

NAME Sharlow

Race/Type Wellan Earth EM

Sex/Age Female 20

Hometown Faine

STR 12 Average

SIZ 17 6'4" 208

CON 20 Strapping

DEX 17 Limber

INT 13 Average

MPT 21 Opulent

APP 18 Lovely

LUK 14 Above Average

MENTAL SKILLS S F

Hearing (25) [] 45 []

Identify Alien (15) [] 25 []

Identify Vinyan (25) [] 35 []

Interracial Relations

Vinyan Common (25) [] 50 []

[] []

[] []

[] []

Know Alien Legends (15) [] 30 []

Know Vinyan Legends (20) [] 40 []

Oration (15) [] 20 []

Read/Write (10) [] 15 []

Smell/Taste (25) [] 40 []

Touch (25) [] 30 []

Vision (25) [] 60 []

KNOWN SPELLS [] Type/Cost []

A) Flame Arrow 1

B) Heal/Mend V

C) Death Tell/Forever Silent 1

D) Lighter/Heavier V

E) Strengthen/Weakness V

F) Cover Magic 1

G) Armor V

H) Cell Blast V

PHYSICAL SKILLS

Bash (15) [] 30 []

Climbing (30) [] 36 []

Dodge (30-SIZ) [] 26 []

Grapple (15) [] 30 []

Jumping (35) [] 40 []

Hide (30-SIZ) [] 26 []

Manipulate Mechanism (20) [] 40 []

Quiet Movement (30-SIZ) [] 26 []

Riding (25) [] 30 []

Swimming (25) [] 65 []

Trip (15) [] 30 []

MISCELLANEOUS ABILITIES

Att Cat Modifier -1

Balance 82

Combat Bonus Damage +1d4

Fame Rating 49

Ingenious Idea 04

Perception 48

Poison Resistance(PR) and Drinking Capacity 54

Strength Capacity 188

Surprise Reaction 47

Tote Capacity 132

Weapon Ability 75

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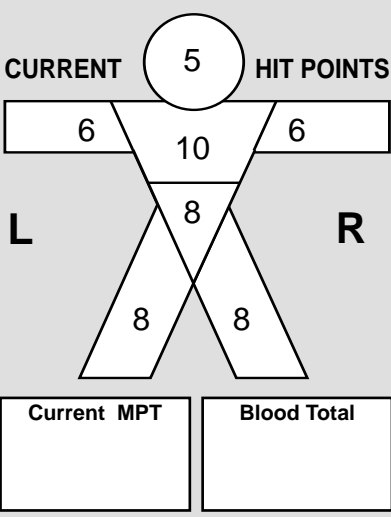
CHARACTER PROFILE 5.1

WEAPONS SKILLS

Table with columns: Weapon (BC), Attack, Critical, Special, Fumble, Damage, Parry, DA, L/R/2H, Att Cat, WA. Rows include Bastard Sword, Medium Shield, Long Sword, Compound Bow, and Missile Weapon.

HIT LOCATIONS

Table with columns: (1d100), Location, DA, HP, WT. Rows include Head, Chest, Abdomen, Right Arm, Left Arm, Right Leg, Left Leg.



SPECIAL WEAPON ABILITIES

Table with columns: Attack, Parry. Rows include 01-19 Normal, 20-39 Pulled Blows/Cover, 40-59 Attacking with Two Weapons Simultaneously, 60-79 Disarm, 80-99 Aimed Blows, 00+ Split Attacks.

01-59 at normal % • 60-00+ at 1/2 % • All suffer 1/2 penalty per level deficient

CHARACTER ENHANCEMENT

Table with columns: Attribute, Value, Enhancement. Rows include Bravery (22, Cautious), Handedness (60, Right), Interests (Exotic Weapons, Games), Materialism (51, Normal), Mental Quirks (Minor Mania, Xiphimania (Swords)), Morality (82, Normal).

PROFESSIONAL SKILLS BC WAGE

Table with columns: Profession, BC, Wage. Rows include Outdoorsman (50, 3d2), Soldier (42, R/B), Sailor (38, 1d4+R/B), Merchant (108, 12d10).

WEALTH

Table with columns: Equipment, RP, WT. Rows include Bastard Sword (200, 5), Medium Shield (50, 8), Backpack (8, 2), Bedroll (15, 4), Tinderbox (10, 1), Large Sack (2, 1), Kimbi Tooth Yanker (5, 1), Vinyan Survival Guide (40, 2), Clothes (100, 7).

Total Credits 90

Quiet Movement Adjustment

Melee Movement Round [Action 1, Action 2]

Unencumbered 7" [3", 4"]

Encumbered 7" [3", 4"]

Daily Travel Rate: = 46 miles/day

Combat Factor (CF) 110

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

Table with 23 columns representing rounds (01-23) and checkboxes for spell duration and fatigue countdown.

Sharlow

This Wellan beauty became a widow when her husband died under somewhat suspicious circumstances. Her appearance—tall, tough, limber and lovely—hides a magic rich individual. She has a wealth of MPT, a large collection of common spells as well as having Earth Element Magic potential. She does have a minor mania about swords and has trained in the use of more than one and her most costly possession is her bastard sword. She enjoys her femineity, but soured on men by her jealous and abusive husband, she is considering joining the Nequitar.

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.

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.

Cover Magic

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

This spell enables the caster to conceal the glow that is normally made when a spell is cast. The light energy usually created by a spell is instead converted into heat energy, which immediately dissipates into the surroundings.

Note that the Cover Magic spell will not conceal magic spells from a Detect Magic spell (p. 121).

Death Tell/Forever Silence

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

This spell allows the caster to see through a dead creature's eyes at the moment of its death, which can be very useful when one has come across a carcass that shows damage from strange claws, weird fangs, etc. The spell transfers the images last imprinted on the rods and cones of the victim's eyes to the optic nerve of the caster, so the two must have similar eye structures for the spell to work. Vinyan Marshals routinely preserve the eyes of murder victims for use in investigations and court. Vengeful Vinyans find that learning this spell is a must.

The Reverse of Death Tell, Forever Silence, will eradicate the image from a deceased person's eyes, rendering it inaccessible for all time. Successful murderers find that learning this spell is essential.

Flame Arrow, Flaming Death, or Arrow-On-Fire

Duration	Current MPT in Rounds
Area	One missile
MP Cost	Fixed (1)
Range	Special

This spell encases a missile in a burning plasma, surprisingly harmless to the touch, but which delivers a small explosion and searing flames at high impact, causing an additional +1d6 points of damage. This spell can be used with any physical missile weapon, thrown or shot, but has proven ineffective for use with hand to hand combat. Most melee weapons cannot generate the velocity necessary to detonate the plasma and may not be used with this spell (notable exceptions being the whip and the flail).

Because the spell is cast upon an object and then launched at its target, its range is limited only by the weapon being used. The caster's current MPT (his Sphere of Influence) is irrelevant for range.

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.

Lightness/Heaviness

Duration	Current MPT score in rounds
Area	One weapon
MPT	Variable

This spell causes the targeted object to become either lighter or heavier, at the caster's option. If cast upon a hand-to-hand weapon, the change in weight affects the Attack and Parry values of the wielder: +05% per Spell Level for lightened weapons, -05% per Spell Level for weapons made heavier. This does not change the damage potential of the weapon, or its actual mass.

Strength/Weakness

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

The Strength spell will temporarily alter a creature's STR by one point for each spell level invested. This spell is reversible and may be used to either bolster the target's strength or sap it away.

Each point of Strength gained or lost will alter the character's Weapon Ability by 2 pts., will affect their Strength Capacity (p. 27), and may affect their Bonus Damage (p. 26) and Strength Stat Checks (p. 48).

ELEMENT MAGIC

See general information pg 129-132

EARTH MANIPULATIONS

See spells for both Major and Minor manipulations on pg 134.