

Linhir Loorn

Race: Erlini (Forest Elf) Length: 5'9" Hair: Blond
Weight: 140 lbs Eyes: Green Age: 35
Appearance (AP): 96 Profession: Bard Level: 5
Realm: Mentalism Power Points: 21 Hits: 42
Armor Type: AT10 (RL+gr) Base Movement: 50' Def Bonus (DB): +7
Fast Movement: 250' (2 rnds) 200' (4 rnds) 150' (17 rnds) 100' (172 rnds)

Stats

Constitution:	87 +9	Agility:	95 +25
Self-Disc:	59 -5	Memory:	90 +15
Reasoning:	89 +9	Strength:	72 +4
Quickness:	83 +12	Presence:	96 +22
Empathy:	75 +5	Intuition:	70 +8

Languages

	Spoken	Written
Erlin	10	10
Iylar	8	7
Rhaya	7	5

Skills

Racial History Elves:	52	Racial History Humans:	52	Riding:	35
Climbing:	35	Dancing:	47	Swimming:	40
Appraisal:	32	Play Flute:	79	Play Lute:	65
Play Drum:	45	Music:	60	Poetic Imp.:	54
Singing:	60	Tale Telling:	65	Jumping:	25
Acting:	34	Attunement:	17	Runes:	17
First Aid	10	Perception:	38	Lie Perception:	19
Diplomacy:	25	Duping:	32	Seduction:	24
Stalk:	45	Hide:	15	Base Spell:	5
Maneuver (RL):	-10	Broadsword:	41+5	Composite Bow:	43+10

Bonuses

Resistance vs Essence Spells:	+0	Resistance vs Channeling spells:	+3
Resistance vs Mentalism Spells:	+17	Resistance vs Poisons:	+19
Resistance vs Diseases:	+109	Resistance vs Fear/Terror:	-5

Equipment

+5 Broadsword (Magic) 3 lbs	2 waterskins (1 pt each) 1.5 lbs
+10 Composite Bow (Non-Magic) 2 lbs	Rope (Superior) 50' 3lbs
20 arrows in quiver 3.5 lbs	+20 flute (magic)
Heavy Bedroll 9 lbs	Saddle bag (15 lbs, 1.5 cu') 4 lbs
Backpack (20 lbs, 1 cu') 2 lbs	Saddle 10 lbs
2 candles .5 lbs	Light Horse (100' rnd/400' for 10 rnds)
Flint and steel .5 lbs	2 oil flasks 2 lbs
Lantern 1 lb	Greatbread (2 weeks) 8 lbs

Spells (Linhir Loorn)

Controlling Songs

1 - Calm Song (M) D: C R:50' Target is calmed and can't take aggressive (offensive) action, while caster plays/sings (concentrates).

2 - Holding Song (M) As Calm Song, except target can only take 25% of normal action.

3 - Stun Song (M) As Calm Song, except target is stunned.

5 - Sleep Song (M) As Calm Song, except target falls into light sleep.

Item Lore

1 - Jewel and Metal Assessment (I) D:- R:T Caster can assess the value of jewels and metals to within 10%; allows him to calculate different values for the different cultures he is familiar with.

2 - Item Assessment (I) As Jewel and Metal Assessment, except crafted items may be assessed; magic powers are not included.

3 - Detect Power (I) D: 1 rnd/lvl R:T Detects power in an item, but not the realm or how much.

4 - Item Analysis I (I) D:- R:T Caster has a 10% chance for each ability of determining what enchanted abilities the item has; once an Item Analysis spell has been cast on an item, it may not be cast on that item again until the caster has reached a new level of experience.

5 - Assessment True (I) As Item Assessment except anything can be assessed, such as livestock, houses, boats, etc.

Ravir Vuul

Race: Sulini(Half Elf) Length: 6'0" Hair: Blond
Weight: 160 lbs Eyes: Blue Age: 25
Appearance (AP): 75 Profession: Magician Level: 5
Realm: Essence Power Points: 21 Hits: 24
Armor Type: AT1 (none) Base Movement: 55' Def Bonus (DB): +16 (+10)
Fast Movement: 275' (2 rnds) 220' (3 rnds) 165' (15 rnds) 110' (144 rnds)

Stats

Constitution:	72 +9	Agility:	90 +15
Self-Disc:	62 -9	Memory:	76 +5
Reasoning:	90 +5	Strength:	78 +6
Quickness:	79 +12	Presence:	89 +14
Empathy:	96 +22	Intuition:	79 +9

Languages	Spoken	Written
Erlin	9	9
Iylar	6	6
Rhaya	10	10

Skills

Swimming:	30	Chemistry:	30	Climbing:	30
Stalk:	35	Hide:	9	Attunement:	71
Channeling:	39	Power Perception:	67	Runes:	61
Perception:	23	Sailing:	27	Time Sense:	22
Riding:	29	Base Spell:	5	Shock Bolt:	76
Shortsword:	24+5				

Bonuses

Resistance vs Essence Spells:	+22	Resistance vs Channeling spells:	+9
Resistance vs Mentalism Spells:	+14	Resistance vs Poisons:	+14
Resistance vs Diseases:	+19	Resistance vs Fear/Terror:	-9

Equipment

Ring +10 DB (magic)	2 waterskins (1 pt each) 1.5 lbs
+5 Shortsword (magic) 2 lbs	10 quill-pens in quiver .25 lbs
Heavy Bedroll 9 lbs	Saddle bag (15 lbs, 1.5 cu ') 4 lbs
Backpack (20 lbs, 1 cu ') 2 lbs	Saddle 10 lbs
4 candles 1 lb	Light Horse (100' rnd/400' for 10 rnds)
Flint and steel .5 lbs	2 oil flasks 2 lbs
Lantern 1 lb	Greatbread (2 weeks) 8 lbs
Ink .25 lbs	30 sheets of paper .75 lbs

Spells (Ravir Vuul)

Elemental Shields

- 1 - Resist Light (D) D: 1 min/lv R: 10' Target is totally protected from all natural light (not lightning); +10 to all RRs vs light (electricity); -10 to elemental electricity attacks.
- 2 - Resist Heat (D) As Resist Light, except protects against natural heat to 200 F and modifies spells involving heat by 10.
- 3 - Resist Cold (D) As resist light, except protects against natural cold to -20 F and modifies spells involving cold by 10.
- 4 - Resist Light (D) As above, except all beings within 10'R of target are protected.
- 5 - Resist Heat (D) As above, except all beings within 10'R of target are protected.

Detecting Ways

- 1 - Detect Essence (P) D: 1 min/lv (C) R: 100' Detects any active spell or item from the Essence realm; caster can concentrate on a 5'R area each round.
- 2 - Detect Mentalism (P) As Detect Essence except realm is Mentalism.
- 3 - Detect Channeling (P) As Detect Essence except realm is Channeling.
- 5 - Detect Invisible (P) As Detect Essence except detects invisible things; all attacks against something so detected are modified by -50.

Invisible Ways

- 2 - Unseen I (F) D: 24 hr or V R: 10' A single object is made invisible (1 garment, 1 naked body, etc.); until 24 hrs pass or the object is struck by a violent blow (being hit by a weapon, falling, etc.) or the object makes a violent move (i. e., an attack).
- 4 - Invisibility (F) As Unseen I, except everything within 1' of the target is invisible as long as it is within 1'R and none of the Unseen I termination conditions occur.

Shield Mastery

- 2 - Shield (F*) D: 1 min/lv R: S Creates an invisible force shield in front of the caster; it subtracts 25 from melee and missile attacks and functions as a normal shield.
- 3 - Blur (F) D: 1 min/lv R: 10' Causes target to appear blurred to attackers, subtracting 10 from all attacks.
- 5 - Deflections I (F*) D: - R: 100' Caster can deflect any one missile that passes within 100' of him; this causes 100 to be subtracted from the missile's attack (missile must pass through caster's field of vision).

Earth Law

- 1 - Enchanted Rope (F) D: C E: 10'/lv If caster holds one end of a rope he can cause the rope to move up to its length in any direction and to tie itself in knots (it cannot attack or tie up a living being).
- 2 - Loosen Earth (F) D: P R: 100' Loosen 100 cu' of earth to the consistency of plowed ground.
- 4 - Earthwall (E) D: 1 min/lv E: 100' Summons a wall of packed earth up to 10'x10'x(3' at base, 1' at top); it can be dug through (10 man-rounds at top).
- 5 - Cracks Call (F) D: - R: 100' Any previous crack or flaws in material up to 10'x10'x10' section will extend to their limit.

Light Law

- 1 - Projected Light (F) D: 10 min/lv R: 25' Beam of light (like a flashlight) springs from the caster's palm; 50' effective range.
- 2 - Shock Bolt (E) D: - R: 100' A bolt of intense, charged light is shot from the palm of the caster, results are determined on the Shock Bolt Table.
- 3 - Light (F) D: 10 min/lv R: T Lights a 10'R area about the point touched; if the point is on a mobile object or being, it will move with the object/being.
- 4 - Shade (F) D: 10 min/lv R: 100'R All shadows in radius deepen, aiding hiding by +25.
- 5 - Sudden Light (F) D:- R: 100' Causes a 10' burst of intense light; all those inside are stunned 1 rnd/5 failure.

Taris T'kan

Race: Rhiani (Human) Length: 5'11" Hair: Brown
Weight: 165 lbs Eyes: Blue Age: 26
Appearance (AP): 78 Profession: Rouge Level: 5
Realm: none Power Points: 0 Hits: 88
Armor Type: AT15 (CH+gr+h) Base Movement: 75' Def Bonus (DB): +5
Fast Movement: 375' (2 rnds no armor) 300' (4 rnds no armor) 225' (18 rnds) 150' (182 rnds)

Stats

Constitution:	91 +16	Agility:	90 +15
Self-Disc:	89 +14	Memory:	64 -3
Reasoning:	70 -2	Strength:	90 +15
Quickness:	100 +25	Presence:	93 +18
Empathy:	62 -4	Intuition:	74 +9

Languages

	Spoken	Written
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Erlin	6	0
Rhiani	10	4
Rhaya	6	0

Skills

Fletching:	45	Leather Working:	37	Riding:	80
Climbing:	55	Skinning:	42	Swimming:	55
Appraisal:	27	Jumping:	45	Trading:	17
First Aid:	25	Perception:	55	Maneuver (CH):	-25
Stalk:	75	Hide:	74	Detect Traps:	39
Read Tracks:	34	Tracking:	34	Camouflage:	44
Disarm Traps:	52	Set Traps:	45	Trap Building:	27
Composite Bow:	40	Dagger:	60+5	Throw Dagger:	60+5
Broadsword:	80+10				

Bonuses

Resistance vs Essence Spells:	-4	Resistance vs Channeling spells:	+9
Resistance vs Mentalism Spells:	+18	Resistance vs Poisons:	+21
Resistance vs Diseases:	+26	Resistance vs Fear/Terror:	+14

Equipment

+10 Broadsword (Magic) 3 lbs	2 waterskins (1 pt each) 1.5 lbs
4 +5 Throwing Daggers 3 lbs	Rope (Superior) 50' 3lbs
Heavy Bedroll 9 lbs	Saddle bag (15 lbs, 1.5 cu') 4 lbs
Backpack (20 lbs, 1 cu') 2 lbs	Saddle 10 lbs
3 snares (for trapping small animals) 2 lbs	Medium Horse (110' rnd/440' for 10 rnds)
Flint and steel .5 lbs	2 oil flasks 2 lbs
Lantern 1 lb	Greatbread (2 weeks) 8 lbs

Shæl Vîra

Race: Shay (Human)	Length: 5'10"	Hair: Brown
Weight: 150 lbs	Eyes: Brown	Age: 27
Appearance (AP): 73	Profession: Scholar	Level: 5
Realm: None	Power Points: 0	Hits: 27
Armor Type: AT1 (none)	Base Movement: 55'	Def Bonus (DB): +8
Fast Movement: 275' (2 rnds)	220' (3 rnds)	165' (14 rnds)
	110' (142 rnds)	

Stats

Constitution:	71 +8	Agility:	80 +6
Self-Disc:	85 +8	Memory:	82 +7
Reasoning:	100 +25	Strength:	68 +8
Quickness:	84 +8	Presence:	86 +8
Empathy:	90 +10	Intuition:	94 +14

Languages	Spoken	Written
Erlin	8	10
Iylar	8	8
Rhaya	10	10
Old Emer	10	10
Enris-Sokal	10	10

Skills

Racial History Elves:	62	Racial History Humans:	72	Riding:	28
Racial History Dwarves:	52	Climbing:	26	Swimming:	26
Appraisal:	52	Jumping:	27	Runes:	42
First Aid:	54	Second Aid:	56	Perception:	68
Stalk:	26	Hide:	28	Anthropology:	67
Philosophy:	72	Religion:	72	Stone Crafts:	22
Shortsword:	27+5				

Bonuses

Resistance vs Essence Spells:	+10	Resistance vs Channeling spells:	+14
Resistance vs Mentalism Spells:	+8	Resistance vs Poisons:	+13
Resistance vs Diseases:	+18	Resistance vs Fear/Terror:	+8

Equipment

+5 Shortsword 3 lbs	2 waterskins (1 pt each) 1.5 lbs
Heavy Bedroll 9 lbs	Saddle bag (15 lbs, 1.5 cu') 4 lbs
Backpack (20 lbs, 1 cu') 2 lbs	Saddle 10 lbs
3 snares (for trapping small animals) 2 lbs	Light Horse (100' rnd/400' for 10 rnds)
Flint and steel .5 lbs	2 oil flasks 2 lbs
Lantern 1 lb	Greatbread (2 weeks) 8 lbs
Bandages 4 lbs (including ribs for broken bones)	4 potions of heal 10 hits 1 lb
2 potions of heal 20 hits .75 lbs	1 potion of stop bleeding .25 lbs

Leya Shúlyx

Race: Shay(Human)	Length: 5'8"	Hair: Brown
Weight: 140 lbs	Eyes: Grey	Age: 24
Appearance (AP): 74	Profession: Ranger	Level: 5
Realm: Channeling	Power Points: 21	Hits: 43
Armor Type: AT10 (RL+gr)	Base Movement: 60'	Def Bonus (DB): +14
Fast Movement: 300' (2 rnds) 240' (4 rnds) 180' (18 rnds) 120' (180 rnds)		

Stats

Constitution:	90 +15	Agility:	83 +7
Self-Disc:	76 +5	Memory:	72 +4
Reasoning:	83 +7	Strength:	80 +11
Quickness:	97 +19	Presence:	80 +6
Empathy:	80 +6	Intuition:	96 +17

Languages	Spoken	Written
Erlin	7	0
Rhaya	10	6

Skills

Riding:	52	Climbing:	32	Swimming:	32
Appraisal:	36	Jumping:	19	Attunement:	22
Runes:	17	First Aid:	26	Perception:	39
Stalk:	32	Hide:	30	Trading:	17
Detect Traps:	42	Directions Sense:	37	Read Tracks:	37
Tracking:	37	Time Sense:	36	Camouflage:	37
Disarm Traps:	27	Set Traps:	22	Survival Forest:	26
Maneuver (RL):	-10	Broadsword:	45+5	Composite Bow:	67+10

Bonuses

Resistance vs Essence Spells:	+6	Resistance vs Channeling spells:	+17
Resistance vs Mentalism Spells:	+6	Resistance vs Poisons:	+20
Resistance vs Diseases:	+25	Resistance vs Fear/Terror:	+5

Equipment

+5 Broadsword 4 lbs	2 waterskins (1 pt each) 1.5 lbs
+10 Composite Bow (Magic) 2 lbs	Rope (Superior) 50' 3lbs
20 arrows in quiver 3.5 lbs	Heavy Bedroll 9 lbs
Saddle bag (15 lbs, 1.5 cu ') 4 lbs	Backpack (20 lbs, 1 cu ') 2 lbs
Saddle 10 lbs	2 candles .5 lbs
3 snares (for trapping small animals) 2 lbs	Medium Horse (110' rnd/440' for 10 rnds)
Flint and steel .5 lbs	2 oil flasks 2 lbs
Lantern 1 lb	Greatbread (2 weeks) 8 lbs

Spells (Leya Shúlyx)

Concussion's Ways

- 1 - Healing (H) D: P R: T Target is healed of 1-10 (1d10) concussion hits.
- 2 - Frost/Burn Relief I (H) D: P R: T Will heal one area of frostbite or 1st degree burn.
- 3 - Minor Irritation Relief (H) D: P R: T Will heal one minor irritation (e. g., headache, toothache, bee-sting, hangover, etc.).
- 4 - Healing (H) As above, except that target is healed of 3-30 (3d10) concussion hits.
- 5 - Stun Relief (HS*) D: P R: T Target is relieved of 1 round's worth of accumulated stun effects.

Path Mastery

- 1 - Pathlore (I) D: - R: S Caster learns origin and nearest "destination" of any path within 10'R.
- 2 - Nightvision (U) D: 10 min/lvl R: S Target can see 100' on a normal night as if it were daylight; may only be used outside.
- 3 - Tracking (I) D: C R: S Caster gets a 50 bonus for all Tracking attempts.
- 4 - Path Tale (I) D: - R: S Caster acquires visual image of any user(s) of a given path within a period of 1 hr/lvl.
- 5 - Pathfinding (I) D: C R: 1 mi Caster learns the location(s) of any path(s) within 1 mi; gives the nearest point on path, but not the path's course; may only be used outdoors.