

NAME Treemoan

Race/Type Geffren/Part Drazzi

Sex/Age Female 26

Hometown Geffland

STR 17 Mighty
SIZ 18 6'8" 207
CON 18 Healthy
DEX 18 Limber
INT 17 Smart
MPT 16 Satisfactory**
APP 18 Lovely
LUK 17 Auspicious

** Regains @2x's normal, @Drazzi speed @ Timekeeper

MENTAL SKILLS S F

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

KNOWN SPELLS Type/Cost

A) Purge Poison/Disease 1
B) Heal/Mend V
C) Stiff Limb 3
D) Spell Bluff 1
E)
F)
G)
H)

PHYSICAL SKILLS

Bash (15) 30
Climbing (30) 35
Dodge (30-SIZ) 22
Grapple (15) 15
Jumping (35) 65
Hide (30-SIZ) 12
Manipulate Mechanism (20) 40
Quiet Movement (30-SIZ) 62
Riding (25) 50
Swimming (25) 25
Trip (15) 30

MISCELLANEOUS ABILITIES

Att Cat Modifier -1
Balance 89
Combat Bonus Damage +1d6
Fame Rating 42
Ingenious Idea 05
Perception 45
Poison Resistance(PR) and Drinking Capacity 54
Strength Capacity 394
Surprise Reaction 50
Tote Capacity 236
Weapon Ability 88

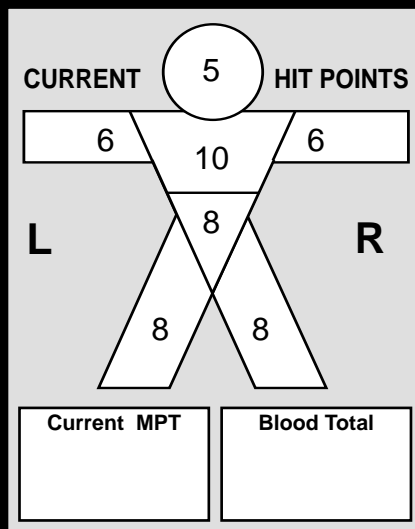
Permission to photocopy.



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 Hammer, Medium Shield, Staff Sling, 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.

SPECIAL WEAPON ABILITIES table with columns for 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 and PROFESSIONAL SKILLS tables. Includes Bravery, Handedness, Interests, Materialism, Mental Quirks, Morality, Healer, Dancer, Blacksmith, Outdoorsman.

WEALTH and EQUIPMENT LIST sections. Includes Total Credits (465), Equipment List (Hard Leather, Great Hammer, Staff Sling, Medium Shield, Backpack, Clothes & Cape, Food rations, Rope, Tinderbox, Sack, Lock-picking tools, Vinyan Survival Guide, Taxidermied Grommet), Total Weight Carried (98), Quiet Movement Adjustment (-1/4), Melee Movement, Encumbered status, Daily Travel Rate (54 miles/day), and Combat Factor (CF) (110).

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

Countdown table with rounds 01 to 23 and checkboxes for spell duration and fatigue.

Treemoan

A great adventurer—Strong, tough, limber, smart, lovely, and lucky—is a Part Drazzi, Part Geffren orphan. She regains MPT at twice the normal rate and if she is near the Timekeeper, she regains MPT at the Drazzi rate. She could learn Drazzi spells if she could find someone to teach her. She is pale like most Geffren, tall with a rigid posture. Unlike most Geffren however she is a non-vegetarian and she does not keep her eyes downcast like the Drazzi. The only thing that keeps her from being the perfect adventurer is that she is a maniac for dead things. She is always the first to search dead bodies and she will sometimes come to blows with members of the party if she hasn't had plenty of time to spend poking around anything dead she comes across. She carries a small dead grommet (which she has named "Jup") which she likes to run her fingers through when relaxing.

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.

Purge Poison/Disease Spells

Duration	Permanent
Area	One creature
MP Cost	Fixed (1)

Because of the recent influx of alien toxins and diseases, Vinyans have designed spells that can counteract them. Each Purge Poison/Disease spell can eliminate all traces of one type of foreign body from an individual. A separate Purge Poison/Disease spell must be learned for each poison or disease type the character wishes to be able to remove. Once cast, the symptoms and side effects of the poison or disease will fade at the same rate they surfaced (see Poison Effects, p. 95).

Most Apothecaries require each of its employees to learn at least one type of Purge Poison/Disease so that they can provide magical care for as many types of maladies as possible.

Spell Bluff

Duration	Current MPT score in rounds
Area	One Creature or Object
MP Cost	Fixed (1)

This spell engulfs a creature or object with a fiercely glowing magical radiance, making it appear that a high level spell is currently in effect. The true power (spell level) of the spell can be determined with the use of a Mana Search Spell.

Stiff Limb

Duration	MPT in hours
Area	One limb
MP Cost	Fixed (3)

This spell, originally intended for meat preservation, has found a new purpose in the perils of modern Vinyan living by halting decay until a Heal spell of great enough strength can be applied to save the severed limb. Without a Stiff Limb spell or after one has expired, a severed or crippled limb will decay beyond the point of salvation within an hour.

The Duration indicated does not literally represent the lingering energies from the spell; the magical effect of Stiff Limb is instantaneous. Rather it reflects the amount of time the limb will resist decay. Stiff Limb can be cast upon a single limb repeatedly, but, as with repetitive skill use, the chance for success is reduced by cumulative -1/2 penalties for each attempt.