

Proteus

Trench, Undreggi also used as supply wrapped
human settlements, Undreggi land

Syngian trade

- shrouds Spedia

- slavers? maybe

- enchantment needs gunpowder ->

→ magic guns

→ omg enchanting unlocks
Spells in

- need mental magic rules

A nearby Sigil - enchantment town, Trench, Undreggi presence
relationship to Natives?
probably do not want Syngians to extend there
from Trench

to post

Proteus

- Rhat enchanter/metalurgist
↳ blind Undregg, would be in power except for the Rhat, she's "apprenticed" by picking up how to do it

- Stygian gnomes seeking a new life
↳ interested in enchantment

Quintana, Pysol, Lincray, Fast Aid, Swagon

- Tailed coursesan, ^{originally from Nether} popular w/ slightly better rich Undregg.

Art Coursesan, Aerobotz, Branding, Lincray
maybe Privately Secret necrotic govt?

- Old soldier fled from Malik, helping w/ surface order
• Armored, Grapnel, ^{Smiley} ~~Steth~~
• some ~~armor~~ ~~steth~~

- Undregg: guardsman, getting used to the surface
↳ Shield, Polearm, Speake Netheri, Democracy

idea's Nether council does not like the Stygian tracks
running ops out of Sigil.
→ zombie bag, killed a merchant w/ did a big deal.

Proteus : ten days earlier...
two friends...

under/side city maniokeum; ^{debris} ^{traverse to come back}
plundered sarcophagus ^{craxamander}
^{chubby shady guy}

Rhena: 2⁺ ^{rounds} = 54 → 48 → 42 → 36 → 30 → 24
→ 18 → 12 → 6

Sibblan: 2⁺ rounds = 53 → 47 → 40 → 33 → 26 → 19

Lead 2 3 5 6 → 12 → 5

arm 1 2 3 4 pool = 15

~~hand 2 3 5 6~~

torso 3 6 8 11

legs 2 4 6 8

→ based ghost [Caged] → spin challenge spirit 14

→ 3 team ^{Logan} guards to avoid ~~Armes~~ (temple complement)

→ use Jemar p. 152 17 w/spins

p. 122-123

^(guards)
orienting in scary dark, stealth, dumb (with spirit)

information! ★ Phineas's tomb

35 26 17 8
 51 42 33 24 15 6

Proteus

- Polig, Unbregg, guard/squad leader
- Anaximander
- Phineas
- mid enchanters Gelig Gab
- Rather black ops guy → stealth

↳ Deception: ^{Fam 0} Ventriloquism, ^{Fam -1} Doppelganger, ^{Fam 0} Bubble
 and last a ↑ shadow ^{Fam -6}

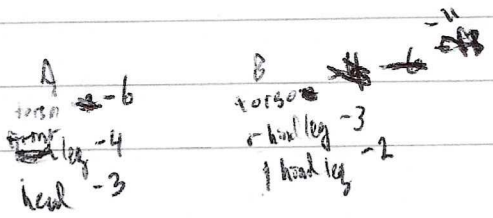
throws chakrams ↑ spirit, ~~Control~~
 M-16 Science, Throwing, Stealth, Agility, Cognition
 Acting, Disguise, Conceal, ~~Wack~~
 Mechanism, Dodge, Literacy

Wack

str ~~12~~ ¹³ Dex ~~10~~ ³ Spi ~~12~~ ²
 Mox ~~12~~ ¹² Agl ~~10~~ ⁵ Men ~~10~~ ³
 Speed ~~10~~ ⁵ Cog 11 Move .5cm/1r
 Amc ~~10~~ ⁰ ~~5~~, Amc punch 2 2d/-8

Dees

Braming 10 grapple
 Head 7 Fr legs 5/5 Torso 12, Back legs ~~10/10~~ ^{no back} Tail ~~5~~ ⁵



~~could adapt to the shot
 → 20mhz extra sense
 enough to defend d
 it only has 1 skill~~

Ulecks

Fort 3 Str 13 Wit 8 Craft 15

Stun 4 Pers 16

Mass 12 Eng 9

Concl 4 Dext 6 Psyche 7 Spirit 16

Agility 13 Wit 14

Speed 8 Luck 10

Intell & Memory 13 App 10

Reason 14

Log 15

Mana 16

21

31

40

9 8

10 4

8 8

8 8

5

Hypoc Skills ^{3 10} ~~2~~ → 4 Acrob 6 → 12 Herbalism 6 → 10

Throw 4 → 12 Dignity 6 → 12 Dodge 4 → 11

Stealth 6 → 12 Conceal 6 → 12 Literary 5 → 10

~~Acrob~~

5

Ventriloquism 0 → 10

Bubble 0 → 10

⁵
Doppelganger -1 → 10

^{1:1}
Deep Shadow -6 -5 → 10

6

7

8

9

10

38 31 24 17 10 3

53 46 39 32 25 18 11 4

Ramzi 2nd round: 53 46 39 32 25 18 11 4