

Character Cards

NAME		ALLEG/RACE		INIT
Molly Blackwell- N. P.		Family		5
DEF	BASE	TCH	FLT	TMP
	11	11	10	
CLASS/LEVEL				
Charismatic 1/Ordinary 1/2				
STR	12	INT	10	FORT
				3
SPD	30 ft.			
DEX	13	WIS	8	REF
				2
VIS	Normal			
CON	14	CHA	15	WILL
				-1
THE GAME MECHANICS				
Skills				
Bluff	+4	Move Silently..	+1	
Diplomacy..	+4	Search.....	0	
Hide	+1	Sense Motive...	-1	
Listen	-1	Spot.....	-1	
Languages				
English				
Special/Notes				

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NAME		ALLEG/RACE		INIT
Molly Blackwell- Possessed		Self		+5
DEF	BASE	TCH	FLT	TMP
	13	13	10	
CLASS/LEVEL				
Smart 4/ Charismatic 3				
STR	12	INT	16	FORT
				3
SPD	30 ft.			
DEX	13	WIS	13	REF
				4
VIS	Normal			
CON	14	CHA	14	WILL
				6
THE GAME MECHANICS				
Skills				
Bluff	+12	Move Silently..	+1	Arcane Lore +20
Diplomacy..	+8	Search.....	+9	
Hide	+1	Sense Motive...	+3	
Listen	+3	Spot.....	+5	
Languages				
English, Latin, Spanish, French, Ancient Greek				
Special/Notes				
Charm (+3 to Cha skills vs males)				
Magic: Bleeding, Cloud the Mind, Domination, Ward by Will				

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NAME		ALLEG/RACE		INIT
Bob Campbell		Zatha's Chosen		5
DEF	BASE	TCH	FLT	TMP
	14	14	13	
CLASS/LEVEL				
Strong 2/Tough 1				
STR	15	INT	10	FORT
				5
SPD	30 ft.			
DEX	13	WIS	12	REF
				1
VIS	Normal			
CON	14	CHA	8	WILL
				+1
THE GAME MECHANICS				
Skills				
Bluff	+2	Move Silently..	+1	
Diplomacy..	-1	Search.....	0	
Hide	+1	Sense Motive...	+3	
Listen	+1	Spot.....	+1	
Languages				
English, Latin				
Special/Notes				

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NAME		ALLEG/RACE		INIT
Vera Bock		Zatha's Chosen		5
DEF	BASE	TCH	FLT	TMP
	12	12	11	
CLASS/LEVEL				
Smart 4/Charismatic 1				
STR	8	INT	16	FORT
				2
SPD	30 ft.			
DEX	12	WIS	13	REF
				3
VIS	Normal			
CON	10	CHA	14	WILL
				5
THE GAME MECHANICS				
Skills				
Bluff	+10	Move Silently..	+1	Arcane Lore +18
Diplomacy..	+6	Search.....	+1	Concen. +3
Hide	+1	Sense Motive...	+3	
Listen	+1	Spot.....	+1	
Languages				
English, Ancient Greek, German, Latin, Mandarin, Middle Egyptian, Navaho, Russian				
Special/Notes				
Magic: Devouring Earth, Far Gaze, Legproug Touch, Terror				

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Character Cards

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BLOODLINES

DELAY or READY	NAME		ALLEG/RACE		INIT	
	Steven Connelly		Zatha's Chosen		2	
	DEF	BASE 15	TCH 15	FLT 13	TMP	CLASS/LEVEL
						Fast 1
	STR 13	INT 10	FORT 2	SPD 30 ft.		
	DEX 15	WIS 8	REF 3	VIS	Normal	
	CON 14	CHA 12	WILL -1	THE GAME MECHANICS		
Skills						
	Bluff	+3	Move Silently..	+2	Tumble	+4
	Diplomacy..	+1	Search.....	0		
	Hide	+2	Sense Motive...	-1		
	Listen	-1	Spot.....	-1		
Languages						
English, Latin						
Special/Notes						
 						
UNCONSCIOUS						

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DELAY or READY	NAME		ALLEG/RACE		INIT	
	Felix Crow		The Rangers		3	
	DEF	BASE 24	TCH 18	FLT 17	TMP	CLASS/LEVEL
						Strong 4/ Soldier 8
	STR 15	INT 12	FORT 6	SPD 30 ft.		
	DEX 13	WIS 10	REF 6	VIS	Normal	
	CON 10	CHA 14	WILL 3	THE GAME MECHANICS		
Skills						
	Bluff	+11	Move Silently..	-3		
	Diplomacy..	+2	Search.....	+2		
	Hide	+1	Sense Motive...	+4		
	Listen	+5	Spot.....	0		
Languages						
English						
Special/Notes						
 						
UNCONSCIOUS						

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DELAY or READY	NAME		ALLEG/RACE		INIT	
	Standard Ranger		The Rangers		2	
	DEF	BASE 27	TCH 21	FLT 19	TMP	CLASS/LEVEL
						Strong 3/Fast 3/Soldier 4
	STR 14	INT 12	FORT 6	SPD 30 ft.		
	DEX 15	WIS 10	REF 7	VIS	Normal	
	CON 13	CHA 10	WILL 3	THE GAME MECHANICS		
Skills						
	Bluff	0	Move Silently..	+1		
	Diplomacy..	0	Search.....	+5		
	Hide	-1	Sense Motive...	0		
	Listen	+9	Spot.....	+7		
Languages						
English						
Special/Notes						
 						
UNCONSCIOUS						

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DELAY or READY	NAME		ALLEG/RACE		INIT	
	Jerry Daniels		The Truth		1	
	DEF	BASE 12	TCH 12	FLT 11	TMP	CLASS/LEVEL
						Ord. Smart 1/Dedicated 1
	STR 10	INT 14	FORT 0	SPD 30 ft.		
	DEX 12	WIS 15	REF 1	VIS	Normal	
	CON 8	CHA 13	WILL 4	THE GAME MECHANICS		
Skills						
	Bluff	+1	Move Silently..	+1		
	Diplomacy..	+3	Search.....	+6		
	Hide	+1	Sense Motive...	+4		
	Listen	+3	Spot.....	+3		
Languages						
English						
Special/Notes						
 						
UNCONSCIOUS						

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DELAY or READY	NAME Tony Hidalgo				ALLEG/RACE				INIT -1	
	DEF	BASE 10	TCH 10	FLT 9	TMP	CLASS/LEVEL Ord. Tough 1/Smart 1				
	STR	12	INT	13	FORT	3	SPD	30 ft.		
	DEX	8	WIS	10	REF	-1	VIS	Normal		
	CON	15	CHA	14	WILL	+1				
Skills										
	Bluff	+2	Move Silently	-1						
	Diplomacy	+2	Search	0						
	Hide	-1	Sense Motive	0						
	Listen	0	Spot	0						
Languages										
English, Spanish										
Special/Notes										
 										

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DELAY or READY	NAME Charlie Lester				ALLEG/RACE The Rangers				INIT 1	
	DEF	BASE 18	TCH 16	FLT 15	TMP	CLASS/LEVEL Smart 6/Dedicated 4				
	STR	10	INT	15	FORT	4	SPD	30 ft.		
	DEX	13	WIS	14	REF	4	VIS	Normal		
	CON	10	CHA	12	WILL	9				
Skills										
	Bluff	+9	Move Silently	-4	Arcane Lore	+27				
	Diplomacy	+1	Search	+4	Concen.	+5				
	Hide	+1	Sense Motive	+2						
	Listen	+2	Spot	+2						
Languages										
English, Latin, German, French, Mandarin, Ancient Hebrew										
Special/Notes										
 										

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DELAY or READY	NAME Kevin Martin				ALLEG/RACE The Masons				INIT 1	
	DEF	BASE 12	TCH 11	FLT 11	TMP	CLASS/LEVEL Ord. Dedicated 1/Charis. 1				
	STR	10	INT	13	FORT	1	SPD	30 ft.		
	DEX	12	WIS	15	REF	2	VIS	Normal		
	CON	8	CHA	14	WILL	3				
Skills										
	Bluff	0	Move Silently	+1						
	Diplomacy	0	Search	+2						
	Hide	-1	Sense Motive	+2						
	Listen	+9	Spot	+2						
Languages										
English										
Special/Notes										
 										

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DELAY or READY	NAME James Rodriguez				ALLEG/RACE Texas Rangers				INIT 2	
	DEF	BASE 17	TCH 12	FLT 14	TMP	CLASS/LEVEL Charismatic 4/Negotiator 1				
	STR	9	INT	13	FORT	4	SPD	30 ft.		
	DEX	15	WIS	10	REF	4	VIS	Normal		
	CON	12	CHA	14	WILL	3				
Skills										
	Bluff	+10	Move Silently	+2						
	Diplomacy	+12	Search	+1						
	Hide	+2	Sense Motive	+1						
	Listen	0	Spot	0						
Languages										
English, Spanish										
Special/Notes										
 										

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DELAY or READY	NAME		ALLEG/RACE		INIT	
	Hadji Sattu		Global Knowledge Foundation		2	
	DEF	BASE 16	TCH 13	FLT 12	TMP	CLASS/LEVEL
	Smart 4/Dedicated 2					
	STR 12	INT 14	FORT 3	SPD 30 ft.		
	DEX 14	WIS 15	REF 5	VIS Normal		
	CON 10	CHA 8	WILL 6	THE GAME MECHANICS		
Skills						
	Bluff +1	Move Silently.. +2	Arcane Lore +18			
	Diplomacy.. +1	Search..... +2	Concen. +3			
	Hide +2	Sense Motive... +2				
	Listen +6	Spot..... +7				
Languages						
English, Latin, Hindi (speak only), Punjabi (speak only), Sanskrit, French, Apache (speak only), Chayenne (speak only)						
Special/Notes						
Magic: Blissful Slumber						
 						
UNCONSCIOUS						

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DELAY or READY	NAME		ALLEG/RACE		INIT	
	Janice Trent		Zatha's Chosen		3	
	DEF	BASE 18	TCH 18	FLT 15	TMP	CLASS/LEVEL
	Fast 4					
	STR 8	INT 13	FORT 3	SPD 30 ft.		
	DEX 16	WIS 10	REF 5	VIS Normal		
	CON 14	CHA 12	WILL 1	THE GAME MECHANICS		
Skills						
	Bluff +6	Move Silently.. +3				
	Diplomacy.. +1	Search..... 0				
	Hide +3	Sense Motive... 0				
	Listen 0	Spot..... 0				
Languages						
English, Latin						
Special/Notes						
 						
UNCONSCIOUS						

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DELAY or READY	NAME		ALLEG/RACE		INIT	
	Buddy Wallis		Zatha's Chosen		2	
	DEF	BASE 20	TCH 16	FLT 18	TMP	CLASS/LEVEL
	Tough 2/Strong 2					
	STR 16	INT 8	FORT 5	SPD 30 ft.		
	DEX 14	WIS 10	REF 2	VIS Normal		
	CON 13	CHA 12	WILL 0	THE GAME MECHANICS		
Skills						
	Bluff +5	Move Silently.. +3	Intimidate +7			
	Diplomacy.. +1	Search..... 0				
	Hide +3	Sense Motive... 0				
	Listen 0	Spot..... 0				
Languages						
English						
Special/Notes						
 						
UNCONSCIOUS						

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DELAY or READY	NAME		ALLEG/RACE		INIT	
	Norma Wallis		Zatha's Chosen		3	
	DEF	BASE 10	TCH 10	FLT 9	TMP	CLASS/LEVEL
	Smart 4					
	STR 10	INT 15	FORT 3	SPD 30 ft.		
	DEX 8	WIS 14	REF 0	VIS Normal		
	CON 14	CHA 12	WILL 4	THE GAME MECHANICS		
Skills						
	Bluff +6	Move Silently.. -1	Arcane Lore +16			
	Diplomacy.. +1	Search..... +6	Concen. +5			
	Hide -1	Sense Motive... +4				
	Listen +2	Spot..... +2				
Languages						
English, Middle Egyptian, Latin, Ancient Greek						
Special/Notes						
Magic: Red Cloak, Terror, Devouring Earth, Leprous Touch						
 						
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NAME		ALLEG/RACE		INIT			
Tom Williamson		Zatha's Chosen		5			
BASE		TCH	FLT	TMP			
DEF 13		13	12				
CLASS/LEVEL		Strong 1/ Charismatic 2					
STR	14	INT	10	FORT	4	SPD	30 ft.
DEX	13	WIS	8	REF	3	VIS	Normal
CON	12	CHA	15	WILL	-1	THE GAME MECHANICS	
Skills							
Bluff	+12	Move Silently	+1				
Diplomacy	+8	Search	-1				
Hide	+1	Sense Motive	-1				
Listen	-1	Spot	-1				
Languages							
English, Latin							
Special/Notes							
 							
UNCONSCIOUS							

NAME		ALLEG/RACE		INIT			
Louis Connelly		Zatha's Chosen		2			
BASE		TCH	FLT	TMP			
DEF 15		15	13				
CLASS/LEVEL		Fast 1					
STR	13	INT	10	FORT	2	SPD	30 ft.
DEX	15	WIS	8	REF	3	VIS	Normal
CON	14	CHA	12	WILL	-1	THE GAME MECHANICS	
Skills							
Bluff	+3	Move Silently	+2				
Diplomacy	+1	Search	-1				
Hide	+2	Sense Motive	-1				
Listen	-1	Spot	-1				
Languages							
Special/Notes							
 							
UNCONSCIOUS							

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Monster Cards

DELAY or READY	NAME Nicole Blackwell				ALLEG/RACE None				INIT 5		
	DEF	BASE 13	TCH 13	FLT 12	TMP	CLASS/LEVEL Dominating Spirit CR 8					
	STR	-	INT	16	FORT	-	SPD	Fly 50 ft.			
	DEX	12	WIS	16	REF	4	GRAP	-	VIS	D	
	CON	-	CHA	14	WILL	4	THE GAME MECHANICS				
Skills											
Bluff		+12		Sense Mot.		+3		Spot		+5	
Arcane Lore		+4		Search		+9					
Attack (#) Bonus Type Damage											
Cluster Attack		+4		BI		1d2/1d4/1d6					
Terrifying Slam		+4		BI		1d6 + Will Save DC 12					
Ghastly Appearance		60 ft.		AofEf.		Fort. Save DC 20					
Frightful Moan		30 ft.		AofEf.		Will Save DC 19					
Leaching Touch		+4		Touch		2d6 + Possible Lvl					
HP/AP											
21 Incorporeal (+1 Magic to hit), Invisibility, Rejuvenation, Darkvision, Cold Spot, Dreamweaving, Lesser Telekinesis, Channel, Gift of Life, Visible Form, Spirit Weapon, Possession											
Special/Notes											
Smart 4/Charismatic 3											
UNCONSCIOUS											

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DELAY or READY	NAME ABE				ALLEG/RACE None				INIT 2		
	DEF	BASE 13	TCH 13	FLT 11	TMP	CLASS/LEVEL ABE-Manifestation CR5					
	STR	-	INT	12	FORT	-	SPD	Fly 50 ft.			
	DEX	14	WIS	10	REF	2	GRAP	-	VIS	D	
	CON	-	CHA	12	WILL	0	THE GAME MECHANICS				
Skills											
Listen		+4									
Spot		+4									
Attack (#) Bonus Type Damage											
Terrifying Slam		+2		BI		1d6 + Will Save DC 12					
Cluster Attack		+2		BI		1d2/1d4/1d6					
HP/AP											
4 Incorporeal (+1 Magic to hit), Invisibility, Rejuvenation, Darkvision, Cold Spot, Dreamweaving, Lesser Telekinesis, Channel, Gift of Life, Visible Form											
Special/Notes											
Ord. Charismatic 1											
UNCONSCIOUS											

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DELAY or READY	NAME Robert Blackwell				ALLEG/RACE None				INIT 2		
	DEF	BASE 20	TCH 20	FLT 18	TMP	CLASS/LEVEL Phantom Manifestation					
	STR	-	INT	10	FORT	-	SPD	Fly 50 ft.			
	DEX	14	WIS	12	REF	4	GRAP	-	VIS	D	
	CON	-	CHA	14	WILL	1	THE GAME MECHANICS				
Skills											
Attack (#) Bonus Type Damage											
Spirit Weapon		+5		P		1d6+2 20 crit.					
Cluster Attack		+5		BI		1d2/1d4/1d6					
Terrifying Slam		+5		BI		1d6+Will Save DC 12					
Ghastly Appear.		60ft.		AofEf.		Fort Save DC 18					
Frightful Moan		30 ft.		AofEf.		Will Save DC 18					
HP/AP											
20 Incorporeal (+1 Magic to hit), Invisibility, Rejuvenation, Darkvision, Cold Spot, Dreamweaving, Lesser Telekinesis, Channel, Gift of Life, Visible Form, Spirit Weapon											
Special/Notes											
Fast 2/Strong 2/ Tough 1											
UNCONSCIOUS											

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