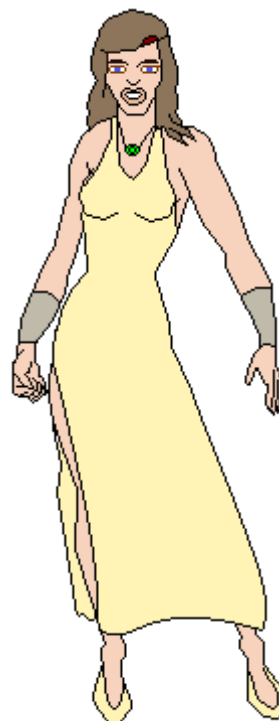


Sister Lumina / Lady Sibylla Kountouriotis

Human female 19 years old 5'7" 116 lbs brown hair blue eyes

Attributes [95]

ST 10	DX 11 [20]	IQ 14 [80]	HT 10
HP 10	Will 14	Per 14	FP 10
Basic Lift 20		Damage 1d-2/1d	
Basic Speed 5 [-5]		Basic Move 5	
Ground Move 5		Water Move 1	



Social Background [2]

TL: 3 [0]
 Cultural Familiarities: Medieval (Native) [0].
 Languages: English (Native) [0]; Latin (Accented/None) [2].

Advantages [44]

Appearance (Attractive) [4] Clerical Investment (Nun) [5]
 Magery (3) [30] Magery 0 [5]

Perks [2]

Accent (Abydosian) [1]
 Style Familiarity (Fencing - Rose Society School) [1]

Disadvantages [-65]

Code of Honor (Cleric's) [-10] Duty (To Mages Guild) (9-) [-5]
 Duty (Earl of Quarterdec) (12- (Extremely Hazardous) [-15]
 Fanaticism (Destroy the Cult of Abydos) [-15]
 Nightmares (12-) [-5] Overconfidence (12-) [-5]
 Selfish (12-) [-5]
 Vow (Nun's (Mitigated for Espionage assignment)) (Minor) [-5]

HP 10

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FP 10

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Powerstone 7

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Quirks [-5]

Bowlegged [-1] Dull [-1] Duty (Church Ethics) [-1]
 Humble [-1] Nosy [-1]

Skills [48]

Accounting 12 [1], Alchemy/TL312 [2], Area Knowledge (Quarterdec) 14 [1], Artist (Calligraphy) 14 [4], Diagnosis/TL3 (Human) 12 [1], Diplomacy 12 [1], Exorcism 12 [1], First Aid/TL3 (Human) 14 [1], Lip Reading 13 [1], Literature 12 [1], Main-Gauche 12 [3], Merchant 13 [1], Naturalist (Yrth) 12 [1], Occultism 14 [2], Pharmacy/TL3 (Herbal) 13 [2], Philosophy (Church of Megalos) 12 [1], Poisons/TL3 12 [1], Rapier13 [8], Research/TL3 13 [1], Riding (Equines) 10 [1], Savoir-Faire (High Society) 14 [1], Shield (Buckler) 12 [2], Speed-Reading 13 [1], Staff 11 [2], Thaumatology14 [1] includes: +3 from 'Magery', Theology (Church of Megalos) 13 [2], Theology (Lazurite) 12 [1], Veterinary/TL3 12 [1], Wrestling DX-1 10 [1], Writing 13 [1]

Techniques [0]

Bind Weapon (Rapier) 10 [0], Counterattack (Main-Gauche) 7 [0], Disarming (Rapier) 13 [0], Targeted Attack (Rapier Thrust/Face) 8 [0], Targeted Attack (Rapier Thrust/Neck) 8 [0], Targeted Attack (Rapier Thrust/Vitals) 10 [0]

Spells [79]

Analyze Magic 15 [1], , Apportation 15 [1], Astral Vision 14 [1], Clouds 15 [1], Clumsiness 15 [1], Cold 15 [1], Control Person 15 [1], Cool 15 [1], Counterspell 15 [1], Create Air 15 [1], Create Fire 15 [1], Create Water 15 [1], Dark Vision 15 [1], Death Vision 15 [1], Deathtouch 15 [1], Deflect Missile 15 [1], Destroy Air 15 [1], Detect Magic 15 [1], Devitalize Air 15 [1], Dispel Magic 15 [1], Exchange Bodies 14 [1], Fog 15 [1], Frost 15 [1], Haste 15 [1], Heat 15 [1], Hinder 15 [1], Identify Spell 15 [1], Ignite Fire 15 [1], Infravision 15 [1], Itch 16 [2], Keen Vision 15 [1], Lend Energy 15 [1], Lend Skill 15 [1], Lend Vitality 15 [1], Light 15 [1], Lightning 15 [1], Lightning Missiles 15 [1], Lightning Weapon 15 [1], Mind-Reading 15 [1], Mind-Sending 15 [1], Minor Healing 15 [1], Missile Shield 15 [1], Night Vision 15 [1], Pain 15 [1], Paralyze Limb 15 [1], Permanent Possession 14 [1], Possession 15 [2], Purify Air 15 [1], Purify Water 15 [1], Rain 15 [1], Recover Energy 15 [1], Reverse Missiles 15 [1], Rooted Feet 15 [1], See Invisible 15 [1], Seek Earth 15 [1], Seek Pass 15 [1], Seek Water 15 [1], Sense Emotion 15 [1], Sense Foes 15 [1], Sense Life 15 [1], Sense Spirit 15 [1], Shape Air 15 [1], Shape Fire 15 [1], Shape Water 15 [1], Shield 15 [1], Skull-Spirit 15 [1], Soul Jar 15 [2], Soul Rider 15 [1], Spasm 15 [1], Steal Energy 15 [1], Steal Vitality 15 [1], Summon Spirit 15 [1], Truthsayer 15 [1], Weather Dome 15 [1], Wither Limb 15 [1], Zombie 15 [1],

Stats [95] Ads [46] Disads [-65] Quirks [-5] Skills [48] Spells [79] = Total [200]

Hand Weapons

1 Rapier LC:4 \$500 Wgt:2.75

Dam:1d-1 imp Reach:1,2 Parry:9F ST:9 Skill:Sword!, Rapier, DX-5, Broadsword-4, Main-Gauche-3, Saber-3, Smallsword-3

Ranged Weapons

Armor & Possessions

1 Cloth Armor Suit \$150 Wgt:12 Location:all

1 Powerstone (Energy 9) \$1550 Wgt:0 Location:

Anything she can take from Sibylla's possessions or funds.

Notes

Sister Lumina had been a mousy little cloistered nun until 1998 or so. An attack by an Abydossian pirate ship killed her older brother and nephew, essentially ending the family line given her vows and age.

She wanted vengeance against the Blasphemers on the island. She took service with the Earl of Quarterdec and proposed a way to spy on them. It would take time and she needed to master spells including some forbidden necromantic ones.

Had it not been that pirates (perhpas the same ones who slew her family) had kidnapped the Earl's bride to be the following year, permission from the Church probably would have been denied.

The abduction and subsequent attack on the docks of Quarterdec by the Raven's Navy clinched permission. Even then the bureaucracy held things up for years.

After that, it still took a while but Sister Lumina mastered Possession, Permanent Possession and Exchange Bodies. Now they just needed the right person from Abydos to fall into their hands.

Something that happened last year.

A raiding party of young Abydosian nobles snuck into Quarterdec for some mischief and a good party. They were delivered by the captain who brought them into the Earl's forces.

One of them, Lady Sibylla made the mistake of escaping from custody. The escape was arranged and meant to sucker one or more of them away from the others and recaptured out of sight or hearing of the main group.

Lady Sibylla was a good target for Sister Lumina's plan. Young, independently wealthy and aloof with considerable power to move about as she pleased, she was an able identity for a spy.

Use of Permanent Possession allowed Lumina to access Sibylla's memories and learn, over time, some of the skills she possessed. More time would have been better, but the Earl was impatient. He was less interested in retrieving his bride, the political benefits of that wedding were outdated, but NO ONE steals from HIM!

Rescuing the lady was a point of personal pride.

The lady of course was inadvertently made into a Flesh Scroll and the Raven herself refuses to let any of those go.

Ceremonial magic powered the Exchange Bodies spell. Lumina resides in the younger woman's body.

Lumina has to 'escape' from Quarterdec with a plausible story of her escape, vouch for the loyalty of those who 'rescued' her and start spying, and hopefully manage to rescue the lady from the Flesh Library.

Then of course, escape.

Working against her are a few gaps in knowledge that Sibylla has and she doesn't, the fact that Lady Sibylla is a superb horsewoman while Lumina isn't and that Sibylla is a far better fencer. If Lumina, in Sibylla's body fights someone familiar with her style and ability, he or she should know something is wrong.

Note: Lumina is intended for use as a NPC. She has more equipment than a starting character is supposed to have. If used as a PC, add the Earl of Quarterdec as a Patron and assume he supplied her with anything over budget.