

## ARDALIA BACKSTORY

Ardalia is a powerful and competent sorceress, but she constantly fears she is losing her mind in her piles of tinctures and potions. She doubts her abilities, but others do not. With Lennor's help, this likeable, unwittingly funny, powerful person has helped countless individuals with her willful adherence to the sanctity of life and ability advance and preserve it. She is a world class practitioner of magic.

Physically, she is tall and strong (1.79m, 77 kg). Her age (56) has not dulled her one bit. Her senses are at the very highest end for a human.

Mentally, she is bright and creative. She is much more resilient than she gives herself credit for. When the chips are down, you can count on Ardalia.

Psychologically, she is very odd. She is very open and charismatic, but also plagued by an almost overwhelming insecurity regarding her grip on reality. She is very understanding with others' shortcomings and the limitations of physical beings. She is a good caregiver and terrible patient.

NAME	Ardalia	CONTINUUM		PORTRAIT	SYNOPSIS
SPECIES	Human	NARRATIVE ENGINE			
GENDER	Female	OCCUPATION	Sorcerer, Nomad		
AGE	56	WORLD OF ORIGIN	Alt Earth		
HEIGHT	1.79m (5'10")	ALLIANCE	Luminous Goddess		
WEIGHT	77kg (170lbs)	PHILOSOPHY	I've lost it, haven't I?		

	STR	DEX	BUL	AGI	END	REA	PER	WIL	CRE	CHA			
<b>SCORE</b>	4	4	4	3	3	4	6	5	4	4			
	POW	FOR	MAS	CRD	ACT	SPD	APT						
STR+BUL/2	4	POW+BUL/2	4	POW+BUL	8	DEX+PER/2	5	AGI+PER/2	5	POW+AGI	7	REA+1/3CRE	5
<b>SKILLS</b>											<b>PERSONALITY</b>		
TRUNK	R	S	TRUNK	R	S	BRANCH	R	S	BRANCH	R	S	OPENNESS	9
AEROBICS	2	5	MELEE			CM: WHITE	4	15	LANG: THRUN	1	6	CONTIENTIOUSNESS	1
ARCHERY			PERFORMANCE			CM: GREEN	3	14				EXTRAVERSION	3
ARTS			PRESENCE	5	10	STUDY LORE	4	10				AGREEABLENESS	7
ATHLETICS	4	8	SCIENCES			CM: BLUE	2	13				NEUROTICISM	9
DETECT	5	11	STUDIES	2	6	LANG: GT	3	8				INJURIES	
DOMESTICS	4	8	SURVIVAL			LANG: TRADE	4	12				PHYSICAL	MENTAL
FIREARMS			TECHNICAL			ALERTNESS	2	13					
INTUITION			THROWING			CM: RED	2	13					
LANGUAGE	1	5	WORDPLAY	4	8	DIPLOMACY	1	9					
LARCENY	2	7	INCANTATION	6	11								
MATHEMATICS													
MEDICINE													
<b>TRAITS/TRICKS</b>						<b>EQUIPMENT</b>							
ABILITY	EFFECT					WEAPON	ATT	DEF	DAM	HFT	RNG	SPECIAL EFFECTS	
FOCUS WCM	+1 DIE WHEN CASTING WHITE SPELLS												
BLESS	DV 9+ D10, MP 12, TRGT: AUTO, ACT:2												
	THE TARGET GAINS LUCKY 5 FOR DURATION												
CIRC OF PROT	DV: 13, MP:40, TRGT: TOUCH, ACT: 3												
	ENEMY MUST PASS CONTROL V CASTER SPELL OR LOOSE TURN												
HEAL HAND	DV: 6+D10, MP: 10, TRGT: TOUCH, ACT: 2					ARMOR		PROT	COV	PEN	SPECIAL EFFECTS		
	TARGET MAY MAKE HEAL TEST AT +10												
WORD O POW	DV: 8, MP:4, TRGT: AUTO, ACT:3												
	MAY CONVERSE WITH TRGT FOR DURATION												
WALL O FLAM	DV: 12, MP: 34, TRGT: TOUCH, ACT: 3												
	4 INCREMENT WALL OF FLAME FOR DURATION 8 DAM					TOOLS		SPECIAL EFFECTS					
TREE STRIDE	DV: 2+2D10, MP: 4+2D10, TRGT: TOUCH, ACT: 3					APOCOTHRY TRAILER							
	TELEPORT 2 INCREMENTS BETWEEN TREES IN LOS					AMULET		+1 MANA PER DAY CURRENT MANA: 77					
MNTN SKIN	DV:13, MP: 38, TGT: TOUCH, ACT: 8												
	GRANTS TARGET PROT 8 COV 1-10 FOR DURATION												
GHOST WALK	DV: 12, MP: 32, TRGT: TOUCH, ACT 3												
	GRANT FLIGHT AND ICORPOREAL FOR 1 MOVEMENT												
WIZARDS HND	DV 14, MP 42, TRGT: AUTO, ACT 9												
	GAIN POW 4 TK FOR DURATION OF SPELL												
<b>NOTES</b>											<b>CURRENCY</b>		
WITH LENNOR'S CARAVAN, WORRIES ALWAYS ABOUT LOOSING HER MIND, VERY DISORGNIZED													