



CHARACTER SHEET

Name Yersinia Pestis  
 Ht 180 cm Wt 58 kg  
 Appearance

Player NPC ONLY!  
 Size Modifier 0 Age 35

Point Total 250  
 Unspent Points 0

|           |    |        |             |    |         |       |
|-----------|----|--------|-------------|----|---------|-------|
| <b>ST</b> | 10 | [ 0 ]  | <b>HP</b>   | 10 | CURRENT | [ 0 ] |
| <b>DX</b> | 10 | [ 0 ]  | <b>Will</b> | 14 |         | [ 0 ] |
| <b>IQ</b> | 14 | [ 80 ] | <b>Per</b>  | 14 |         | [ 0 ] |
| <b>HT</b> | 10 | [ 0 ]  | <b>FP</b>   | 10 | CURRENT | [ 0 ] |

|                           |               |                |       |
|---------------------------|---------------|----------------|-------|
| <b>Languages</b>          | <b>Spoken</b> | <b>Written</b> |       |
| English (Native Language) | (Native)      | (Native)       | [ 0 ] |

|           |                               |       |
|-----------|-------------------------------|-------|
| <b>DR</b> | <b>TL: 3</b>                  | [ 0 ] |
| 0         | <b>Cultural Familiarities</b> |       |
|           | Cardiel (Native)              | [ 0 ] |

BASIC LIFT 20      DAMAGE Thr 1d-2      Sw 1d  
 BASIC SPEED 5 [ 0 ]      BASIC MOVE 5 [ 0 ]

| ENCUMBRANCE                    | MOVE            | DODGE            |
|--------------------------------|-----------------|------------------|
| None (0) = BL      20          | BM x 1      5   | Dodge      8     |
| Light (1) = 2 x BL      40     | BM x 0.8      4 | Dodge - 1      7 |
| Medium (2) = 3 x BL      60    | BM x 0.6      3 | Dodge - 2      6 |
| Heavy (3) = 6 x BL      120    | BM x 0.4      2 | Dodge - 3      5 |
| X-Heavy (4) = 10 x BL      200 | BM x 0.2      1 | Dodge - 4      4 |

|                   |  |
|-------------------|--|
| <b>PARRY</b>      | <b>Reaction Modifiers</b>  |
| 8                 | <b>Appearance: +2/+4</b><br><i>Unappealing Includes: +2 from 'Appearance'</i><br><i>Appealing Includes: +4 from 'Appearance'</i><br><b>Status: +0</b><br><b>Other: +4; Includes: +2 from 'Charisma', +2 from 'Social Regard (Feared)'</b><br>Conditional: +1 from 'Merchant' when buying or selling, +2 from 'Megalomania' when young or naive individuals, -2 from 'Megalomania' when experienced NPCs, -3 from 'Reputation (Evil Wizard)', -3 from 'Social Stigma (Perceived as a Monster)', -3 from 'Odious Personal Habit (Mates with Demons)' when people notice your problem |
| <b>Broadsword</b> |  |
| <b>BLOCK</b>      |  |
| 9                 |  |
| Shield (Shield)   |  |

| TEMPLATES AND METATRAITS                       |       |
|--|-------|
| Enchanter (Fantasy)                            | [ 0 ] |
| Enchanter - Weapon Maker - Puissance (Fantasy) | [ 0 ] |
| Kalaripayit (Martial Arts)                     | [ 0 ] |

| ADVANTAGES AND PERKS               |        |
|------------------------------------|--------|
| Appearance (Beautiful)             | [ 12 ] |
| Charisma 2                         | [ 10 ] |
| High Manual Dexterity 1            | [ 5 ]  |
| Intuitive Mathematician            | [ 5 ]  |
| Magery 5                           | [ 50 ] |
| Magery 0                           | [ 5 ]  |
| Single-Minded                      | [ 5 ]  |
| Social Regard (Feared) 2           | [ 10 ] |
| Unusual Background (Archmage) 2    | [ 20 ] |
| Style Familiarity (Kalaripayit)    | [ 1 ]  |
| Unusual Training (Pressure Points) | [ 1 ]  |

| DISADVANTAGES AND QUIRKS                                      |         |
|---|---------|
| Absent-Mindedness   | [ -15 ] |
| Greed (12 or less)  | [ -15 ] |
| Megalomania   | [ -10 ] |
| Miserliness (12 or less)                                      | [ -10 ] |
| Motion Sickness   | [ -10 ] |
| Odious Personal Habit (Mates with Demons) -3                  | [ -15 ] |
| Reputation (Evil Wizard) -3 (All the time; Almost everyone)   | [ -15 ] |
| Selfish (12 or less)  | [ -5 ]  |
| Social Stigma (Perceived as a Monster)                        | [ -15 ] |
| Vow (Do not reveal the secret of the mantras) (Major)         | [ -10 ] |
| Agnostic  | [ -1 ]  |
| Dislikes Christians   | [ -1 ]  |
| Hates Muslims   | [ -1 ]  |
| Likes cats  | [ -1 ]  |
| Talks very softly especially when involved in major arguments | [ -1 ]  |

| SKILLS   |       |                |
|--|-------|----------------|
| Name   | Level | Relative Level |
| Accounting   | 12    | IQ-2 [ 1 ]     |
| Alchemy/TL10   | 11    | IQ-3 [ 1 ]     |
| Axe/Mace   | 11    | DX+1 [ 4 ]     |
| Broadsword   | 11    | DX+1 [ 4 ]     |
| <small>Conditional: +2 from 'Bane of Osirut (Unique Broadsword)'</small>   |       |                |
| Esoteric Medicine  | 13    | Per-1 [ 2 ]    |
| Fortune-Telling (Tarot)  | 15    | IQ+1 [ 1 ]     |
| <small>Includes: +2 from 'Charisma'</small>                                |       |                |
| Hazardous Materials/TL10 (Magical Items)                                   | 13    | IQ-1 [ 1 ]     |
| Innate Attack (Beam)   | 12    | DX+2 [ 3 ]     |
| Innate Attack (Projectile)   | 12    | DX+2 [ 4 ]     |
| Karate   | 11    | DX+1 [ 8 ]     |
| Knife  | 12    | DX+2 [ 4 ]     |
| Meditation   | 14    | Will+0 [ 4 ]   |
| Merchant   | 13    | IQ-1 [ 1 ]     |
| Occultism  | 13    | IQ-1 [ 1 ]     |
| Public Speaking (Oratory)  | 17    | IQ+3 [ 2 ]     |
| <small>Includes: +2 from 'Charisma'</small>                                |       |                |
| Savoir-Faire (Magical)   | 14    | IQ+0 [ 1 ]     |
| <small>Conditional: +2 from 'Charisma' when making Influence rolls</small> |       |                |
| Shield (Shield)  | 12    | DX+2 [ 4 ]     |
| Shortsword   | 11    | DX+1 [ 3 ]     |
| Spear  | 11    | DX+1 [ 4 ]     |
| Staff  | 11    | DX+1 [ 3 ]     |
| Symbol Drawing (*)   | 13    | IQ-1 [ 2 ]     |
| Thaumatology   | 18    | IQ+4 [ 4 ]     |
| <small>Includes: +5 from 'Magery'</small>                                  |       |                |
| Theology (Hinduism)  | 14    | IQ+0 [ 4 ]     |
| Two-Handed Axe/Mace  | 11    | DX+1 [ 4 ]     |
| Whip   | 11    | DX+1 [ 4 ]     |
| Wrestling  | 11    | DX+1 [ 4 ]     |
| Techniques   |       |                |
| Elbow Strike (Karate)  | 11    | [ 2 ]          |
| Kicking (Karate)   | 11    | [ 3 ]          |
| Knee Strike (Karate)   | 11    | [ 1 ]          |
| Low Fighting (Karate)  | 11    | [ 3 ]          |

| SKILLS (continued)             |       |                |                          |          |
|--------------------------------|-------|----------------|--------------------------|----------|
| Name                           | Level | Relative Level |                          |          |
| <b>Techniques</b>              |       |                |                          |          |
| Pressure-Point Strike (Karate) | 11    | [ 3 ]          |                          |          |
| <b>Spells</b>                  |       |                |                          |          |
| Agonize                        | 17    | [ 1 ]          | Sensitize                | 17 [ 1 ] |
| Alter Visage                   | 17    | [ 1 ]          | Shape Earth              | 17 [ 1 ] |
| Analyze Magic                  | 17    | [ 1 ]          | Shapeshifting (Smilodon) | 16 [ 1 ] |
| Apportation                    | 17    | [ 1 ]          | Soul Jar                 | 16 [ 1 ] |
| Balance                        | 17    | [ 1 ]          | Sound                    | 17 [ 1 ] |
| Boost Dexterity                | 17    | [ 1 ]          | Spasm                    | 17 [ 1 ] |
| Boost Health                   | 17    | [ 1 ]          | Steal Beauty             | 16 [ 1 ] |
| Boost Intelligence             | 17    | [ 1 ]          | Steal Energy             | 17 [ 1 ] |
| Boost Strength                 | 17    | [ 1 ]          | Steal Vitality           | 17 [ 1 ] |
| Bravery                        | 17    | [ 1 ]          | Stone Missile            | 17 [ 1 ] |
| Charm                          | 17    | [ 1 ]          | Stone to Earth           | 17 [ 1 ] |
| Clumsiness                     | 17    | [ 1 ]          | Stun                     | 17 [ 1 ] |
| Command                        | 17    | [ 1 ]          | Suggestion               | 17 [ 1 ] |
| Command Spirit (Banshees)      | 17    | [ 1 ]          | Summon Spirit            | 17 [ 1 ] |
| Command Spirit (Specters)      | 17    | [ 1 ]          | Test Food                | 17 [ 1 ] |
| Create Earth                   | 17    | [ 1 ]          | Turn Spirit              | 17 [ 1 ] |
| Daze                           | 17    | [ 1 ]          | Vigor                    | 17 [ 1 ] |
| Death Vision                   | 17    | [ 1 ]          | Wisdom                   | 17 [ 1 ] |
| Deathtouch                     | 17    | [ 1 ]          | Wither Limb              | 17 [ 1 ] |
| Decay                          | 17    | [ 1 ]          | Zombie                   | 17 [ 1 ] |
| Detect Magic                   | 17    | [ 1 ]          |                          |          |
| Disorient                      | 17    | [ 1 ]          |                          |          |
| Earth to Stone                 | 17    | [ 1 ]          |                          |          |
| Earth Vision                   | 17    | [ 1 ]          |                          |          |
| Earthquake                     | 17    | [ 1 ]          |                          |          |
| Emotion Control                | 17    | [ 1 ]          |                          |          |
| Enchant                        | 18    | [ 4 ]          |                          |          |
| Fear                           | 17    | [ 1 ]          |                          |          |
| Foolishness                    | 17    | [ 1 ]          |                          |          |
| Forgetfulness                  | 17    | [ 1 ]          |                          |          |
| Grace                          | 17    | [ 1 ]          |                          |          |
| Identify Spell                 | 17    | [ 1 ]          |                          |          |
| Ignite Fire                    | 17    | [ 1 ]          |                          |          |
| Itch                           | 17    | [ 1 ]          |                          |          |
| Lend Energy                    | 17    | [ 1 ]          |                          |          |
| Lend Vitality                  | 17    | [ 1 ]          |                          |          |
| Lich                           | 16    | [ 1 ]          |                          |          |
| Light                          | 17    | [ 1 ]          |                          |          |
| Loyalty                        | 17    | [ 1 ]          |                          |          |
| Madness                        | 17    | [ 1 ]          |                          |          |
| Mass Suggestion                | 17    | [ 1 ]          |                          |          |
| Might                          | 17    | [ 1 ]          |                          |          |
| Minor Healing                  | 17    | [ 1 ]          |                          |          |
| Pain                           | 17    | [ 1 ]          |                          |          |
| Paralyze Limb                  | 17    | [ 1 ]          |                          |          |
| Pestilence                     | 17    | [ 1 ]          |                          |          |
| Predict Earth Movement         | 17    | [ 1 ]          |                          |          |
| Puissance                      | 18    | [ 2 ]          |                          |          |
| Purify Air                     | 17    | [ 1 ]          |                          |          |
| Rain of Stones                 | 17    | [ 1 ]          |                          |          |
| Recover Energy                 | 17    | [ 1 ]          |                          |          |
| Sand Jet                       | 17    | [ 1 ]          |                          |          |
| Seek Earth                     | 17    | [ 1 ]          |                          |          |
| Seek Water                     | 17    | [ 1 ]          |                          |          |
| Sense Emotion                  | 17    | [ 1 ]          |                          |          |
| Sense Foes                     | 17    | [ 1 ]          |                          |          |
| Sense Spirit                   | 17    | [ 1 ]          |                          |          |



**CHARACTER SHEET**  
Yersinia Pestis

| HAND WEAPONS |                                    |              |       |          |    |        | Cost | Weight |
|--------------|------------------------------------|--------------|-------|----------|----|--------|------|--------|
| Qty          | Weapon                             | Damage       | Reach | Lvl(Pry) | ST | Notes  |      |        |
| 1            | Bane of Osirut (Unique Broadsword) |              |       |          |    |        | 0    | 3      |
|              | swing                              | 5d+1 (2) cut | 1     | 11 (8)   | 10 |        |      |        |
|              | thrust                             | 4d-1 (2) cr  | 1     | 11 (8)   | 10 |        |      |        |
|              | Bite                               | 1d-3 cr      | C     | 10 (No)  |    |        |      |        |
|              | Deathtouch                         | ~1d spcl     | C     | 11 (No)  |    | ~1-3en |      |        |

| RANGED WEAPONS |               |          |     |         |     |       |     |    |      |     |    |        | Cost | Weight |
|----------------|---------------|----------|-----|---------|-----|-------|-----|----|------|-----|----|--------|------|--------|
| Qty            | Weapon        | Damage   | Acc | Range   | RoF | Shots | Lvl | ST | Bulk | Rcl | LC | Notes  |      |        |
|                | Stone Missile | ~1d+1 cr | 2   | 40 / 80 |     |       | 12  |    |      |     |    | ~1-3er |      |        |

**SPEED/RANGE TABLE**  
For complete table, see p. 550.

| Speed/Range Modifier | Linear Measurement (range/speed) |
|----------------------|----------------------------------|
| 0                    | 2 yd or less                     |
| -1                   | 3 yd                             |
| -2                   | 5 yd                             |
| -3                   | 7 yd                             |
| -4                   | 10 yd                            |
| -5                   | 15 yd                            |
| -6                   | 20 yd                            |
| -7                   | 30 yd                            |
| -8                   | 50 yd                            |
| -9                   | 70 yd                            |
| -10                  | 100 yd                           |
| -11                  | 150 yd                           |
| -12                  | 200 yd                           |
| -13                  | 300 yd                           |
| -14                  | 500 yd                           |
| -15                  | 700 yd                           |

**HIT LOCATION**

| Modifier | Location |
|----------|----------|
| 0        | Torso    |
| -2       | Arm/Leg  |
| -3       | Groin    |
| -4       | Hand     |
| -5       | Face     |
| -5       | Neck     |
| -7       | Skull    |

*Imp or Pi attacks can target vitals at -3 or eyes at -9.*

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| ARMOR & POSSESSIONS |                                    |          |     | Cost | Weight |
|---------------------|------------------------------------|----------|-----|------|--------|
| Qty                 | Item                               | Location |     |      |        |
| 5                   | Copper Halala                      |          | 5   | .1   |        |
| 1                   | Gold Dinar                         |          | 100 | .016 |        |
| 1                   | One-College Powerstone (Energy 10) |          | 0   | 0    |        |

**CHARACTER NOTES**

An evil as well as powerful magic user. She is well known in Al-Haz, Al-Wazif & Cardiel. They have also heard of her in Megalos, Araterre & Caithness. In all these places, her fearsome reputation precedes her. Why? Death follows in her wake!

The broadsword she cares is one of legend. How she got it, no one but her can say and this woman is NOT talking! She is researching whether or not adding her

*(text truncated to fit space)*

**POINTS SUMMARY**

|  |          |
|--|----------|
| Attributes/Secondary Characteristics               | [ 80 ]   |
| Advantages/Perks/TL/Languages/Cultural Familiarity | [ 124 ]  |
| Disadvantages/Quirks                               | [ -125 ] |
| Skills/Techniques                                  | [ 171 ]  |
| Other  | [ ]      |

**HAND WEAPONS (continued)**

| Qty | Weapon                | Damage   | Reach | Lvl(Pry)ST | Notes   | Cost | Weight |
|-----|-----------------------|----------|-------|------------|---------|------|--------|
|     | Elbow Strike (Karate) | 1d-1 cr  | C     | 11 (No)    |         |      |        |
|     | Karate                |          |       |            |         |      |        |
|     | Punch                 | 1d-1 cr  | C     | 11 (8)     |         |      |        |
|     | Kick                  | 1d cr    | C,1   | 11 (No)    |         |      |        |
|     | Knee Strike (Karate)  | 1d cr    | C     | 11 (No)    |         |      |        |
| 1   | Medium Shield         | 1d-2 cr  | 1     | 12 (No)    | [2,3,4] | 0    | 4.9995 |
|     | Sand Jet              | HT blind | ~1    | 12 (No)    | ~1-3en  |      |        |