

**Kiriss, High Priestess of Morgath (Human Form)**

Value	Characteristic	Points
10	<b>STR</b>	0
20	<b>DEX</b>	30
14	<b>CON</b>	8
13	<b>BODY</b>	6
18	<b>INT</b>	8
14	<b>EGO</b>	8
18	<b>PRE</b>	8
18	<b>COM</b>	4
6	<b>PD</b>	4
5	<b>ED</b>	2
3	<b>SPD</b>	0
5	<b>REC</b>	0
28	<b>END</b>	0
25	<b>STUN</b>	0
	<b>Total</b>	<b>78</b>

Points	Powers	END
12	Death Shimmer (Force Field) (10 PD/10 ED); Active Points: 30; Reduced END: Zero, ½; Focus of Morgath Holy Item: Inobvious Accessible, -¼; Gestures: Instant Power, -¼; Incantation: Instant Power, -¼; Requires Magic Skill Roll: -½	0
2	Running (+1", 7", NC: 14"); Non-Combat Multiplier: ×2, +0; Has Turn Mode: No, +0	1
16	Summon Undead Creatures (8 135-point creatures); Concentrate: 0 DCV, -½; Increased END: ×2, -½; Extra Time: 1 min., -1½; Range: 0; Summon: Limited Group, +¼; Need Corpses And Slay Living Creature: Obvious Inaccessible, -½; Active Points: 90; Focus Expendability: Extremely Hard to Acquire, -½; Gestures: Instant Power, -¼; Incantation: Instant Power, -¼; Requires Magic Skill Roll: -½	36
18	2d6 Vampiric Wind (Transfer Body to Body/Stun) (Returns 5/min., Maximum: 36); Range: 300; Ranged: +½; Reduced END: Half, ¼; Active Points: 60; Focus of Morgath Holy Item: Inobvious Accessible, -½; Gestures: Instant Power, -¼; Incantation: Instant Power, -¼; Costs 2x END During Day or in Holy Areas: -¼; Works Only On Living Things: Seriously, -½; Requires Magic Skill Roll: -½; Affects: Single Power, +0	
<b>48</b>	<b>Total Powers</b>	

Points	Skills, Talents, Perks	Roll
3	CK: Golotha	13-
2	Common Melee Weapons	
1	Conversation	8-
5	High Priestess Of Morgath	
1	High Society	8-
3	Interrogation	13-
5	KS: Morgath Worship	15-
3	KS: Necromancy	13-
13	Magic Skill	18-
3	Oratory	13-
3	PS: Tailor	13-
3	Seduction	13-
3	Shadowing	11-
3	Streetwise	13-
3	Trading	13-
<b>54</b>	<b>Total Skills, Talents, Perks</b>	

Cost	Equipment
0	Leather (Coverage: Full, PD 2, ED 2); Weight: 5
0	Short Sword (or Ceremonial Dagger In Costume) (1d6K, OCV: +1); DC: 3; STUNx: 0; STR Min: 10; Weight: 0
<b>0</b>	<b>Total Equipment (5 kg)</b>

75+	Disadvantages
15	Enjoys Watching People Die (Common, Strong)
20	Hunted by Good Religion (11-); Capabilities: As Powerful, 10; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Actions: Hunting, ×1; Punishment: Harsh, 0
15	Hunted by Merchant's Guild (11-); Capabilities: Less Powerful, 5; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Actions: Hunting, ×1; Punishment: Harsh, 0
5	Reputation As Town Widow (8-)
15	Secret Identity
10	2d6 Unluck
10	Vengeful (Uncommon, Strong)
5	Very Beautiful; Concealability: Easily, 5; Reaction: Noticed and Recognizable, +0

10	Watched by Lesser Priests Of Morgath (11-); Capabilities: As Powerful, 10; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Only Watching: $\times\frac{1}{2}$ ; Punishment: Harsh, 0
<b>105</b>	<b>Total Disadvantages</b>

**COSTS:**      **Char.**      **Powers**      **Total**      **Total**      **Disadv.**      **Base**  
                  78      +      102      =      180      180      =      105      +      75

OCV	DCV	ECV	Mental Def.	PD/rPD	ED/rED	Phases
7	7	5	0	18/12	17/12	4, 8, 12