

NAME "Screamer"

Race/Type Bruff
Sex/Age Female 20
Hometown Bruff Homelands

STR 18 Formidable
SIZ 11 4'4" 112 lb
CON 14 Above Average
DEX 16 Quick
INT 14 Above Average
MPT 18 Ample
APP 13 Average
LUK 12 Average

MENTAL SKILLS

Hearing (25) 50
Identify Alien (15) 25
Identify Vinyan (25) 35
Interracial Relations
Vinyan Common (25) 45
Bruff (50) 60
Unspeakable (05) 10
Know Alien Legends (15) 20
Know Vinyan Legends (20) 30
Oration (15) 25
Read/Write (10) 20
Smell/Taste (25) 35
Touch (25) 35
Vision (25) 60

KNOWN SPELLS

A) Muscle Spasm 3
B) Night Sight 1
C) Local Message 1
D) Light/Darkness V
E)
F)
G)
H)

PHYSICAL SKILLS

Bash (15) 30
Climbing (30) 50
Dodge (30-SIZ) 34
Grapple (15) 30
Jumping (35) 50
Hide (30-SIZ) 38
Manipulate Mechanism (20) 40
Quiet Movement (30-SIZ) 28 (14)
Riding (25) 22
Swimming (25) 30
Trip (15) 25

MISCELLANEOUS ABILITIES

Att Cat Modifier -1
Balance 76
Combat Bonus Damage +1d4
Fame Rating 26
Ingenious Idea 04
Perception 48
Poison Resistance(PR) and Drinking Capacity 36
Strength Capacity 236
Surprise Reaction 44
Tote Capacity 118
Weapon Ability 74

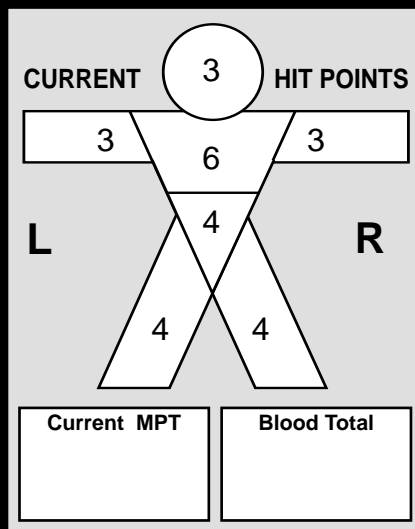
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CHARACTER PROFILE

WEAPONS SKILLS table with columns for Weapon (BC), Attack, Critical, Special, Fumble, Damage, Parry, DA, L/R/2H, Att Cat, WA. Includes weapons like Long Sword, Heavy Mace, Medium Shield, Throwing Dagger, Light Crossbow, Missile Weapon.



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

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

CHARACTER ENHANCEMENT and PROFESSIONAL SKILLS tables. Includes Bravery, Handedness, Interests, Materialism, Mental Quirks, Morality, and Professional Skills like Craftsman, Merchant, Miner, Gambler.

WEALTH, EQUIPMENT LIST, and Combat Factor (CF) sections. Includes Total Credits (890), equipment list with RP and WT, Total Weight Carried (73), and Combat Factor (91).

SPELL DURATION AND FATIGUE COUNTDOWN table with 23 numbered boxes for tracking spell and fatigue expiration.

“Screamer”

A prosperous designer and merchant, this strong, young Bruff female looks the part by dressing smartly, with spiked-hair dyed regularly to bright colors and wears clunky jewelry of gold and precious gems. She has a intrigue tattoo on the back of her right hand which she keeps shaved. Her interests include weapons, gems and mushboarding. She has a shop in Trebor producing jeweled hilts and other weapon accoutrements. Rumor has it that she will buy pieces of questionable background, disassembling them for inclusion into her pieces—no questions asked. A quiet loner with a volatile temper, she spends her time working her craft, quietly drinking in taverns while watching the world, and taking the occasional mercenary job whacking beasties.

Light/Darkness

Duration Current MPT score in rounds
Area One light source
MPT Variable

The Light/Darkness spell provides the caster with the powerful ability to influence light, which could improve his chances when fighting in the dark (see Night Fighting, p. 76). If the spell can overcome the MPR of a light source (torch, campfire, etc.), then the light will double in intensity and effective area. Conversely, each spell level of Darkness will halve a light source's effectiveness. The table below shows the results of Light I and Darkness I spells.

Like most other spells, Light/Darkness must be targeted at something (i.e., a light source such as a lantern, candle, or campfire) and must overcome the MPR of the wick, wax, wood, etc. in order to work. However, since the MPR of inanimate objects is the object's weight in lbs./4, there is rarely a serious

HEXES OF USABLE LIGHT (RADIUS)			
Device Type	Darkness	Normal	Light
Torch	1	2	4
Lantern	2	4	8
Campfire	3	6	12

Note: Outside this range Perception rolls are required.

contest.

Local Message

Duration Until activated
Area One object
MP Cost Variable

This is a variation of the Mind Message spell (p. 126), which may be delayed in its delivery by casting it on an object. The range at which the Message becomes activated depends upon the MPT used to cast the spell. It will deliver its message to the first creature with MPT to come within one hex of it for each Spell Level. Thus a Level II Local Message would activate when a passerby strolled within 20 feet of it. Other than the delay in delivery, the spell is the same as a Mind Message, and once delivered, the spell is expired... the object shall speak no more.

The Local Message spell can be cast repeatedly on the same object, but all the messages blurt out at the same time. A common technique is to cast the first message at a high Spell Level, say Level III, which will activate when a creature comes within 3 hexes. The next message is cast at a lower Spell Level, say Level II, so one hex later the creature will trigger the next

message, and so on.

Muscle Spasm

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

This spell causes muscles in a random hit location to knot,

Location	Effect
Head	Head immobilized; all Physical Skills decreased by $-1/4$
Chest/Thorax	Contraction of thoracic cavity so that Movement, Attack, and Parry are all decreased by $-1/4$
Abdomen	Stomach cramps; Movement reduced by $-1/4$; Attack and Parry reduced $-1/4$
Legs	Leg cramps; Movement reduced by $-1/2$
Arms/Claws	Cramps cause all skills using affected arm, including Attack and Parry percentages to be reduced by $-1/2$

If multiple Muscle Spasms are cast upon a single target, that target will suffer the worst effects from each cramping location; however, repetitive negative modifiers are not cumulative.

cramp, and become partially incapacitated. The caster rolls for the location of the effect based on the target's hit location table and consults the following table:

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.