

NPCs of III Repute

Introduction

This document describes the masters at the Great School of Magic. These people are way beyond the power level of the student PCs and therefore no stats are provided for now, except for a few notes regarding their social interaction skills.

Masters at the Great School of Magic

The masters of the school are described with regards to their personality but are not given stats. It is unlikely that the PCs will want to cross blades with these powerful beings and even less likely that they should survive.

Master Jaques de Malinbois

Appearance

De Malinbois looks very old and unhealthy. While he is tall, his back is bent and his hands are almost claws. His face has exaggerated features and even when he smiles, he tends to look sinister. His movements suggest a reptilian spirit, a side effect of his long study of Dracology.

Personality

While Malinbois looks like an evil old man, he is in fact one of the more responsible masters of the school. Having heard rumours about a secret society using a terrible energy source to enhance their magic, he wants to find them and stop them from endangering all Glantrians with their experiments. However, he is very careful in his investigations and there are many rumours about what his goals might be, ranging from becoming Prince of Nouvelle Averoigne to becoming a dragon lord and achieving near-immortality as a dragon lich.

Master Ilonid di Vendi

Appearance

Di Vendi is a well-tanned abjurer of immaculate grooming. He wears his short black hair slicked back and sports a very small midnight-black moustache. His body language is a bit effeminate and speaks of vast vanity.

Personality

Di Vendi is easily recognized as a very self-absorbed person. He loves only himself and is somewhat afraid of aging and disease. Despite his cowardly nature, the abjurer is quite ambitious looking for no less than eternal youth.

Goals

Di Vendi is obsessed with the idea of immortality. He often pays students to look into different rumours regarding means to reach this goal. There is little he would not do to reach his goal, a fact which has caused him to make enemies among the other masters, who fear he will bring a terrible fate upon the Great School.

Master Dimitri Kamparov

Appearance

Kamparov is a small, weird-looking Boldavian with almost purple skin. The Earth elementalist looks very serious and aloof while in school but turns into a maniac during his "soirées". It is scary to see this gaunt old man turn into a hyperactive cackling master of ceremony.



Background

Dimitri Kamparov was born as the son of a Boldavian merchant and a beautiful courtesan. As an illegitimate son, he spent most of his youth as an apprentice in his father's warehouses until his enormous talent for magic was discovered by a travelling Geomancer. Kamparov applied for a scholarship at the Great School and was accepted. He spent his long career almost entirely at the school.

A turning point in his life came, when he found out that the nobility of Boldavia is almost entirely composed of vampires. The master, so far known only for his excesses, decided to act indirectly against the vampiric threat. Over the years, he became more and more involved in the war against vampires and eventually his goal became to free his homeland of the evil blood drinkers.

Personality

Kamparov is known as a glutton, with strong appetites for food, drink, and young students of either sex. The other masters think of him as a fool that should be removed soon but since he is an excellent earth elemental, they have little leverage against him.

However, while his decadent reputation is only partially a cover story, there is also some part of him that is very

dedicated to the cause of eradicating the curse of vampirism.

Goals

Kamparov has little ambition for personal advancement. Instead, he wants to free his beloved home from the dreadful grip of the Vampire nobles. He keeps this intention well hidden but likes to use young wizards as pawns in his struggle, equipping them with magical items and supporting them with vital information.

Stats

Social Skills: Body Language 16, Detect Lies 14, Diplomacy 14, Intimidation 16, Forgery 14

Special Properties: -

Spells: all Earth spells, basic abjuration and fire magic.

Master Gregor McCallous

Appearance

Gregor McCallous is a small man with wild red hair and pale freckled skin. His nose is tilted slightly to the left side and his lower lip is protruding over the upper one. He is very skinny but his body language betrays an arrogant and haughty personality.



Background

McCallous was born in Clantyre into a merchant clan. At an early age, his potential for magic was realized and McCallous was sent to train under a local fire wizard. Unbeknownst to all, the wizard was really a necromancer and the young apprentice was exposed to dark secrets that forever changed his outlook on life. At the age of 21 he started his studies at the Great School of Magic, slowly advancing through the ranks. Being a careful person, he made few enemies and eventually became a master of necromancy, even though one of his rivals died a mysterious death at the hand of unknown criminals. Even now, 10 years afterwards, the other masters still wonder about Gregor's involvement.

Personality

Gregor McCallous comes from the self-confident middle class and has little love for nobles, even though he does not try to show it. While arrogant and sometimes even haughty towards those of lesser skill, McCallous has few enemies because he always tries to keep on the good side of the other Masters. While a few naive mages believe that this is true comrady, it is really a ruse to keep attention away from his illegal activities.

Goals

Ever since joining the school, the Master of Necromancy has been involved with the People's Spellcaster Company, trying to break the nobles' stranglehold on magic use. McCallous sincerely believes that everybody should be able to use magic freely and will support those whom he feels have talent.

Master Ryndil Phaerun

Appearance

Ryndil Phaerun is a fair elf of extremely good looks, dressing in the blue robes of a master of water elementalism. His blonde hair is tied back in braid.

Phaerun's facial expression is usually one of great dignity at the beginning of a conversation, but over time, a sardonic smile appears on his face, as he slowly forgets his self-imposed role.

Background

Baron Ryndil Phaerun is a member of one of the less influential noble families of Erewan.

Personality

The Baron is an elf torn between extremes. While he tries to live up to the role of the cool-headed elven wizard, his natural sense of humour usually wins out, letting him slip into sarcastic comment and inappropriate jokes. Having spent quite some time among humans, he has managed to overcome his natural disadvantage at understanding human emotion and is actively participating in the byzantine intrigues of the Great School.

Goals

Phaerun is a friendly person but is also very ambitious. His goal is to replace Etienne d'Ambreville as Grand Master of the school and while he is very averse to using force, he is working hard to gain a wide range of allies, something which involves some conflict of interest that is bound to cause the elf problems soon.

Master Pieter van der Talp

Appearance

Van der Talp is a fire elemental, who shows his pride into his profession by wearing red robes embroidered with golden flames. He is hunchbacked and has a half-crazed facial expression. His copper skin marks him as an ethnic Flaem.

Personality

Pieter is a person with a tendency towards two-dimensional thinking. Everything is black or white, good or evil, without shades of grey. The elemental is very convinced of the prior claim of Flaems on the Glantrian lands and is quick to state this. His special hatred however is reserved for the Alphatians and does everything, open or covert, to reduce their influence.

Goals

Van der Talps main goal is to reduce the influence of Alphatia on Glantri. He sees the native Alphatians as little more than spies and works hard to act against them.

Master Velasquez

Velasquez is a half elf from Belcadiz and a master of Illusionism. Unlike his fellow masters, he does not wish to participate in the general intrigues, focusing on art and beauty instead. He loves poems a lot and has a literary circle, where poets perform, supported by skilled illusionists.



Stats Notes

Velasquez is a powerful illusionist, who is also quite skilled socially.

Interaction Skills: Diplomacy 16, Acting 19, Fast Talk 16, Intimidation 15

Spells: all illusionism spells, basic abjuration and some transmutation.

Master Hung Low

Hung Low is a Krondaharian master of Air Elementalism. He is withdrawn and thoughtful, looking like the stereotypical Kung Fu master.

Mistress Lyndar

Mistress Lyndar is the mistress of Runic Divination. An ugly hag, Lyndar loves to dress in what she considers "sexy" outfits. Few suspect that this is just a facade for her scheme to keep her enemies unsuspecting of her Werewolf nature.

Master Alphonso Cambion

Alphonso Cambion is a Transmuter, who is reknown for his racial intolerance and his tactlessness.



Henchmen & Students

This section describes NPCs that the PCs will encounter and possible compete with. Since they are not the half-gods the masters are, they are given concrete stats.

Cyrus of Ar

This air elementalist is a cruel fighter and acts as bodyguard for Darion of Ar. As a former marine of the aerial fleet of Ar, Cyrus is no stranger to violence. He does not agree with Darion's generous ways and often acts by himself when he feels that it is in the best interest of Alphatia to do so.



Appearance

Cyrus is a tall, well-muscled man with pale skin and a three-pointed beard. While he wears the silk robes so typical of the Alphatian upper class, he is clearly uncomfortable in this clothing and seems better suited for heavy armour.

History

Cyrus was born in the floating city of Ar as the son of a minor noble. His family always had a strong focus on military matters and for this reason, young Cyrus joined the marines of the aerial fleet. Soon his talent at aerial assaults became

obvious. His fearlessness and fanatical devotion to his country made him ideal for aerial boarding manoeuvres involving magically enhanced jumps over vast gaps. He became member of a special force that avoided weapons and heavy armour for maximum mobility and became renown for his shocking grasp attack.

After 3 years of intense training and several foolhardy missions, Cyrus came to the attention of Darion, a master spy, who felt, he could use such a capable warrior. While the two never became friends, they worked together well and have formed a relationship of mutual respect.

Personality

Cyrus is a tough and cruel man, who is not particularly friendly or talkative, preferring to be alone. As a former elite marine, he is quite brave and hard to scare. All in all, Cyrus is a cold and professional man, and there are even rumours that he is a construct or undead.

Stats

Attributes: Str 14 [40], Dex 12 [40], Int 11 [20], HT 12 [20]

Secondary Characteristics: Damage thrust 1d, swing 2d, HP 14 [0], Will 11 (18 vs. fear) [0], Per 12 [5], FP 12 [0], Speed 6 [0], Move 7 [5]

Reaction Rolls: up to +3 for status/rank, reacts to *others* at -2 due to loner.

Advantages: Comfortable [10], Status 2 [10], Military Rank 2 (Captain) [15], Language (Alphatian), Language (Thyatian, accented) [4], Magical Talent (Air) 2 [10], Legal Immunity (diplomatic immunity) [20], Fearlessness 5 [10], Combat Reflexes [15]

Disadvantages: Duty (Alphatia, quite often) [-10], Fanaticism (Serve Alphatia) [-15], Sadist (self-control 12 or less) [-15], Loner (self-control 12 or less) [-5]

Features: none

Name	Attack	Damage	Parry/Dodge/Blck	DR	Notes
Cyrus	Dagger 12	1d-1 imp	9/9/NA	0	* ignores metal armour
	Grasp 15	2d burn*	NA/9/NA		

Skills: Soldier (A) 11 [2], Airmanship (E) 12 [2], Law (H) 9 [1], Thaumatology (VH) 8 [1], Observation (A) 12 [2], Detect Lies (H) 13 [8], Savoir-Faire (E) 11 [1], Shadowing (A) 11 [2], Acting (A) 11 [2], Intimidation (A) 12 [4], Knife (E) 12 [1], Wand (E) 14 [4], Magical Touch Attack (E) 15 [8].

Spells: *Remove Smell* [1] (allows you to remove an unpleasant smell from a room but not its negative side effects)

Catfall [9] (You are in less danger when falling, subtracting 5 meters from the distance for the purpose of determining damage. Also, a DX roll (+ talent) allows you to halve the damage.)

Gliding Jump [11] (on a windy day, you can glide the air streams to make impressive jumps by expending 1 FP. The distance jumped is 11 meters, 22 if doing a running jump. Also, you take no damage when falling this distance (+5 meters with an Acrobatics roll). Apply your catfall to the remaining distance.)

Shocking Grasp [29] (This melee attack allows the mage to inflict 0d to 2d electrical burn damage on its target by touch. The attack has a reach of C and cannot be parried. Also, metal armour does not offer any protection. Note that a use at 0d is merely painful and does not have any real effect.)

Typical Equipment: Dagger, healing potion (1d6 HP)

Darion of Ar

Arion is a native of Ar in Alphatia and a somewhat accomplished air elemental. While he pretends to be an envoy and diplomat, he is really an accomplished spy, protected by powerful abjuration magic. When he comes to a different country, trouble is sure to follow his wake.



Appearance

Darion is a tall and imposing man, despite his advanced age. He moves slowly and with dignity but sometimes even seems to have forgotten what he intended to do for a moment. He typically wears robes of spider silk and a conical hat. For festivities, he likes to apply elaborate magical makeup that covers his face with swirling light blue patterns.

Personality

Darion is very polite and seems to be a man who has accomplished all he wanted in life (a fact he likes to point out) and now enjoys doing low profile work. However, this is a well-practiced form of deception! In reality, Darion is a master spy and totally dedicated towards his current goal.

Yet, the air elemental is not a cruel killer. Having a family himself and having seen many other cultures, he is loath to kill people and prefers secret work to violent action or assassination.

Stats

Attributes: Str 7 [-30], Dex 10 [0], Int 16 [120], HT 9 [-10]

Secondary Characteristics: Damage thrust 1d-3, swing 1d-2, HP 7 [0], Will 16 [0], Per 13 [-10], FP 12 [9], Speed 4.5 [-5], Move 4 [0]

Reaction Rolls: up to +3 for status/rank

Advantages: Wealthy [20], Status 2 [10], Administrative Rank 3 (Ambassador) [15], Language (Alphatian), Language (Thyatian, accented) [4], Language (Classical Thyatian) [6], Magical Talent (Air) 4 {5} [20], Legal Immunity (diplomatic immunity) [20], {Doesn't Breathe}

Disadvantages: Duty (Alphatia, quite often) [-10], Fanaticism (Serve Alphatia) [-15], Pacifism (Cannot Kill) [-15], Easy to Kill 5 [-10], Charitable (12 or less) [-15]

Features: none

Skills: Current Affairs (E) 19 [8], Administration (A) 17 [4], Law (H) 16 [4], Occultism (A) 16 [2], Mathematics (H) 14 [1], Accounting (H) 15 [2], Propaganda (A) 18 [8], Thaumatology (VH) 15 [4], Observation (A) 13 [2], Connoisseur (A) 16 [2], Research (A) 16 [2], Forgery (H) 15 [2], Fast Talk (A) 17 [4], Detect Lies (H) 14 [8], Savoir-Faire (E) 17 [2], Shadowing (A) 16 [2], Acting (A) 16 [2], Intimidation (A) 16 [2], Diplomacy (H) 15 [2], Knife (E) 10 [1], Wand (E) 11 [2].

Spells: *Remove Smell* [1] (allows you to remove an unpleasant smell from a room but not its negative side effects), *Obscuring Mist* [9] (You can create a cloud of mist that hides you and your allies. The mist centers around you and has a radius of 2 meters, giving a penalty of 5 to all vision-based actions) *Catfall* [9] (You are in less danger when falling, subtracting 5 meters from the distance for the purpose of determining damage. Also, a DX roll (+ talent) allows you to halve the damage.)

Name	Attack	Damage	Parry/Dodge/Block	DR	Notes
Darion	Dagger 10	1d-4 imp	7/7/NA	0 (4F against ranged attacks with spell)	
	Wand 11	2d-1 pi- and 1d6 FP	NA/7/NA		

Deflect Missiles [10] (This ability costs 2 fatigue points to activate and 1 per minute to maintain. It grants DR 4 against ranged attacks of any kind coming from the front.)

Typical Equipment: Dagger, Alpathian Custom Staff (5 FP, regenerates 1 per 30 minutes), Air Elemental (+1 talent and doesn't breathe), Ice Blow Wand (Dam 2d-1 pi- and 1d fatigue (hypothermia), Acc 2, Range 75/450, RoF 1, Rcl 2).

Mabion Blackleaf

Mabion is an Alphatian elf in the diplomatic service. Like his fellows he is a spy but his specialty is neither combat nor diplomacy but cracking locks and disarming traps.



Appearance

Mabion is androgynous even for an elf and has purple hair and eyes. He wears simple robes and has a very modest aura. However, he does not look shy, it is more that he seem to be an alien creature that has been taken out of its native environment.

During official events, Mabion likes to paint his face with a pattern of black leaves meandering over his left cheek. The make-up is applied using a special magical dye that causes the leaves to move slightly.

Personality

Like all elves, Mabion does not really understand humans with their hectic, emotional ways and their monkey curiosity. Instead, he prefers to enjoy elven poetry and song as well as hunting in the tranquil forests.

Mabion is cool and polite among humans but well-liked among elves for his longing songs and poems. Regardless of his company, Mabion can always be described as unobtrusive and even unimposing.

Stats

Attributes: Str 7 [-30], Dex 11 [20], Int 11 [20], HT 10 [0]

Secondary Characteristics: Damage thrust 1d-3, swing 1d-2, HP 5 [-4], Will 11 [0], Per 13 [10], FP 8 [-6], Speed 5.25 [0], Move 5 [0]

Reaction Rolls: up to +3 for status/rank, +3 for looks

Advantages: Comfortable [10], Status 2 [10], Administrative Rank 2 (Senior Clerk) [15], Language (Elfish), Language (Alphatian) [6], Magical Talent (Necromancy) 2 [10], Legal Immunity (diplomatic immunity) [20], Very Handsome (Androgynous) [16], Weapon Master (Rapier, (Composite) Longbow, (Composite) Shortbow) [35], Longevity [2], Less Sleep (4 h) [8], Immune to Sleep Magic (Perk) [1], Night Vision 2 [2], Sanitized Metabolism (Perk) [1], High Manual Dexterity 3 [15]

Disadvantages: Duty (Alphatia, quite often) [-10], Pacifism (Cannot Kill) [-15], Low TL (3, 2 for weapons and armour) [-5], Low Empathy (non-elves -20%) [-16], Incurious (self-control 12 or less) [-5], Low Pain Threshold [-10], Oblivious (non-elves -20%) [-4]

Features: none

Skills: Thaumatology (VH) 10 [4], Observation (A) 13 [2], Connoisseur (A) 11 [2], Savoir-Faire (E) 12 [2], Acting (A) 11 [2], Knife (E) 11 [1], Wand (E) 12 [2], Magical Touch Attack (E) 12 [2] Lockpicking (A) 12/15*/16** [4], Traps (A) 12/15* [4], Climbing (A) 12 [4], Swimming (E) 10 [1], Make-Up (E) 12/15* [2], Singing (E) 12 [4], Poetry (A) 11 [2].

* high manual dexterity, ** good tools

Spells: *Detect Undead* [4] (You can detect the presence of undead via a sense roll with the usual range modifiers with an Per (+ Talent) test. On a critical success you also know the direction and quantity of the undead.)

Name	Attack	Damage	Parry/Dodge/Block	DR	Notes
Darion	Dagger 11	1d-4 imp	7/8/NA	torso 2, legs 1	
	Wand 12	2d-1 pi- and 1d6 FP	NA/8/NA		
	Ghoul Touch 12	stun	NA/8/NA		

Ghoul Touch [6] (Your touch can paralyze others. Your target must make a HT check or be stunned, being able to recover every second with an additional check. If the roll is failed by 5 or more, the target is paralyzed for one minute per point of failure and stunned afterwards. Armour automatically stops the effect, so an unarmoured body part must be touched. The ghoul touch only works on living beings.)

Typical Equipment: Leather Armour, Leather Pants, Good Lockpicking Kit (+1, hidden in cloak), Small Toolkit, Dagger, Ice Blow Wand (Dam 2d-1 pi- and 1d fatigue (hypothermia), Acc 2, Range 75/450, RoF 1, Rcl 2).

Beslen Dyrn

Appearance

Beslen is a tall pure-blooded Alphantian, with pale skin and dark wavy hair. He is muscular and handsome and everything about him screams athlete.



Personality

Beslen is a member of an old Alphantian family and is very proud of their traditions. He has a dislike for anything un-Alphantian, in particular Elves, whom he perceives as arrogant. Otherwise, Dyrn is a friendly person, his biggest flaw being his inability to keep his money together that has gotten him into the debt of some very bad people. Beslen is a battle mage, trained equally well in the art of fencing and the art of Air magic. He is very ambitious and dislikes other telling him what to do.

Stats

Attributes: Str 11 [10], Dex 12 [40], Int 11 [20], HT 11 [10]

Secondary Characteristics: Damage thrust 1d-1, swing 1d+1, HP 12 [2], Will 11 [0], Per 12 [5], FP 11 [0], Speed 5.5 [0], Move 5 [0]

Reaction Rolls: +4/+2 for handsome, up to +2 status

Advantages: Wealthy [20], Status 2 [10], Language (Alphantian), Language (Thyatian, accented) [4], Language

(Classical Thyatian) [6], Rank (University) 3 [15], Magical Talent (Air) 4 [20], Legal Immunity (separate court) [5], Handsome [12], Enhanced Defenses (Dodge) [15], Fearlessness 2 [4]

Disadvantages: Intolerance (especially elves) [-10], Compulsive Spending (self-control 12 or less) [-5], Chummy [-5], Hidebound [-5]

Features: none

Skills: Mathematics 10 [2], Public Speaking 11 [2], Literature 10 [2], Poetry 10 [1], Astronomy 9 [1], Thaumatology 11 [8], Law 10 [2], Savoir-Faire 10 [2], Area Knowledge (Glantri City) 12 [2], Climbing 14 [8], Bow 13 [4], Brawling 15 [8], Knife 15 [8], Swimming 13 [4], Survival 12 [2], Games (Sport Rules) 11 [1].

Spells: *Remove Smell* [1] (allows you to remove an unpleasant smell from a room but not its negative side effects), *Obscuring Mist* [9] (You can create a cloud of mist that hides you and your allies. The mist centers around you and has a radius of 2 meters, giving a penalty of 5 to all vision-based actions)

Typical Equipment: Small knife, longbow, leather armour.

Name	Attack	Damage	Parry/Dodge/Block	DR	Notes
Dyrn	Longbow 13	1d+1 imp	10/9/NA	1 (whole body)	
	Brawling 15	1d-2 cr			
	Knife 15	1d-1 cut or 1d-1 imp			

Loic Fond-De-Chaussure

Appearance

Loic has the proud bearing of an accomplished mage but there is a strange glittering in his eyes when he look at people. This initial unease in increased, when people realize that Loic does not cast a shadow - clearly due to a devil in his bloodline. Small and overweight, Loic moves slowly. As he clearly comes from a rich family, he always dresses in the best and most expensive clothing, favouring tight pants and fluffy shirts, as well as elaborate armour.

Personality

Loic is arrogant and has a tendency towards megalomania, especially when it comes to his accomplishments as a mage. He is willing to do almost everything to learn the secrets of Water Magic, but his choices are generally bad and he ends up in embarrassing situations that do little to prune his overconfidence.

Stats

Attributes: Str 8 [-20], Dex 10 [0], Int 11 [20], HT 10 [0]

Secondary Characteristics: Damage thrust 1d-3, swing 1d-2, HP 11 [6], Will 15 [20], Per 10 [-5], FP 13 [9], Speed 4.5 [-10], Move 4 [0]

Reaction Rolls:+3 status, up to +3 for rank, +1 for Feared

Advantages: Wealthy [20], Status 3 [15], Language (French), Language (Thyatian, accented) [4], Language (Classical Thyatian, accented) [4], Rank (University) 3 [15], Magical Talent (Water) 2 [10], Legal Immunity

(separate court) [5], Accessory (Perk, can slightly diminish the light in a room) [1], Social Regard (Feared) 1 [5], Peripheral Vision [15]

Disadvantages: Overconfidence (self-control 6 or less) [-10], Fat [-3], Unnatural Features 1 (no shadow) [-1]

Features: none

Skills: Search (A) 11 [4], Shadowing (A) 13 [8], Intimidation (A) 17 [8], Area Knowledge (Glantri City) (E) 13 [4], Gesture (E) 11 [1], Axe/Mace (A) 9 [1], Brawling (E) 12 [4], Stealth (A) 10 [2], Tracking (A) 10 [2], Mathematics 10 [2], Public Speaking 11 [2], Literature 10 [2], Poetry 10 [1], Astronomy 9 [1], Thaumatology 10 [4], Law 10 [2], Savoir-Faire 13 [4]. Magic Wand (E) 12 [4]

Spells: *Create Water* (allows you to create a hand full of water per second.), *Magical Immunity (Fire)* (you can resist attacks made with fire magic with a quick contest of Will + Water talent vs. Will + Fire talent. If such a roll is already required for the fire spell you gain +5.), *Walk on Water* (you can walk on water and other liquids)

Typical Equipment: Bone Dart Wand (Dam 2d-1 pi+, Acc 1, Range 75/450, RoF 1, Rcl 2), small knife, breast plate with leather armour limbs.

Name	Attack	Damage	Parry/Dodge/Block	DR	Notes
Loic	Wand 14/15	2d-1 pi+	-/6*/-	5 torso, 1 rest	* light encumbrance
	Brawling 12	1d-3 cr			

Henry Porter

Appearance

Porter is a stout sweaty person with a pronounced double chin. His robes are slightly disarrayed and he often reeks of vodka. His almost bald head is disfigured by a crecent-shaped black scar.

Personality

Henry Porter is a bitter man. In his youth, he was subject to several assassination attempts by a rival of his family. While he was able to barely defeat his enemy, the dreaded Alphatian necromancer Voltus Mortem, each time, the fiend kept coming back from the dead, having attained lichdom.

Today Porter is obsessed with fear of his enemy, even though he has been left alone for quite some time now. Finding and destroying his arch-nemesis has become the single driving goal in Henry's life.

Goal

Porter wants to destroy Voltus Mortem. Since he currently lacks the means to find his enemy, Porter has pledged his loyalty to van der Talp and will do anything to gain his favour.

Lady Yasmin Virayana



Appearance

Lady Yasmin is a beautiful Asian of nearly elven grace and impressive height. Usually, she wears silk kimonos and striking ever-changing hairstyles. Virayana body language speaks of modesty but that is a well-trained act common to women of Khrondaharian descent.

Personality

Yasmin is the youngest daughter of the third wife of Prince Virayana. Having been raised in a princely family has made the young Lady a well-versed master of intrigue. Her usual tactic is to pretend to be modest and passive, gaining valuable information. This knowledge is immediately put to good use by passing it on to those who will react in a way that helps the young earth elemental. Few suspect her manipulative nature and are thus able to counteract her. Yasmin's ultimate goal is to become a master at the school once she has learned all about earth magic and she is willing to ruin lives along the way.

Stats

Attributes: Str 8 [-10], Dex 10 [0], Int 12 [40], HT 10 [0]

Secondary Characteristics: Damage thrust 1d-2, swing 1d-1, HP 10 [0], Will 15 [15], Per 12 [0], FP 10 [0], Speed 5 [0], Move 5 [0]

Reaction Rolls: +4/+2 for beautiful, +3 pitiable (if in need), -2 minority group, up to +3 status

Advantages: Fashion Sense [5], Independent Income 10 [10], Very Wealthy [30], Status 3 [15], Language (Ethegearian) [6], Language (Thyatian) [6], Language (Classical Thyatian) [6], Rank (University) 3 [15], Magical Talent (Earth) 2 [10], Legal Immunity (separate court) [5], Beautiful [12], Pitiable [5]

Disadvantages: Social Stigma (Minority Group), Low Tech Level (3, 2 for weapons and armour), Skinny [-5]

Features: none

Skills: Diplomacy 12 [4], Mathematics 11 [2], Public Speaking 12 [2], Literature 11 [2], Poetry 11 [1], Astronomy 10 [1], Thaumatology 11 [4], Law 11 [2], Savoir-Faire 11 [2], Current Affairs 15 [8], Acting 15 [12], Makeup 12 [2], Fast Talk 13 [4], Area Knowledge (Glantri City) 15 [8], Musical Instrument (Zither) 11 [2].

Spells: *Strength of the Earth* [2] (While standing on bare earth, you can lift more weight than normally (+1 ST for lifting purposes only)),

Stoneskin [14] (Your skin is as hard as stone while you use this magical power (DR 4) but you are less agile (-1 DX))

Typical Equipment: dagger, fatigue potion, love potion, fine dress.