


<p>SKAVA</p> 	<p>Culture: northern Status: free ranger</p> <p>Lay worshipper of the Woods Woman (Plant, Harmony, Man) Seasonal Power donation; healing and shelter at shrines; shared information among peers</p> <p>Bow, broadsword, knife Practical camping gear Local reputation and community</p> <p>Storage crystal: 3 Power points</p>
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Strength	Constitution	Size	Intelligence	Power	Dexterity	Charisma
9	11	12	12	14	14	14

Total hit points	Legs <i>1-4/5-8</i>	Abdomen <i>9-11</i>	Chest <i>12</i>	Arms <i>13-15/16-18</i>	Head <i>19-20</i>
11	4 and 4	4	5	3 and 3	4
	Armor	Armor	Armor	Armor	Armor
	3	4	5	3	3

Skills			
Hide 60	Ride 45	Scan 55	Sneak 65
Track 65	Local Knowledge 50		

Fighting					
Base Strike Rank: 4					
	Attack	Parry	Damage	Strike Rank	Weapon hit points
Hand to hand	30	25	varies	4	See above
Self bow	60	40	1d6+1	3/0	6
Broadsword	50	55	1d8+1	2	10
Defense: 5					

Battle magic			
	Power	Use	Affects
Multimissile 3	1-3	Temporal (10 rounds) Focus (rune: bow)	Self
Farsee	1	Instant	Self

<p>ZORT</p> 	<p>Culture: southern Status: temple bonded</p> <p>Lay worshipper of the Merciful Dawn (Fate, Chaos) Seasonal Power donation Mandatory service to sponsors</p> <p>Rhomphia, knife Practical camping gear Map and writing materials</p> <p>Chaos Feature: effective Protection 3</p>
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Strength	Constitution	Size	Intelligence	Power	Dexterity	Charisma
17	11	15	9	9	12	11

Total hit points	Legs	Abdomen	Chest	Arms	Head
11	1-4/5-8	9-11	12	13-15/16-18	19-20
	4 and 4	4	5	3 and 3	4
	Armor	Armor	Armor	Armor	Armor
	0	0	0	0	0

Skills			
Hide 40	Ride 55	Scan 55	Sneak 50
Literacy 45			

Fighting					
Base Strike Rank: 4					
	Attack	Parry	Damage	Strike Rank	Weapon hit points
Hand to hand	30	25	Varies +1d4	4	See above
Rhomphia	65	50	2d6+1d4+1	2	10
Defense: 0					

Battle magic			
	Power	Use	Affects
Bladesharp 2	1-2	Temporal (10 rounds) Focus (rune: rhomphia)	Self
Healing 2	1-2	Instant	Self or ally
Detect Enemies	1	Instant	Self or ally

<p>ERKO</p> 	<p>Culture: northern Status: proscribed scholar</p> <p>Initiate of the Buried Dead (Earth, Truth, Spirit) Seasonal Power donation Treasures and knowledge go to temple Weekly ritual prayer One-use Rune Spell from priest</p> <p>3 Hatchets, knife Practical camping gear Scroll case, writing materials</p>
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Strength	Constitution	Size	Intelligence	Power	Dexterity	Charisma
10	16	8	16	13	11	9


Total hit points	Legs	Abdomen	Chest	Arms	Head
16	1-4/5-8	9-11	12	13-15/16-18	19-20
	5 and 5	5	6	4 and 4	5
	Armor	Armor	Armor	Armor	Armor
	3	3	3	3	3

Skills			
Hide 55	Ride 50	Scan 60	Sneak 50
Literacy 55	Chaos Lore 60	Local Knowledge 35	

Fighting					
Base Strike Rank: 5					
	Attack	Parry	Damage	Strike Rank	Weapon hit points
Hand to hand	30	25	varies	4	See above
Hatchet (3)	50	50	1d6+1	4	15
Thrown	70			3/0	
Defense: 5					

Battle magic			
	Power	Use	Affects
Mobility	1	Passive, unfocused, temporal	Self or ally
Binding	1	Passive, Focused, temporal	Target

Rune magic			
		Use	Affects
Summon Small Shade	Single use 1d6 Int, 3d6+6 Power	1 full round to form 1 full round to instruct	3x3 meters, automatic pit attack

<p>ITZI</p> 	<p>Culture: southern Status: imperial citizen, low birth; halvesnake</p> <p>Initiate of The People (Serpent, Luck) Seasonal Power donation & assessment of service Daily prayer and dedication</p> <p>Kris, temple amulet Practical camping gear</p>
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Strength	Constitution	Size	Intelligence	Power	Dexterity	Charisma
13	12	7	12	11	17	12

Total hit points	Legs <i>1-4/5-8</i>	Abdomen <i>9-11</i>	Chest <i>12</i>	Arms <i>13-15/16-18</i>	Head <i>19-20</i>
12	4 and 4	4	5	3 and 3	4
	Armor	Armor	Armor	Armor	Armor
	3	5	5	3	3

Skills			
Hide 65	Ride 45	Scan 60	Sneak 65
Blade Venom 40	Climbing 50	Dance 50	

Fighting					
Base Strike Rank: 3					
	Attack	Parry	Damage	Strike Rank	Weapon hit points
Hand to hand	30	25	varies	4	See above
Kris	45	55	1d8/poison	3	10
Defense: 10					

Battle magic			
	Power	Use	Affects
Detection Blank 3	1-3	Temporal (10 rounds) Active, Unfocused	Self or ally
Invisibility	3	Temporal (10 rounds) Active, Unfocused	Self or ally

<p>JOVAHN</p> 	<p>Culture: southern Status: imperial citizen, high birth, exiled</p> <p>Lay worshipper of the Sun Lord (disfavored sect) (Fire/Sky, Mastery, Man) Seasonal Power donation Participate in weekly ceremonies</p> <p>Long spear, bastard sword, knife Practical camping gear Diplomatic letters, medallion of office</p>
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Strength	Constitution	Size	Intelligence	Power	Dexterity	Charisma
12	12	12	12	12	12	12

Total hit points	Legs	Abdomen	Chest	Arms	Head
	<i>1-4/5-8</i>	<i>9-11</i>	<i>12</i>	<i>13-15/16-18</i>	<i>19-20</i>
12	4 and 4	4	5	3 and 3	4
	Armor	Armor	Armor	Armor	Armor
	6	5	5	6	6

Skills			
Hide 40	Ride 55	Scan 50	Sneak 45
Oratory 55			

Fighting					
Base Strike Rank: 3					
	Attack	Parry	Damage	Strike Rank	Weapon hit points
Hand to hand	30	25	varies	4	See above
2-H Long spear	55	55	1d10+1	0	10
2-H Bastard sword	50	60	1d10+1	2	15
Defense: 10					

Battle magic			
	Power	Use	Affects
Fireblade	4	Temporal (10 rounds) Active, Focused	Self

<p>IMZHA</p> 	<p>Culture: southern Status: imperial citizen, high birth</p> <p>Shamaness of the Queen of Air and Darkness (Air, Darkness, Spirit) Sworn loyalty to the exiled cause</p> <p>Scimitar, knife</p> <p>Fetch: Eye Bite Spirit Capture crystal</p>
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Strength	Constitution	Size	Intelligence	Power	Dexterity	Charisma
9	14	11	12	16	9	13

Total hit points	Legs <i>1-4/5-8</i>	Abdomen <i>9-11</i>	Chest <i>12</i>	Arms <i>13-15/16-18</i>	Head <i>19-20</i>
14	5 and 5	5	6	4 and 4	5
	Armor	Armor	Armor	Armor	Armor
	1	2	2	1	0

Skills			
Hide 50	Ride 40	Scan 50	Sneak 50
Literacy 50	Spirit Lore 45		

Fighting					
Base Strike Rank: 5					
	Attack	Parry	Damage	Strike Rank	Weapon hit points
Hand to hand	30	25	varies	4	See above
Scimitar	60	45	1d6+2	2	10
Defense: 0					

Battle magic			
	Power	Use	Affects
Detect Spirit	1	Focused, Instant	Self
Spirit Binding	1	Focused, passive, permanent	Target
Spirit Shield 1	1	Unfocused, passive, temporal	Self, ally
Glamour		Unfocused, passive, temporal	Self
Shimmer 2	1-2	Unfocused, passive, temporal	Self, ally

Spirit mastery		
		Use
Fetch: Eye Bite	Int 8, Power 13	Spell storage, Power donation
Captured spirit	Power 13	Heal 4
Captured spirit	Power 17	Dispel Magic 4
Captured spirit	Power 17	Detect Detection

