15) 62
Climbing (30) 40
Dodge (30-SIZ) 24
Grapple (15) 15
Jumping (35) 40
Hide (30-SIZ) 29
Manipulate Mechanism (20) 30
Quiet Movement (30-SIZ) 24
Riding (25) 30
Swimming (25) 50
Trip (15) 15

MISCELLANEOUS ABILITIES

Att Cat Modifier -1
Balance 99
Combat Bonus Damage +1d6
Fame Rating 53
Ingenious Idea 04
Perception 68
Poison Resistance(PR) and Drinking Capacity 56
Strength Capacity 797
Surprise Reaction 61
Tote Capacity 558
Weapon Ability 96

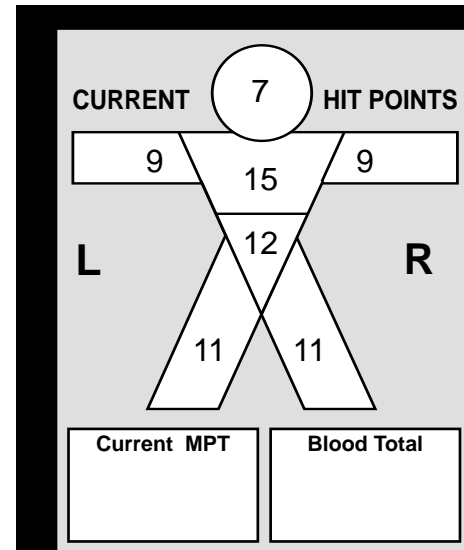
Permission to photocopy.



Another fine product from Escape Ventures, Inc.

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 Great Sword, Great Axe, Large Shield, Compound Bow, and Missile Weapon.



HIT LOCATIONS table with columns for (1d100), Location, DA, HP, WT. Includes entries for Head, Chest, Abdomen, Right Arm, Left Arm, Right Leg, Left Leg. Blood Total: 74, 55, 37.

SPECIAL WEAPON ABILITIES table with columns for Attack, Parry. Includes entries for Normal, Pulled Blows/Cover, Attacking with Two Weapons Simultaneously, Disarm, Aimed Blows, Split Attacks, Pin, Glancing/Missile Parry, Split Parries.

WEALTH and EQUIPMENT LIST sections. WEALTH includes Total Credits (54) and Total Weight Carried (100). EQUIPMENT LIST includes Chain Armor, Leather Armor, Great Sword, Great Axe, Large Shield, Compound Bow, 20 arrows, Quiver, Clothes, Backpack, Blanket, Vinyan Survival Guide.

CHARACTER ENHANCEMENT and PROFESSIONAL SKILLS sections. CHARACTER ENHANCEMENT includes Bravery (57), Handedness (82), Interests (Flying Creatures), Materialism (61), Mental Quirks (Astramania, minor), Morality (68). PROFESSIONAL SKILLS includes Cook (32), Gambler (40), Outdoorsman (72).

SPELL DURATION AND FATIGUE COUNTDOWN table with 23 columns for rounds 01-23.