

NAME Slaran

Race/Type Half Tron/Half Wellan

Sex/Age 15

Hometown Faine (Outskirts)

STR 18 Formidable

SIZ 20 7'4" 359 lb

CON 17 Healthy

DEX 11 Below Average

INT 17 Smart

MPT 14 Above Average

APP 10 Plain

LUK 19 Lucky

MENTAL SKILLS S F

Hearing (25) 50

Identify Alien (15) 15

Identify Vinyan (25) 25

Interracial Relations

Vinyan Common (25) 50

Unspeakable (05) 10

Know Alien Legends (15) 20

Know Vinyan Legends (20) 20

Oration (15) 20

Read/Write (10) 20

Smell/Taste (25) 50

Touch (25) 50

Vision (25) 50

KNOWN SPELLS Type/Cost

A) Spell Repel 3

B) Heal/Mend V

C) Sharpness/Dullness V

D) Armor V

E) Insomnia V

F) Berserk 2

G) Spell Absorption 3

H) Night Sight 1

PHYSICAL SKILLS

Bash (15) 30

Climbing (30) 50

Dodge (30-SIZ) 10

Grapple (15) 30

Jumping (35) 45

Hide (30-SIZ) 15

Manipulate Mechanism (20) 50

Quiet Movement (30-SIZ) 16

Riding (25) 25

Swimming (25) 55

Trip (15) 30

MISCELLANEOUS ABILITIES

Att Cat Modifier 0

Balance 63

Combat Bonus Damage +1d6

Fame Rating 33

Ingenious Idea 05

Perception 50

Poison Resistance(PR) 57

and Drinking Capacity

Strength Capacity 754

Surprise Reaction 47

Tote Capacity 415

Weapon Ability 87

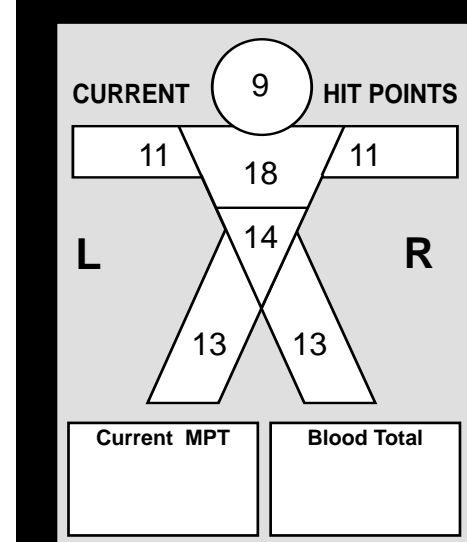
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CHARACTER PROFILE 5.1

WEAPONS SKILLS table with columns: Weapon (BC), Attack, Critical, Special, Fumble, Damage, Parry, DA, L/R/2H, Att Cat, WA. Includes entries for Great Axe, Dagger, Large Shield, Heavy Crossbow, and Missile Weapon.



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

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

CHARACTER ENHANCEMENT table with columns: Bravery, Handedness, Interests, Materialism, Mental Quirks, Morality, PROFESSIONAL SKILLS, WAGE. Includes entries for Brave, Right, Transporter Travel, Trons, Acquisitive, Minor Phobia, Claustrophobia, Virtuous, Outdoorsman.

WEALTH table with Total Credits 5. EQUIPMENT LIST table with columns: Item, RP, WT. Includes Leather Mail, Great Axe, Dagger, Backpack, Traps, Clothes, Bedroll, Food Rations, Water Skins, Tinderbox, Kimbi Tooth-Yanker. Total Weight Carried 75. Combat Factor (CF) 135.

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

Countdown table with columns 01 through 23, each with a checkbox.

Slaran

The life of a Half-Tron is always difficult. Even though little more than a child, Slaran is already mistrusted by the community. Slaran lives a mostly solitary life outside of town with the exception of some childhood Unspeakable friends who still visit and bring supplies. Like most Half-Trons, Slaran is large, strong and tough, however; most people do not expect the intelligence. Perhaps to make up for being born a Half-Tron fate has also blessed Slaran with luck. Slaran is interested in Trons and is entranced with Transporters and travelling.

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.

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.

Insomnia

Duration Current MPT in days
Area One creature
MP Cost Variable

The affected creature will have great difficulty going to sleep for one day for every spell level at which it is cast. After this spell has overcome the target's magic barrier, only one hour of MPT—regaining sleep will be gained for every two attempted because of the time-released magic arcing over the victim's magical barrier as the MPT of the spell decays. This effect is extremely uncomfortable, similar to a myriad of tiny static electric shocks over one's body. This spell may be used to keep a sentry sharp during the long night hours.

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.

Sharpness/Dullness

Duration Current MPT score in rounds
Area One bladed or pointed weapon
MP Cost Variable

This spell temporarily reduces or increases surface friction, thus changing the penetration characteristics of a bladed or pointed weapon. Each spell level invested will add or subtract one point from the damage rolled on a successful hit.

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.

Spell Repel

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

When a creature has a Spell Repel activated, any incoming spell that does not overcome his MPT will be reflected back at the caster. The spell, if Repelled, will attack the caster with his current MPT before casting the spell, but the caster will only have his MPT after casting the spell for defense.

Spell Repel cannot run concurrently with Spell Absorption; 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.