

Rainbow Wizard

Carol Channing

Beauty: 16 Skin: white Sex: female Blood Type: A+			Height: 1.852m Eyes: brown Age: 40 Handed: right			Mass: 75.1 kg Hair: dark wavy brown Birth Date: 12/10/51 Build: 25					
Strength: 8 Active Charisma: 15 Newoen: 18			Agility: 12 Normal Charisma: 10 Hearing: 13			Constitution: 12 Learning: 17 Sight: 16					
Figured Statistics Willpower: 72 Perception: 14 Weirdness Bonus: 0 Forgotten Knowledge: 2 %Recognition: 0 Resist Death: 4 Fate Points: 2 Experience: Editing Points:			Action Rolls Combat Roll: 12 Combat Pool: 1 Hand Damage: 5 Move Roll: 17 Healing Roll: 9 Lift Roll: 15								
Mental Combat			Maximum VP: 42						Skin Temper: 1		
Standard Combat			Maximum VP: 31			Ignore Damage: 0			Skin Temper: 1		
Maximum EP: 31			VP lost (heals per round): EP lost (heals per round):						EP Lost (heals per hour):		
Maximum DP:						Right			Left		
Bludgeoning DP lost (heals per hour):						Body Head Neck			Arm Leg Arm Leg		
Penetrating DP lost (heals per day):						6 4 3			4 5 4 5		
Injury DP lost (heals per month):											
Weapon			Damage			Speed Pool Penetration			Short Range Range Set Max Range		
Fists			5			15 2					
<p>Her base Magic Roll is 28 minus the spell's level. Her bonus pool is 3 minus the total of the spell's effect levels. If any of the effect levels are at 9 or 10, subtract 3 from the pool. Subtract her weakness from the pool as well.</p>											

<p>Powers</p> <p>Latent Power: <i>Empathic Healing</i>, at PR 8. She will be at 42.5% Control when she discovers this power.</p> <p>Mental Weakness, Reaction Formation: She was brought up in a very strict religious environment, and part of her still believes magic is evil. Because of this, she must make a Learning roll at the start of every game session. If successful by more than 0, the Quality is the penalty to her Magic Bonus Pool for the session.</p>	<p>Knowledge</p> <p>(Talent: Play Music, 2) English, 92 Occult, 121 Astrology, 27 Chess, 27 Mathematics, 24 Literature, 19 Ancient History, 19 Anthropology, 13 Botany, 10 Wizardry, 28</p>
<p>Skills</p> <p>Driving, 1 Saber, 1</p> <p>General Classical Wizard, 10</p>	<p>Equipment</p> <p>Mialor: This saber is magic, with the <i>Possess</i> spell, 14 Quality, 899 EP. Range is Level times 5, Save Penalty is Level times 4. Concentration is 50, Casting Time is 30 minutes.</p> <p>Lerascry: This magical prisom holds the <i>Senses of the Dead</i>, 12 Quality, 39 EP. Range is Level decimeters. Past is Level-6 rounds. Time Dead is Level days. Concentration is 60. Casting Time is 9 minutes.</p>
<p>Background</p> <p>Carol was born on a small island in the South Pacific, once owned by the Spanish. She was the youngest of a very large family. She was always interested in the occult, much to the dismay of her family, and has spent her life studying the strange in our society. She has also established a reputation as a grave-robber—an amateur archaeologist who steals treasures from the ground and smuggles them to the highest bidder. Her Economic Status is Poor. Her Net Worth is \$16,800. Her Disposable Monthly Income is \$140. She'll need to find a job.</p> <p>About 5 years ago, she discovered a hidden library in the Ural mountains. The manuscripts were magically preserved, and the library itself was magical—it allowed her to read the books as long as she was in the library. She stayed there for five years, studying the magic of the Elves. Now, she is Cerest-Ranon, the Rainbow Wizard.</p>	<p>Contacts</p> <p>She has five sisters (Carmine-42, Margaret-43, Bonita-45, Elena-47, and Susan, 50) and four brothers (Roger-41, Michael-44, Arthur-45, and Charles-49). Her mother, Susan is now 69 years old. Her father, Charles, is 79.</p>

SPELLS:

Minor Spells

Background Music: 8 Concentration, Continuous, Range of Caster, *Radius* of Twice Level meters.

Brighten: 14 Concentration, Continuous, Range of Caster, *Radius* of Level meters.

Bullhorn: 6 Concentration, Continuous, Range of Caster, *Strength* increase of Twice Level.

Creak: 6 Concentration, Continuous, *Range* of Twice Level meters.

Flames: 8 Concentration, Continuous, *Range* of Level times 5 meters.

Flick: 8% Concentration, Continuous, Range of Caster, *Size* of Level centimeters.

Gust of Wind: 8 Concentration, Continuous, *Range* of twice Level, *Size* of Half Level meters.

Light Form: 11 Concentration, Continuous, Range of Caster, *Brightness* of Twice Level.

Luminous Balls: 8 Concentration, Continuous, *Range* of Level times 10 meters.

Misty Form: 10 Concentration, Range of Caster, *Mistiness* of Twice Level.

Puff: 12 Concentration, Continuous, Range of Caster, *Size* of Level decimeters.

Rainbow: 6 Concentration, Continuous, *Range* of Level times 3 meters, *Size* is Level meters high, and twice that long.

Shopping List: 4 Concentration, Continuous, Range of Caster, *Level* times 10 meters.

Spheres of Darkness: 9 Concentration, Continuous, *Range* of Level times 10 meters.

Sweep: 2 Concentration, Continuous, *Range* of Level meters, *Diameter* of Level meters, Level millimeters thickness of dirt.

Tap: 6 Concentration, Continuous, *Range* of Level meters.

Tie: 6 Concentration, Continuous, *Range* of Level meters, *Size* of Level times 2 millimeters thick, and no more than that times 100 grams.

Tint: 7 Concentration, Continuous, *Range* of Level times 3 meters, *Radius* of Level meters.

Turn the Page: 4 Concentration, *Range* of Level meters.

Untie: 7 Concentration, Continuous, *Range* of Half Level meters, *Size* of Level mm, level times 100 grams.

Warmth: 10 Concentration, Range of Caster, *Radius* of Level meters.

Yuck: 5 Concentration, Continuous, *Range* of Level meters, *Level* targets, Save *Penalty* of Level.

Level 1 Spells:

Astral Projection: 45 Concentration; 1 round Casting Time; Range of Touch; *Movement:* movement is in 2 to the Level decimeters/segment; *Destination Plane:* Level 1 required, 2 for Dream; *Save Penalty:* Twice Level; save is vs. Willpower.

Levitation: 40 Concentration; 2 rounds Casting Time; *Height:* Level meters; *Range:* Level/4 meters; *External Mass:* Level cubed kilograms.

Mind Cloak: 40 Concentration; 1 round Casting Time; Range of Touch; *Saving Throw Bonus:* Level times 10 (for d100), twice Level (for 2d10).

Special Protection: 40 Concentration; 1 round Casting Time; Range of Self; *Invulnerability:* Level dice damage.

Level 2 Spells:

Night Vision: 30 Concentration; 25 segments Casting Time; Range of Touch; *Distance:* Level times 5 meters.

Release Magic: 25 Concentration; 1 round Casting Time; Range of Twice Level; *Control Change* of Level times 8; *Save Penalty* is Level times 4; See spell description.

See Astrally: 20 Concentration; 1 round Casting Time; Range of Touch; *Distance:* Level times 5 meters.

Level 3 Spells:

Conditional: 15 Concentration; 2 minutes Casting Time; Range of Touch, *Detection Range:* Twice Level meters; *Duration:* Level minus 2, squared, weeks; *Modifiers:* Twice Level adjectives/adverbs; *Nouns:* Level minus 1 nouns; *Verbs:* Half Level verbs (round down).

Contact: 40 Concentration; 2 hours Casting Time; Range of Self; *Contact Bonus:* Level.

Dispel Magic: 40 Concentration; 25 segments Casting Time; *Range:* Level times 3 meters; *Dispel Roll:* Level times 10.

Telekinesis: 40 Concentration; 80 segments Casting Time; *Range:* Level meters; *Mass:* Level squared, times 2, kilograms.

Level 4 Spells:

Detect Magic: 30 Concentration; 1 round Casting Time; Range of Caster; *Distance:* Level meters; *Chance of Knowing:* Level times 8%.

Fiery Arrow of Lodan: 30 Concentration; 20 segments Casting Time; *Range:* Level times 4 meters; *Damage:* Level-2, d4; *Combat Pool Bonus:* Level; *Penetration:* Level/4.

*Web of the Elax:*** 32 Concentration; 1 round Casting Time; *Range:* Twice Level meters; *Amount:* Level, square meters; *Strength:* Level times 5 kg per sq. meter, Twice Level DP per sq. meter.

Level 5 Spells:

Beam of Energy: 20 Concentration; 20 segments Casting Time; Range of Caster; *Maximum Range:* Level times 10 meters; *Damage:* Half Level d6; *ST Bonus:* half Level; *Combat Pool Bonus:* Half Level.

Invisible to Magic: 20 Concentration; 4 minutes Casting Time; *Range:* Level meters; *Chance Reduction:* Level times 10.

Light Illusion: 30 Concentration; 25 segments Casting Time; *Range:* Level times 3 meters; *Total Area:* Level squared meters (width+height+depth).

Luck: 30 Concentration; 3 rounds Casting Time; *Range:* Level meters; *Modifications:* Half Level, round down (d20) or five times that (d100); *Save Reduction:* Twice Level.

Stun: 20 Concentration; 20 segments Casting Time; Range of Caster; *Maximum Range:* Twice Level meters; *Damage:* Level minus 3, d6 stun; *Combat Pool Bonus:* Half Level.

Level 6 Spells:

Enfeeble: 30 Concentration, sub 2%; 30 segments Casting Time, sub 3 segments; *Range:* Level meters; *Duration:* Twice Level minutes; *Loss:* Level minus 5.

Mind Beacon: 35 Concentration; 2 minutes Casting Time; Range of Caster; *Targets:* Level minus 5; *Radius:* Level, read to the Doubling Chart, kilometers; *Force Save Penalty:* Twice Level.

Level 7 Spells:

Stop Animation: 25 Concentration; 2 rounds Casting Time; Range of Caster; *Radius:* Level meters; *People:* Half Level; *Save Penalty:* Level times 5; Saving Throw is Willpower plus twice Maximum DP. Success means +10 on EP Use Chart.

Wind Blast: 40 Concentration; 1 round Casting Time, sub 4 segments; *Range* of half Level meters; *Distance Damage:* of Level.

Level 8 Spells:

Chains of Mika: 42 Concentration; 3 rounds Casting Time; *Range* of Twice Level meters; *Strength* of Level: Skin Temper is Strength/3; Ignore Damage is Strength/2; DP is Level times 5.

Fly: 20 Concentration; 25 segments Casting Time; Range of Touch; *Speed:* Level squared kmph; *Number of Targets:* Level minus 7 creatures.

Force Field, Physical: 30 Concentration; 2 rounds Casting Time; *Range:* Level meters; *Radius:* Level minus 7 meters; *Skin Temper:* Half Level; *Ignore Damage:* Level.

Healing: 90 Concentration; 6 rounds Casting Time; Range of Touch; *DP Healed:* Level Bludgeoning, or Half Level Penetrating, or Quarter Level Injury, per minute.

Level 9 Spells:

Open Locks: 40 Concentration; 2 rounds Casting Time; *Range:* Level/3 meters; *Success Chance:* Level times 10 (minus Type times 10).

Tearing Lights: 30 Concentration; 1 round Casting Time; *Range:* Level times 8 meters; *Damage:* Level/3, d10; *Combat Pool Bonus:* Level.

Level 10 Spells:

Incorporeal Form: 40 Concentration; 2 rounds Casting Time; *Range:* Level/3 meters; *Mass:* Level squared kilograms.

Seraph

Carl Friedman

Beauty: 31 Skin: light white Sex: male Blood Type: A+			Height: 1.791m Eyes: bright blue Age: 25 Handed: left			Mass: 89.6 kg Hair: wavy brown Birth Date: 10-12-1996 Build: 25											
Strength: 11 Active Charisma: 11 Newoen: 20			Agility: 22 Normal Charisma: 12 Hearing: 10			Constitution: 32 Learning: 11 Sight: 14											
Figured Statistics Willpower: 80 Perception: 13 Weirdness Bonus: 0 Forgotten Knowledge: 0 %Recognition: 0 Resist Death: 4 Fate Points: 2 Experience: Editing Points:			Action Rolls Combat Roll: 14 Combat Pool: 1 Hand Damage: 6 Move Roll: 29 Healing Roll: 13 Lift Roll: 18														
Mental Combat			Maximum VP: 40						Skin Temper: 1								
Standard Combat			Maximum VP: 43			Ignore Damage: 0			Skin Temper: 1								
Maximum EP: 74			VP lost (heals per round): EP lost (heals per round):						EP Lost (heals per hour):								
Maximum DP: Bludgeoning DP lost (heals per hour): Penetrating DP lost (heals per day): Injury DP lost (heals per month):				Body		Head		Neck		Right Arm Leg		Left Arm Leg					
				9		6		5		6 7		6 7					
Weapon				Damage		Speed		Pool		Penetration		Short Range		Range Set		Max Range	
Fists				5		15		2									
Electricity				PR/3 or more		20		1		-		Dice/3		Dice/5		Max Damage	
His PR with Electricity is 17.																	
He can increase his Skin Temper by half PR (Sphere Chart) rows.																	

<p>Powers</p> <p>Electricity, PR 17, 97%Control. With this power, he can fire an electrical blast, increase his Skin Temper, control electricity, and move other objects with static electricity. <i>Electrical Blast</i>: PR/3 damage. +50% if the target is grounded, doubled if well grounded. <i>Skin Temper</i>: +PR/2 (Sphere Chart) <i>Lift/Throw</i> Q: PR, minus distance in meters (Sphere) <i>Control</i>: PR dice, minus distance in meters (Sphere)</p> <p>Skin Temper + 3, 42% Cover. This is a corruscating ‘glorified’ electrical field that moves about on him.</p> <p>Agility + 11</p> <p>Constitution + 17</p> <p>Physical Beauty + 13</p> <p>Healing, PR 2: He can heal 1 DP per minute, bludgeoning and penetrating only, at 5 EP/round.</p>	<p>Knowledge</p> <p>English, 55 Hunting, 25 Forestry, 19 Survival, 19 Math, 17 First Aid, 16 Climbing, 8 Canadian History, 8 French, 4 Chemistry, 1 Guitar, 32</p>
<p>Skills</p> <p>Driving, 3 Fists, 2 Clubs, 2 Thrown Clubs, 2 Electricity, 2</p>	<p>Equipment</p> <p>1955 Oldsmobile Yamaha F55 Acoustic Guitar Forestry/Climbing Equipment First Aid Equipment</p>
<p>Background</p> <p>Carl was born in Fort Vermilion, Alberta, Canada. His father left his mother before Carl was born.</p> <p>Carl’s powers first appeared when he was 14. He accidentally zapped a cat in panic when it jumped at him from a tree. In panic, he also healed the cat. No one believed him, but his powers eventually grew to their current level.</p> <p>He disappeared in the Christmas Horror of 1989, trying to keep an airliner from going into a dimensional hole. Both he and the airliner disappeared.</p>	<p>Contacts</p> <p>Seraph is close friends with the Rainbow Wizard.</p> <p>Carl’s mother Mary is 45 years old. His father, wherever he is, is 44. He has one older half-sister, Mary, age 25, and one younger half-brother, Charles, age 15.</p> <p>Carl works as a forest ranger in Canada, making a Middle Class living. His Net Worth is \$22,000. His Disposable Monthly Income is \$200. Among his few possessions is a 1955 Oldsmobile, in fair condition.</p>

Sphinx

Lana Sue Wilkinson

Beauty: 15 Skin: deathly white Sex: female Blood Type: A+			Height: 1.688m Eyes: green Age: 27 Handed: right			Mass: 56.8 kg Hair: straight blonde Birth Date: 6-21-64 Build: 24				
Strength: 16 Active Charisma: 10 Newoen: 10			Agility: 10 Normal Charisma: 13 Hearing: 13			Constitution: 14 Learning: 14 Sight: 10				
Figured Statistics Willpower: 40 Perception: 9 Weirdness Bonus: -5 Forgotten Knowledge: 3.8 %Recognition: 0 Resist Death: 1 Fate Points: 2 Experience: 3 Editing Points: 4			Action Rolls Combat Roll: 11 Combat Pool: 1 Hand Damage: 7 Move Roll: 19 Healing Roll: 10 Lift Roll: 21							
Mental Combat			Maximum VP: 35			Skin Temper: 1				
Standard Combat			Maximum VP: 34			Ignore Damage: 0			Skin Temper: 1	
Maximum EP: 38			VP lost (heals per round): EP lost (heals per round):			EP Lost (heals per hour):				
Maximum DP: Bludgeoning DP Lost (heals per hour): Penetrating DP Lost (heals per day): Injury DP Lost (heals per month):				Body 5	Head 3	Neck 3	Right Arm 4	Leg 4	Left Arm 4	Leg 4
Weapon Fists	Damage 7	Speed 15	Pool 2	Penetration	Short Range	Range Set	Max Range			

<p>Powers</p> <p>Withering (Youth), PR 10: Ages PR/2 years. Targets allowed a save vs. DP, with a penalty of PR. The years come back at 1 year every 10 minutes.</p> <p>Darkness, PR 12: 24 size points, applies to Radius and Range (Result to Sphere Chart).</p>	<p>Knowledge</p> <p>English, 70 Amateur Radio, 34 Navigation, 33 German, 28 Governments, 18 Naval History, 14 Naval Tactics, 14 Geometry, 13 Survival, Water, 13 Astronomy, 10 Geography, 10 Oceanography, 8</p>
<p>Skills</p> <p>Driving, 2 Fists, 2 Clubs, 2 Thrown Clubs, 2 Read People, 15: Perception+75, minus Will if they resist.</p>	
<p>Quote and Background</p> <p>“The Sphinx symbolizes the dark side of life—the darkness all mankind yearns for and fears, the darkness of ignorance, of the womb, of death.”</p> <p>Lana was born in Georgia, and went to the Naval Academy there.</p>	<p>Connections</p> <p>Gerald Wilkinson, Father, born 6-7-42 Sarah Ann Barre, Mother, born 8-15, 38 Gerald Wilkinson II, brother, born 9-30-61 Sarah Sue Wilkinson, sister, born 1-18-59</p> <p>Her parents divorced in April 1984. Her dad is ex-Navy, and now owns a shipping business. Her brother works there. She is closer to her mother.</p>