

NAME Rullie

Race/Type Unspeakable
Sex/Age Male 22
Hometown Unspeakable Homelands

STR 16 Athletic
SIZ 11 4'4" 87 lb
CON 16 Fit
DEX 21 Dextrous
INT 17 Smart
MPT 19 Plentiful
APP 16 Attractive
LUK 19 Lucky

MENTAL SKILLS

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

KNOWN SPELLS

A) Spell Absorption 3
B) Energy Shield 2
C) Berserk 2
D) Armor V
E) Heal/Mend V
F) Impact 1
G) Daze 3
H) Cell Blast V

PHYSICAL SKILLS

Bash (15) 15
Climbing (30) 30
Dodge (30-SIZ) 36
Grapple (15) 15
Jumping (35) 35
Hide (30-SIZ) 58
Manipulate Mechanism (20) 50
Quiet Movement (30-SIZ) 38(29)
Riding (25) 25
Swimming (25) 85
Trip (15) 20

MISCELLANEOUS ABILITIES

Att Cat Modifier -1
Balance 103
Combat Bonus Damage +1d4
Fame Rating 56
Ingenious Idea 05
Perception 42
Poison Resistance(PR) and Drinking Capacity 38
Strength Capacity 148
Surprise Reaction 54
Tote Capacity 82
Weapon Ability 75

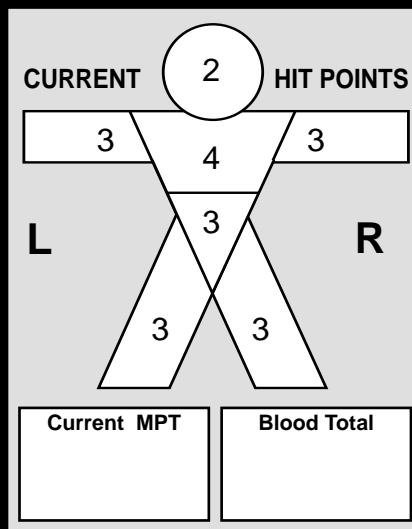
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CHARACTER PROFILE

WEAPONS SKILLS table with columns for Weapon (BC), Attack, Critical, Special, Fumble, Damage, Parry, DA, L/R/2H, Att Cat, WA. Includes entries for Long Sword, Small Shield, Light Bow (not carried), Staff Sling, and Missile Weapon.



HIT LOCATIONS table with columns for (1d100), Location, DA, HP, WT. Lists locations like Head, Chest, Abdomen, Right Arm, Left Arm, Right Leg, Left Leg with corresponding values.

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

CHARACTER ENHANCEMENT table with columns for Bravery, Handedness, Interests, Materialism, Mental Quirks, Morality, PROFESSIONAL SKILLS (Sailor, Surfer, Cook, Musician) with BC and WAGE values.

WEALTH section including Total Credits (75), EQUIPMENT LIST (Geffren Reed Mail, Long Sword, Small Shield, Staff Sling, Clothes, Sling Bullets, Backpack, Bedroll, Food Utensils, Lock Pick Set), Total Weight Carried (38), Quiet Movement Adjustment (-1/4), Melee Movement (Unencumbered 6", Encumbered 5"), Daily Travel Rate (32 miles/day), and Combat Factor (CF) (72).

(Mark off rounds) SPELL DURATION AND FATIGUE COUNTDOWN (Mark letter of Spell or Fatigue on round it expires)

Countdown table with 23 numbered boxes (01-23) for tracking spell duration and fatigue.

Rullie

A fine catch for any women, Rullie is a green-eyed Unspeakable male from the Unspeakable Homelands and unlike most Unspeakables, is not into long titles. An avid surfer interested in the latest rumors, his skills include sailing, cooking and music. A smart, attractive fellow with nimble fingers, blessed with luck and an abundance of magic spells and ability. His wicked ability with his staff sling and long sword as well as his bravery, lustiness and acquisitiveness, make him an attractive asset to any adventure.

Armor

Duration	Current MPT score in rounds
Area	One creature
MP Cost	Variable

Originally used as a replacement for heavy work gloves and as a form of birth control, this spell creates an armor-like force that completely surrounds a creature, protecting it from damage, even critical blows, by absorbing kinetic energy. Each level of the spell increases DA by one point over the entire body. An Armor spell may run concurrently with an Energy Shield spell, but the defense they provide is not cumulative.

Berserk

Duration	Current MPT score in rounds
Area	One creature
MP Cost	Fixed (2)

This spell causes the subject to go into a fighting rage; he will close to melee immediately and Attack with both physical actions each combat round at his normal attack percentage. The enchanted creature will not use missile weapons or Parry under any circumstances and will not stop Attacking until the enemy force is destroyed or the spell expires.

The subject will ignore pain until the spell wears off. Any injury of Serious level (see Damage and Healing, p. 88) incurred during a combat round does not affect the use of that location until the beginning of the next round.

Cell Blast

Duration	One combat round
Area	One or more hit locations
MP Cost	Variable

Many moons ago, it was thought that the damage from the Cell Blast spell was caused by the snapping back of the magic barrier as it fills the gap created by the force of the spell. Modern Vinyan science has shown that the damage is caused instead by the disruption of thousands of cells in a random location on the target's body. For every Spell Level invested, the Cell Blast will inflict 1d4 pts. of damage to a random location on the target. The cellular disruption spreads randomly across the target's body, and therefore the Location of each 1d4 of damage is rolled separately. Because of the nature of this attack, the DA provided by physical armor or even magical spells cannot absorb the damage.

The spell causes cellular disruption, which is devastating to a living creature that needs its cells to be in a certain order. However, cell blasts aimed at inanimate objects cause little more than cosmetic damage. It can change the color and texture, leaving blast patterns, but causes no structural damage.

This spell is frequently used by inept or frustrated fishermen to tip the scales against their slippery prey.

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 $-1/2$.

Energy Shield

Duration	Special
Area	One creature
MP Cost	Fixed (2)

Energy Shield is a relatively new, unperfected alternative to an Armor spell. It provides additional DA to the caster's entire body, but absorbs a variable amount of damage, determined by rolling 1d6 points of DA when the spell is cast. However, the spell only absorbs damage once, up to the pre-determined amount in each location. Thus a 5 DA Energy Shield will absorb the first five points of damage inflicted to the arm, head, etc., but then flickers away and provides no more defense in that location.

If an Energy Shield is running concurrently with an Armor Spell or additional Energy Shields, the spell that provides the most DA is the predominant one. Because each separate Energy Shield spell dissipates by Hit Location as it is struck, it is possible for one to be dominant in some locations and not in others (see Concurrent Spells, p. 68).

Heal/Mend

Duration	Permanent
Area	One Hit Location
MP Cost	Variable

The Heal/Mend spell joins things that were once whole but have in some way been broken or separated. If the spell is successful, it will restore one lost hit point per spell level to a Hit Location or inanimate object. A single Heal spell of a strength equal to a creature's original hit points in that location is required to repair maimed limbs or re-attach missing limbs, assuming they can be found and the spell is cast within an hour of their separation. A Heal spell also stops all bleeding in that Hit Location.

The Mend spell can restore a broken magical item to its original physical shape, but the magical energy is permanently lost. In cases where Power Gems have been implanted in weapons, the Gem itself would have to be broken for the magic to vanish, not just the weapon.

Impact

Duration	Special
Area	One weapon
MP Cost	Fixed (1)

An Impact spell increases the damage of any weapon by creating a fierce, resonating force that is transferred to the target upon contact. When the spell is activated, the enchanted weapon begins to vibrate and hum with increasing pitch and volume as it is encompassed in a field of energy. This energy will remain for the caster's Current MPT before casting the spell in combat rounds, or until the weapon strikes or is struck, when the stored energy is released with a thunderous crash, causing an additional +1d6 damage. The spell also inflicts 1d6 points of damage to the host weapon every round that it's activated, but most weapons have sufficient Damage Absorption to handle this.

The Impact spell is less effective when used with missile weapons. Many missile weapons, especially arrows and crossbow bolts, do not have the DA to withstand the 1d6 of damage they take before striking. For those missile weapons that can withstand the damage, the vibrations affect the accuracy and range. Any Attack attempted with an Impact spell on a missile weapon suffers a $-1/2$ penalty to the Attack percentage and halves the weapon's effective ranges.

The force of the spell is usually dissipated upon impact; however, there is a 05% chance each time the spell is cast it will "run-away." When this happens, the spell increases in power regardless of the number of times the host weapon strikes. The weapon will inflict an additional +1d6 each combat round (+2d6, +3d6, etc.), on itself and its targets, until its duration is spent. Unfortunately, the additional stress on the weapon may quickly cause it to shatter. If it does, there is a 25% chance that the weapon will splinter into pieces so small that the character will have to make a LUK stat check vs. LUK 18 to recover enough for a Mend spell to restore it. It is often wise to cast a Dispel Magic on a runaway Impact spell.

Spell Absorption

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

This spell allows the caster to absorb the magic points of spells targeted at him that fail to overcome his Magic Barrier. This spell can only restore the caster's MPT up to his original MPT score, but will remain in effect until the spell runs out. It is not known exactly how the MPT is absorbed, but Vinyans don't look a gift Dremle in the mouth.

Spell Absorption cannot run concurrently with Spell Repel; whichever spell has the higher Spell Level will dominate. If both spells have the same spell level, the dominant one is determined by a Stat vs Stat check.