	Name Magda the Sea-Witch	_ Player	Point Total
GIRDS	Ht <u>6'4"</u> Wt <u>95 16s.</u> Size Modifie	r <u>+0</u> Age <u>early</u> 30	S Unspent Pts
danto	Name <u>Magda the Sea-Witch</u> Ht <u>6'4"</u> Wt <u>95 16s.</u> Size Modifie Appearance <u>Deformed but spry, Ear</u>	ly 30's butlooks older	

CHA	RACT	ER SH	IEET		CURRENT
ST	8	[-20]	HP	9	[2]
DX	12	[40]	WILL	/3	[-5]
IQ	14	[80]	PER	/3	
HT	/3	[30]	FP	12	[-3]

Languages	Spoken	Written
Aralaise	Native	<u>None</u> [-3]
Anglish	Accented	Broken[1]
Old Aralaise	Broken	<u> None</u> [/]
Balinese	Broken	<u> None</u> [/]
		[ ]

IQ	14	[80]	PER	13	CURRENT	[-5]		TL: 3 Cultural Familiarities	[0]
HT	/3	[30]	FP	12		[-3]		Christian Lands	[0] []
BASIC I	IFT (ST.	CT)/5 /3	DAMAGE	Thr /	/-3 Sw	14-2	DADDV	Pagetion Modifiers	

Dodge -4 <u>5</u>

[5]

[ 25]

DASIC SPEED 6.0	[ -3	of Basic Move	[-3]	
ENCUMBRANCE		MOVE	DODGE	
None (0) = BL	/3_	BM × 16_	Dodge 9	
$Light (1) = 2 \times BL$	26	$BM\times0.8\underline{ \textbf{4}}$	Dodge -1 <u>8</u>	
Medium (2) = $3 \times BL$	39	$BM\times0.6\underline{ \  3}$	Dodge -2 <u>7</u>	
Heavy $(3) = 6 \times BL$	78_	$BM \times 0.4$ _ 2	Dodge -3 <u>6</u>	

ADVANTAGES AND PERKS

X-Heavy (4) =  $10 \times BL /30 = BM \times 0.2 /$ 

Absolute Direction

Magery 2

PARRY Reaction Modifiers	
Appearance Ug/y -2  Status O  Reputation +3 (fine healer among  Aralaise seafarers, 7-), OPH: Amazing  Casual Rudeness -2, Unnatural Feature  (Misaligned Eyes) -1	

Nightvision 2	[2]
Rep +3 (Aralaise seafarer, 7-)	[2]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
DISADVANTAGES AND QUIRKS	
Appearance (Ug/y)	[ 8- ]
Code of Honor (Professional Healer)	[ -5]
Curious (15)	[ -2 ]
GNHONY (12)	[ -5]
Oblivious	[ -5]
Odious Personal Habits (Amazing Casual Rudeness)	[ -/0]
Pacifism (Reluctant killer)	[ -5]
Unnatural Features (Misaligned Eyes)	[ -/ ]
Alcohol Intolerance	[ -/ ]
Broad- Minded	[ -/ ]
Loves travel	[ -/ ]
Slightly weak leg (-1 to -2 DX without	
staff or other support)	[ -/ ]
	[ ]

Name    Level   Relative Level	SKILLS					
Body Language	Name	Level	<b>Relative Level</b>			
Body Language	Area Knowledge (Araterre)	14		[ / ]		
Cooking	Body Language	12	PER-I			
Diagnosis/TL3         13         IQ-1         [ 2 ]           First Air/TL3         15         IQ+1         [ 2 ]           Freight Handling/TL3         13         IQ-1         [ 1 ]           Housekeeping         14         IQ+0         [ 1 ]           Hypnotism         13         IQ-1         [ 2 ]           Meteorology/TL3         14         IQ+0         [ 2 ]           Maturalist         12         IQ-2         [ 1 ]           Mavigation/TL3 (Sea)         16         IQ-2*         [ 1 ]           Pharmacy/TL3 (Herbal)         13         IQ-1         [ 2 ]           Psychology (Applied, Human)         12         IQ-2         [ 2 ]           Scrounging         13         PER+0         [ 1 ]           Scrounging         12         DX+0         [ 2 ]           Scrounging         12         DX+0	Cooking	/3		[ / ]		
First Air/TL3  Freight Handling/TL3  I3		/3	IQ-1	[2]		
# Housekeeping		15	IQ+1	[2]		
# Housekeeping	Freight Handling/TL3	/3	IQ-1	[ / ]		
Hypnotism         13         IQ-1         [2]           Meteorology/TL3         14         IQ+0         [2]           Naturalist         12         IQ-2         [1]           Navigation/TL3 (Sea)         16         IQ-2*         [1]           Pharmacy/TL3 (Herbal)         13         IQ-1         [2]           Psychology (Applied, Human)         12         IQ-2         [2]           Scrowinging         13         PER+0         [1]           Seamanship/TL3         14         IQ+0         [1]           Sewing         12         DX+0         [2]           Sewing         12         DX+0         [1]           Sewing         12         DX+0         [1]           Sewing         12         DX+0         [1]           Sewing         12         DX+0         [1]           Seving         12         DX+0         [1]           Seving         12         DX+0         [1]           Seving         12         DX+0         [1]           Seving         12         DX+0         [2]           Survival (Island/Beach)         12         PER-1         [1]           SepELLS		14	IQ+O	[ / ]		
Meteorology/TL3         14         IQ+0         [ 2 ]           Natvralist         12         IQ-2         [ 1 ]           Navigation/TL3 (Sea)         16         IQ-2*         [ 1 ]           Pharmacy/TL3 (Herbal)         13         IQ-1         [ 2 ]           Psychology (Applied, Human)         12         IQ-2         [ 2 ]           Scrounging         13         PER+0         [ 1 ]           Seamanship/TL3         14         IQ+0         [ 1 ]           Sewing         12         DX+0         [ 2 ]           Staff         12         DX+0         [ 2 ]           Sewing         14         IX         [ 1 ]           SepEL	Hypnotism	/3	IQ-1	[2]		
Naturalist         12         IQ-2*         [ / ]           Navigation/TL3 (Sea)         16         IQ-2*         [ / ]           Pharmacy/TL3 (Herbal)         13         IQ-1         [ 2 ]           Psychology (Applied, Human)         12         IQ-2         [ 2 ]           Scrounging         13         PER+0         [ / ]           Seamanship/TL3         14         IQ+0         [ / ]           Sewing         12         DX+0         [ / ]           Staff         12         DX+0         [ / ]           Staff         12         DX+0         [ / ]           Survival (Island/Beach)         12         PER-1         [ / ]           Staff         12         DX+0         [ 2 ]           Survival (Island/Beach)         12         PER-1         [ / ]           Staff         12         DX+0         [ 2 ]           Survival (Island/Beach)         12         PER-1         [ / ]           StepELLS         14         [ / ]         PER-1         [ / ]           StepELLS         14         [ / ]         PER-1         [ / ]           Command         14t         [ / ]         I         [ / ]	Meteorology/TL3	14	IQ+O	[2]		
Pharmacy/TL3 (Herbal)         /3         IQ-/         [2]           Psychology (Applied, Human)         /2         IQ-2         [2]           Scrowinging         /3         PER+O         [/]           Seamanship/TL3         /4         IQ+O         [/]           Sewing         /2         DX+O         [/]           Staff         /2         DX+O         [/]           Staff         /2         DX+O         [/]           Survival (Island/Beach)         /2         PER-I         [/]           SPELLS              Aura         /4t         [/]            Command         /4t         [/]            Command         /4t         [/]            Create Water         /4t         [/]            Create Water         /4t         [/]            Paze         /4t         [/]            Postect Magic         /4t         [/]            Forgetfulness         /4t         [/]            Lend Energy         /4t         [/]            Lend Vitality	Naturalist	12	IQ-2	[ / ]		
Pharmacy/TL3 (Herbal)         /3         IQ-/         [2]           Psychology (Applied, Human)         /2         IQ-2         [2]           Scrowinging         /3         PER+O         [/]           Seamanship/TL3         /4         IQ+O         [/]           Sewing         /2         DX+O         [/]           Staff         /2         DX+O         [/]           Staff         /2         DX+O         [/]           Survival (Island/Beach)         /2         PER-I         [/]           SPELLS              Aura         /4t         [/]            Command         /4t         [/]            Command         /4t         [/]            Create Water         /4t         [/]            Create Water         /4t         [/]            Paze         /4t         [/]            Postect Magic         /4t         [/]            Forgetfulness         /4t         [/]            Lend Energy         /4t         [/]            Lend Vitality	Navigation/TL3 (Sea)	16	IQ-2*	[ / ]		
Psychology (Applied, Human)         12         IQ-2         [ 2 ]           Scrounging         13         PER+0         [ / ]           SeamanshipITL3         14         IQ+0         [ / ]           Sewing         12         DX+0         [ / ]           Staff         12         DX+0         [ 2 ]           Survival (Island/Beach)         12         PER-1         [ / ]           SPELLS         3         Aura         14t         [ / ]           Command         14t         [ / ]         PER-1         [ / ]           Command         14t         [ / ]         I         I         ]         ]         I         ]         ]         ]         PER-1         [ / ]         <	Pharmacy/TL3 (Herbal)	/3	IQ-1	[2]		
Seamanship/TL3         14         IQ+0         [ / ]           Sewing         12         DX+0         [ / ]           Staff         12         DX+0         [ 2 ]           Survival (Island/Beach)         12         PER-1         [ / ]           SPELLS         S         S           Aura         14t         [ / ]         I           Command         14t         [ / ]         I           Create Water         14t         [ / ]         I           Create Water         14t         [ / ]         I           Foolishness         14t         [ / ]         I           Forgetfulness         14t         [ / ]         I           Lend Energy         14t         [ / ]         I <td>Psychology (Applied, Human)</td> <td>12</td> <td>•</td> <td></td>	Psychology (Applied, Human)	12	•			
Seamanship/TL3         14         IQ+0         [ / ]           Sewing         12         DX+0         [ / ]           Staff         12         DX+0         [ 2 ]           Survival (Island/Beach)         12         PER-1         [ / ]           SPELLS         S         S           Aura         14t         [ / ]         I           Command         14t         [ / ]         I           Create Water         14t         [ / ]         I           Create Water         14t         [ / ]         I           Foolishness         14t         [ / ]         I           Forgetfulness         14t         [ / ]         I           Lend Energy         14t         [ / ]         I <td>Scrounging</td> <td></td> <td>PER+0</td> <td></td>	Scrounging		PER+0			
Staff       12       DX+0       [ 2 ]         SURVIVAI (Island/Beach)       12       PER-I       [ 1 ]         SPELLS         Aura       14t       [ 1 ]         Command       14t       [ 1 ]         Create Water       14t       [ 1 ]         Create Air       14t       [ 1 ]         Daze       14t       [ 1 ]         Detect Magic       14t       [ 1 ]         Fog       14t       [ 1 ]         Foolishness       14t       [ 1 ]         Forgetfulness       14t       [ 1 ]         Lend Energy       14t       [ 1 ]         Lend Energy       14t       [ 1 ]         Lend Vitality       14t       [ 1 ]         Lend Vitality       14t       [ 1 ]         Predict Weather       14t       [ 1 ]         Predict Weather       14t       [ 1 ]         Purify Air       14t       [ 1 ]         Purify Air       14t       [ 1 ]         Purify Water       14t       [ 1 ]         Seek Water       14t       [ 1 ]         Seek Enotion       14t       [ 1 ]         Shape Air       14t       [ 1 ]	Seamanship/TL3	/4	IQ+O			
Survival (Island Beach)  SPELLS  Aura  Aur	Sewing	12	-			
SPELLS           Aura         14t         [ ]           Command         14t         [ ]           Create Water         14t         [ ]           Create Air         14t         [ ]           Daze         14t         [ ]           Detect Magic         14t         [ ]           Fog         14t         [ ]           Fooglishness         14t         [ ]           I Lend Energy         14t         [ ]						
Aura		12	PER-I	[ / ]		
Command	SPELLS					
Create Water         /4t         [ / ]           Create Air         /4t         [ / ]           Daze         /4t         [ / ]           Detect Magic         /4t         [ / ]           Fog         /4t         [ / ]           Foolishness         /4t         [ / ]           Lend Energy         /4t         [ / ]           Lend Energy         /4t         [ / ]           Major Healing         /4t         [ / ]           Predict Weather         /4t         [ / ]           Purify Air         /4t         [ / ]           Purify Water         /4t         [ / ]           Recover Energy         /5t         [ 2 ]           Seek Water         /4t         [ / ]           Sense Emotion         /4t         [ / ]           Sense Emotion         /4t         [ / ]           S	Aura	14†		[ / ]		
Create Air         /4t         [ / ]           Daze         /4t         [ / ]           Detect Magic         /4t         [ / ]           Fog         /4t         [ / ]           Foolishness         /4t         [ / ]           Forgetfulness         /4t         [ / ]           Lend Energy         /4t         [ / ]           Lend Vitality         /4t         [ / ]           Major Healing         /4t         [ / ]           Predict Weather         /4t         [ / ]           Predict Weather         /4t         [ / ]           Purify Air         /4t         [ / ]           Purify Water         /4t         [ / ]           Recover Energy         /5t         [ 2 ]           Seek Water         /4t         [ / ]           Sense Emotion         /4t         [ / ]           Sense Foes         /4t         [ / ]           Shape Air         /4t         [ / ]           Shape Water         /4t         [ / ]           Steep         /4t         [ / ]           Stench         /4t         [ / ]           Truthsayer         /4t         [ / ]	Command	14†		[ / ]		
Daze       /4t       [ / ]         Detect Magic       /4t       [ / ]         Fog       /4t       [ / ]         Foolishness       /4t       [ / ]         Forgetfulness       /4t       [ / ]         Lend Energy       /4t       [ / ]         Lend Vitality       /4t       [ / ]         Major Healing       /4t       [ / ]         Predict Weather       /4t       [ / ]         Predict Weather       /4t       [ / ]         Purify Air       /4t       [ / ]         Purify Water       /4t       [ / ]         Recover Energy       /5t       [ 2 ]         Seek Water       /4t       [ / ]         Sense Emotion       /4t       [ / ]         Sense Foes       /4t       [ / ]         Shape Air       /4t       [ / ]         Shape Water       /4t       [ / ]         Steep       /4t       [ / ]         Stench       /4t       [ / ]         Truthsayer       /4t       [ / ]	Create Water	14†		[ / ]		
Detect Magic         /4t         [ / ]           Fog         /4t         [ / ]           Foogishness         /4t         [ / ]           Forgetfulness         /4t         [ / ]           Lend Energy         /4t         [ / ]           Lend Vitality         /4t         [ / ]           Major Healing         /4t         [ / ]           Predict Weather         /4t         [ / ]           Purify Air         /4t         [ / ]           Purify Water         /4t         [ / ]           Recover Energy         /5t         [ 2 ]           Seek Water         /4t         [ / ]           Sense Enotion         /4t         [ / ]           Sense Enotion         /4t         [ / ]           Shape Air         /4t         [ / ]           Shape Water         /4t         [ / ]           Steep         /4t         [ / ]           Stench         /4t         [ / ]           Truthsayer         /4t         [ / ]	Create Air	<b>/4</b> †		[ / ]		
Fog		<b>/4</b> †		[ / ]		
Foolishness	Detect Magic	<b>/4</b> †		[ / ]		
Foolishness	Fog	<b>/4</b> †				
Lend Energy       /4t       [ / ]         Lend Vitality       /4t       [ / ]         Major Healing       /4t       [ / ]         Predict Weather       /4t       [ / ]         Purify Air       /4t       [ / ]         Purify Water       /4t       [ / ]         Recover Energy       /5t       [ 2 ]         Seek Water       /4t       [ / ]         Sense Emotion       /4t       [ / ]         Sense Foes       /4t       [ / ]         Shape Air       /4t       [ / ]         Shape Water       /4t       [ / ]         Steep       /4t       [ / ]         Stench       /4t       [ / ]         Truthsayer       /4t       [ / ]	Foolishness	/4†		[ / ]		
Lend Vitality       /4t       [ / ]         Major Healing       /4t       [ / ]         Predict Weather       /4t       [ / ]         Purify Air       /4t       [ / ]         Purify Water       /4t       [ / ]         Recover Energy       /5t       [ 2 ]         Seek Water       /4t       [ / ]         Sense Emotion       /4t       [ / ]         Sense Foes       /4t       [ / ]         Shape Air       /4t       [ / ]         Shape Water       /4t       [ / ]         Steep       /4t       [ / ]         Stench       /4t       [ / ]         Truthsayer       /4t       [ / ]	Forgetfulness					
Major Healing       /4†       [ / ]         Predict Weather       /4†       [ / ]         Purify Air       /4†       [ / ]         Purify Water       /4†       [ / ]         Recover Energy       /5†       [ 2 ]         Seek Water       /4†       [ / ]         Sense Emotion       /4†       [ / ]         Sense Foes       /4†       [ / ]         Shape Air       /4†       [ / ]         Shape Water       /4†       [ / ]         Steep       /4†       [ / ]         Stench       /4†       [ / ]         Truthsayer       /4†       [ / ]		14†				
Predict Weather       14t       [ / ]         Purify Air       14t       [ / ]         Purify Water       14t       [ / ]         Recover Energy       15t       [ 2 ]         Seek Water       14t       [ / ]         Sense Emotion       14t       [ / ]         Sense Foes       14t       [ / ]         Shape Air       14t       [ / ]         Shape Water       14t       [ / ]         Steep       14t       [ / ]         Stench       14t       [ / ]         Truthsayer       14t       [ / ]	Lend Vitality					
Purify Air       14t       [ / ]         Purify Water       14t       [ / ]         Recover Energy       15t       [ 2 ]         Seek Water       14t       [ / ]         Sense Emotion       14t       [ / ]         Sense Foes       14t       [ / ]         Shape Air       14t       [ / ]         Shape Water       14t       [ / ]         Sleep       14t       [ / ]         Stench       14t       [ / ]         Truthsayer       14t       [ / ]						
Purify Water       14t       [ / ]         Recover Energy       15t       [ 2 ]         Seek Water       14t       [ / ]         Sense Emotion       14t       [ / ]         Sense Foes       14t       [ / ]         Shape Air       14t       [ / ]         Shape Water       14t       [ / ]         Sleep       14t       [ / ]         Stench       14t       [ / ]         Truthsayer       14t       [ / ]						
Recover Energy       15t       [2]         Seek Water       14t       [1]         Sense Emotion       14t       [1]         Sense Foes       14t       [1]         Shape Air       14t       [1]         Shape Water       14t       [1]         Sleep       14t       [1]         Stench       14t       [1]         Truthsayer       14t       [1]						
Seek Water       /4†       [ / ]         Sense Emotion       /4†       [ / ]         Sense Foes       /4†       [ / ]         Shape Air       /4†       [ / ]         Shape Water       /4†       [ / ]         Steep       /4†       [ / ]         Stench       /4†       [ / ]         Truthsayer       /4†       [ / ]	Purify Water					
Sense Emotion       /4t       [ / ]         Sense Foes       /4t       [ / ]         Shape Air       /4t       [ / ]         Shape Water       /4t       [ / ]         Steep       /4t       [ / ]         Stench       /4t       [ / ]         Truthsayer       /4t       [ / ]						
Sense Foes       /4t       [ / ]         Shape Air       /4t       [ / ]         Shape Water       /4t       [ / ]         Skeep       /4t       [ / ]         Stench       /4t       [ / ]         Truthsayer       /4t       [ / ]						
Shape Air       /4t       [ / ]         Shape Water       /4t       [ / ]         Skeep       /4t       [ / ]         Stench       /4t       [ / ]         Truthsayer       /4t       [ / ]						
Shape Water       14t       [ / ]         Sleep       14t       [ / ]         Stench       14t       [ / ]         Truthsayer       14t       [ / ]						
Sleep       14t       [ / ]         Stench       14t       [ / ]         Truthsayer       14t       [ / ]						
Stench       14t       [ / ]         Truthsayer       14t       [ / ]				ř / 🎚		
Truthsayer /4† [ / ]						
·						
	Truthsayer	/4†		ι/]		

<sup>\*</sup>includes +3 Absolute Direction

t includes +2 Magery 2

## MAGDA THE SEA-WITCH

A deformed but quite spry woman, Magda is actually in her early 30s, although her unappealing appearance (with one eye markedly higher than the other), the staff with which she walks, and something of the manner of a stereotypical crone, make her seem older. She wears fairly clean but ill-assorted garb, including useful amounts of leather and fur.

## Equipment

Weapons: Dagger; Quarterstaff.

Armour: Leather Jacket; Fur Loincloth; Cloth Gloves; Shoes.

Carried: Small Backpack; Bandages; First Aid Kit; Personal Basics; Pouch; \$720 cash.

(*Note*: With her full load of equipment, Magda usually suffers Light encumbrance, which is factored into her listed Dodge. Her Move with this encumbrance is 4.)

## History

Born in an outlying island of the Principality of Araterre, you show blatant signs of *strangeness* – a facial deformity that had you spurned and sometimes bullied until the local healer-woman recognized that you were also marked by magical talent. She trained you in useful spells and medicine, and you might have followed her into her trade, except that she already had an apprentice, who was older and more boring than you, and you had a yearning to see the world, study new things, and sample foreign delicacies. You're moderately interested in meeting new people, too, but most of them seem to be driven by crazy impulses or annoying habits. They never take it well when you point out how muddle-headed they're being, either, but you don't see why you should refrain from saying what you think, given how little most other people think at all.

Anyway – you left your home village to take up the life of a sea-witch, that is, a healer and weather-watcher on various ships trading around the isles. You did quite well at this trade, and did some good over the years. Then, one day, the ship that had hired you came to an island where smoking ruins showed evidence of a vicious pirate raid. The few maimed survivors spoke of numerous orcs and dark sorcery.

You found that one of these survivors wasn't as badly hurt as he looked. This big Northman, named Varlak, recovered his health in a few days with your aid, but it was obvious to you that his mind had been as battered as his body. So you suggested to him that his famous barbarian code should make him anxious to get up and about, to track down and deal with the raiders.

Well, that worked; Varlak has become quite the grim hunter of evil. But he's more clever than he looks; he understood when you pointed out that he needs more knowledge, and more skill, and friends at his back, if revenge is to be had. So he's gathering his little war-band, and selling his blade the meanwhile. It's interesting to watch, and you want to know how this story will end, so you're tagging along for now, patching these crazy swordsmen back together when they get hurt.

## The Others

Varlak's still not entirely mended in spirit, of course; that'll take years. He's become quite the captain of men, though. Impressive fellow in his way. His hired swords are Gaspard, a brash Sauvons gutter-rat with pretensions who has somehow become a competent fencer, and Jared, a Cardien peasant who has the good luck to have an elf for a father (though he hates to talk about that), and who has mastered the longbow.

Varlak has also recruited that fellow Pierre – calls him the "bookman," it's the old barbarian superstitious awe at the idea of writing – who's not quite as clever as he thinks he is, but who does have a bit of book-knowledge (apparently he spent some time at the University of Sauvons), and even a touch of magical talent that has let him pick up a few spells. You're not sure what he's doing as a sell-sword, but you'd guess it might be something to do with his interest in every woman who wanders past – on some long voyages, you've even seen him looking at yourself. That kind of thing often gets scholars in trouble.