

Obris of Ueld

Value	Characteristic	Points
8	STR	-2
14	DEX	12
14	CON	8
14	BODY	8
23	INT	13
14	EGO	8
13	PRE	3
8	COM	-1
5	PD	3
5	ED	2
3	SPD	6
6	REC	2
30	END	1
25	STUN	0
	Total	63



Points	Powers	END
11	2d6 Ivanshu Aklash Choking Wind (Energy Blast); Range: 0; Versus: ED; Area Effect (Cone): 7" long, +1; Continuous: +1; Uncontrolled: +½; No Normal Defense: +1; Reduced END: Half, ¼; Concentrate: ½ DCV, -¼; Extra Time: full phase, -½; Dill Weed Component (Focus): Inobvious Accessible, -½; Focus Breakability: Breakable; Focus Expendability: Hard to Acquire, -¼; Gestures: Instant Power, -¼; Incantation: Instant Power, -¼; No Range: -½; Can blow away early in high winds (Limited Power): Slightly, -¼; Requires Magic Skill Roll: -½; Active Points: 47	4
12	Ivanshu Hru Stone Shape (Force Wall) (9 PD/7 ED); Range: 250; Concentrate: ½ DCV, -¼; Extra Time: full phase, -½; Need rocks of type area (Focus): Obvious Accessible, -1; Width: 10", +0; Gestures: Instant Power, -¼; Incantation: Instant Power, -¼; Must be stone to manipulate (Limited Power): Seriously, -½; Requires Magic Skill Roll: -½; Reduced END: Half, ¼; Active Points: 50	4
8	Ivanshu Nolah Rubber Flesh (Desolidification); Immune to Mental Powers: No, +0; Must have minute space to move through solid objects: -½; Concentrate: Throughout & ½ DCV, -½; Extra Time: full phase, -½; Bit of Sap (Focus): Inobvious Accessible, -½; Focus Breakability: Breakable;	8

	Focus Expendability: None, +0; Gestures: Instant Power, -1/4; Incantation: Instant Power, -1/4; Still affected by energy and sharp edged or piercing attacks (Limited Power): Half, -1; Requires Magic Skill Roll: -1/2; Active Points: 40	
11	Ivanshu Umbathri Stone Body (Armor) (10 PD/10 ED); Concentrate: 1/2 DCV, -1/4; Polished Round Stone (Focus): Inobvious Accessible, -1/2; Gestures: Instant Power, -1/4; Incantation: Instant Power, -1/4; Requires Magic Skill Roll: -1/2; Active Points: 30	
5	Ivanshu Umbathri Stone Body (Does not Eat, Excrete, or Breath); Concentrate: 1/2 DCV, -1/4; Polished Round Stone (Focus): Inobvious Accessible, -1/2; Gestures: Instant Power, -1/4; Incantation: Instant Power, -1/4; Linked to Armor: -1/2; Requires Magic Skill Roll: -1/2; Active Points: 15	
13	4d6 Ivanshu Vlasta Stomach Acid (RKA); Range: 0; Concentrate: 0 DCV, -1/2; Extra Time: full phase, -1/2; Gestures: Instant Power, -1/4; Incantation: Instant Power, -1/4; No Range: -1/2; Doesn't work well on glass or stone (Limited Power): Seriously, -1/2; Requires Magic Skill Roll: -1/2; User takes 2 Body From Spit (Limited Power): Seriously, -1/2; Active Points: 60	12
5	8d6 Prayer Staff Of Nature's Creator (Stun and End Aid) (Fade/turn, Max. 48); Range: 0; Affects: Single Power, +0; Delayed Effect: +1/4; Concentrate: 0 DCV, -1/2; Extra Time: 1 hour, -2 1/2; Focus: Obvious Accessible, -1; Focus Applicability: Personal; Focus Breakability: Unbreakable; Gestures: Instant Power, -1/4; Incantation: Instant Power, -1/4; Increased END: ×5, -2; Independent: -2; Must make Save K'Nor Worship Roll: Slightly, -1/4; Requires Magic Skill Roll: -1/2; Active Points: 50	50
4	Summoning Gate (Extra-Dimensional Movement); Summoning Dimensions: Group, +10; Time Travel: None, +0; Mass Multiplier: ×8, +15; Carrying Mass: 400; Concentrate: 0 DCV, -1/2; Extra Time: 1 hour, -2 1/2; Mystic Circle/Morning Glory/Other (Focus): Obvious Accessible, -1; Focus Breakability: Breakable; Focus Expendability: Dangerous to Acquire, -1; Focus Mobility: Immobile, -1; Fragile Focus: -1/4; Gestures: Instant Power, -1/4; Incantation: Instant Power, -1/4; Increased END: ×4, -1 1/2; Only well researched dimensions (Limited Power): Half, -1; Requires Magic Skill Roll: -1/2; Active Points: 45	32
69	Total Powers	

Points	Skills, Talents, Perks	Roll
2	AK: Melderyn	11-
3	Animal Handler	11-

3	First Aid	14-
3	KS: Dimensional Summons	14-
5	KS: Harnic Ivanshu	16-
3	KS: Herbs / Spices	14-
3	KS: Legendary Monsters	14-
3	KS: Save K'Nor Worship	14-
3	KS: Spell Components	14-
7	KS: Summoning Spells	18-
11	Magic Skill	18-
3	Monsters/Summoning (Scholar)	
5	Primate of Save K'Nor	
1	Quarterstaff	
3	Riding	12-
5	+1 level w/Skill Level With Summoning Spells	
15	Sultan Ahmet (Flying Carpet Follower) (1, 75 pts, 0 Disad.); Number: 1, +0	
3	Survival	11-
1	Swords	
1	Trading	8-
68	Total Skills, Talents, Perks	

Cost	Equipment
0	Cloth (Coverage: Full, PD 1, ED 1); Weight: 3½
0	Quarterstaff (4d6N, OCV: +1); DC: 4; STUNx: --; STR Min: 13; Weight: 0
0	Total Equipment (3½ kg)

75+	Disadvantages
5	Age (40+)
5	Dirty Smelly Old Hermit (Distinctive Features); Concealability: Easily, 5; Reaction: Noticed and Recognizable, +0
10	Feels Responsible for What He Summons (Common, Moderate)
5	Peanut Gallary (DNPC) (Slightly Less Powerful, 8-); Skills: Normal, +0
5	Poor Sense of Smell and Slightly Near Sighted (Infrequently, Slightly)
10	Primate of Save K'Nor (Reputation) (8-, Extreme)
10	Watched by Those Want Council Seat (14-); Capabilities: As Powerful, 10; Non-combat Influence: Extensive, +5; Geographical

	Area: Unlimited, -0; Actions: Only Watching, $\times\frac{1}{2}$; Punishment: Mild, -5
50	Total Disadvantages

COSTS: **Char.** **Powers** **Total** **Total** **Disadv.** **Base** **Exp.**
 63 + 137 = 200 200 = 50 + 75 + 75

OCV	DCV	ECV	Mental Def.	PD/rPD	ED/rED	Phases
5	5	5	0	16/11	16/11	4, 8, 12