

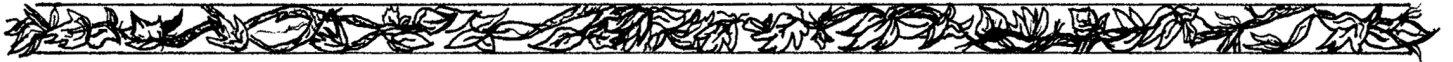
WORLD TREE SAMPLE CHARACTER: AZLIET

Name	<i>Azliet</i>	Species	<i>Canis</i>	Gender	<i>Female</i>
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Strength	Stamina	Dexterity	Agility	Perception	Faith	Memory	Wits	Will	Charisma
+1	0	+2	-2	+1	+3	+2	+3	0	+3

Magic	3	Knack	Nouns	10	Knack	Verbs	3	Knack
Cley Base	10		Airador			Creoc	5	
Concentration	4		Aquador			Destroc		
Feather Casting			Corpador	12	+2	Healoc	12	
Finesse	3		Durudor			Kennoc	6	
Hammer Casting	6		Herbador	5		Mutoc		
Magic Analysis	4		Illusidor			Ruloc	7	+4
Magic Resistance	6		Locador			Sustenoc	4	
Magic Theory	4		Magiador					
Meditation	4		Mentador	6				
Ritual Magic			Pyrador	5				
Spellbinding	5		Spiridor					
Spont. Force	3		Tempador					
Fighting	2	Knack	Athletics	5	Knack	Rogue Arts	0	Knack
Archery			Climb	5		Alertness	5	
Brawling	5		Dance			Disguise		
Claws&Teeth			Dodge	8		Forgery	5	
Combat Stance Base	5		Hunt			Make/Pick Locks		
Crushing			Jump			Pick Pockets		
Edged			Ride	3		Search	5	
Fencing			Run	5		Set/Disarm Trap		
Knives			Swim			Sleight of Hand		
Life Base	7		Track	4		Sneak	5	
Pole & Staff	8							
Thrown								
Social	8	Knack	Crafts	3	Knack	Knowledges	0	Knack
Bargain	6		Animal Handling	4		General Knowledge	7	
Command	7		Armor Repair			Gods' Tongue		
Empathy	11		Enchantment			History & Literature	4	
Etiquette	8		Medicine	13		Judge Value	2	
Flirting	6		Music	3		Languages		
Friendliness	9	+3	Spellweaving	4		Law	3	
Guile	3		Wilds Survival			Natural Science	8	
Interrogate	7		Woodworking			Social	5	
Intimidate	8					Teaching	4	
						Theology		



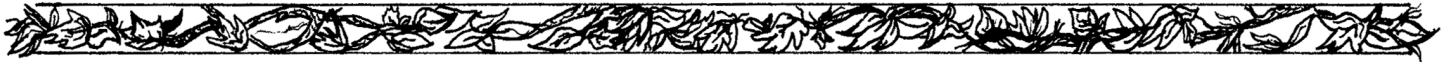


	Formula		
Life Points	$3 \times (\text{Stamina} + \text{Life Base})$	21	
Bad Injury (Trouble 3)	$\frac{1}{2}$ maximum life	11	
Terrible Injury (Tr. 6)	$\frac{1}{4}$ maximum life	5	
Incapacitated	0	0	
Dead	$-(\text{Will} + \text{Life Base})$	7	
Cley (renewed at dawn)	Faith + Cley Base +d6	$13 + d6$	
Magic Resistance	Magic Resistance skill	5	
Attack	Dex+weapon+ weapon mods	16	<i>spear</i>
Base Damage	see weapon	4	
Damage Increment	see weapon	3	
Defense	Agil+Dodge+ armor mods	17	<i>leather+shield</i>
Soak	sum of armor soaks	2	
Defense w/Active Shield	<i>see combat option</i>	$11 + 2s12$	<i>favorite option</i>

Combat Options Known		
Activity	Summary.	Expert
<input checked="" type="checkbox"/> Vary Stance	Pick Stance on action. Add to Attack, subtract from Defense	<input type="checkbox"/> change by 3 (defense)
<input checked="" type="checkbox"/> Pull Punch	Pick damage penalty for this hit.	<input type="checkbox"/> pick after hit.
<input checked="" type="checkbox"/> Active Shield	Metal shields: +s20 defense, not +10. Wood: +s12, not +6.	<input checked="" type="checkbox"/> Defense +s12.
<input type="checkbox"/> Wild Parry	+2s20 on Defense, or +2s6 on Soak. Roll two botch dice.	<input type="checkbox"/> 3 dice, or 2 on each
<input checked="" type="checkbox"/> Wild Attack	+2s20 on one Attack roll or +2s6 Damage. Roll two botch dice.	<input type="checkbox"/> 3 dice, or 2 on each
<input type="checkbox"/> Hit Hard	Attack at -2s10. Damage at +s6, or +2s6 if damage incr. is 4+.	<input type="checkbox"/> Extra +s12 Attack
<input type="checkbox"/> Careful Retreat	Retreat d12 feet. +s12 on one Defense roll.	<input type="checkbox"/> Extra +s12 defense
<input type="checkbox"/> Hit Precisely	Add s20 to Attack. Damage at -s6 or -2s6 for damage incr. 4+	<input type="checkbox"/> Extra +s12 Attack
<input type="checkbox"/> Hinder/DriveBack	On hit, foe retreats/has Trouble, or takes hit at +s6 damage	<input type="checkbox"/> Double effect
<input type="checkbox"/> Tighten Stance	Roll Agil+CSB+s20 \geq 30 to switch to neutral stance, at end.	<input type="checkbox"/> \geq 40 for at beginning
<input type="checkbox"/> Prepare Attack	Skip this attack; be in neutral stance. Get +s20 on Attack.	<input type="checkbox"/> May stack three
<input type="checkbox"/> Break Armor	Damage at -s6. Reduce Soak by 1 (d3 on Triumph 3+)	<input type="checkbox"/> d3 or d4 points
<input type="checkbox"/> Multiple Weapons	See text	<input type="checkbox"/> See text.
<input type="checkbox"/> Careful Parry	+s20 Defense / +s6 Soak this action. -2s10 next Attack	<input type="checkbox"/> +s12 Defense extra
<input type="checkbox"/> Cripple	Attack at -10; damage -s6; cause Trouble d6 if you hit.	<input type="checkbox"/> +s12 on attack
<input type="checkbox"/> Force Opening	Neutral stance. Take +s6 damage. Next attack is +s20	<input type="checkbox"/> stack 3
<input type="checkbox"/> Counterattack	Subtract 3s10 from Defense. Then attack enemy at -3s10.	<input type="checkbox"/> Extra +s12 both
<input type="checkbox"/> Disarm	Roll Dex+Weapon+s20 \geq defender's Dex + CSB+s20 for foe's choice of drop weapon or hit at +2s6 damage. Fail is -s6 damage.	<input type="checkbox"/> Unsuccessful means regular hit.
<input type="checkbox"/> Feint	-s10 on Attack; roll (Dex + CSB + s20 \geq 30) to change options.	<input type="checkbox"/> Extra +s12 on roll.
<input type="checkbox"/> Subdue	Attack at -s10. Foe recovers some damage after s6 hours.	<input type="checkbox"/> Better recovery
<input type="checkbox"/> Mighty Blow	Double Stance for Attack, +2s6 damage; can't change stance fast.	<input type="checkbox"/> +s12 atk or +s6 dam
<input type="checkbox"/> Sweep Weapon	Hit at N people at -Ns10 Attack each.	<input type="checkbox"/> Extra +s12 on one.

Note: Stress dice from combat options do not botch.

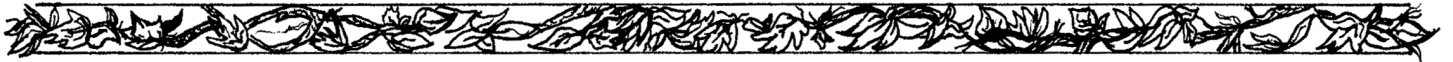




Adv+	Disad-	Name	Page	Details
0		<i>Canis Standard</i>	121	<i>Friendliness = social skill for +3 Knack; metal shield = present</i>
0		<i>Married</i>	263	<i>Azliet, like most Canis, is married.</i>
	-4	<i>Excessively Helpful</i>	255	
	-2	<i>Dark Secret</i>	253	<i>Azliet is studying Mentador</i>
	-2	<i>Sleeth Friend</i>	253	<i>Azliet and Rrengra promise to become friends immediately</i>
	-2	<i>Susceptible to Magic</i>	259	
+3		<i>Healer's Guild Trn.</i>	257	
+3		<i>Healer Experience</i>	257	
+2		<i>Cplx-15 spell (twice)</i>	260	<i>Two healing (from Healer's Guild) and one non-healing</i>
+2		<i>Cplx-20 spell</i>	260	
+1		<i>Cplx-10 spells</i>	260	
+1		<i>Cplx-5 spells</i>	260	
+1		<i>Knack +2</i>	259	<i>Corpador</i>
+1		<i>Extra Experience</i>	257	
+1		<i>Social Contacts</i>	263	
+15	-10	TOTALS		

Interesting Possessions	
<i>Metal-tipped spear (bought with starting money)</i>	
<i>Metal shield (gift from great-uncle)</i>	
<i>Leather Armor (standard)</i>	





Bound Spells				
#	Spell	Verb, Noun, Cplx	Power	Cost
1	<i>Heal the Awful Wound</i>	<i>Hl Co 20</i>	21	0
2	<i>Heal the Awful Wound</i>	<i>Hl Co 20</i>	19	0
3	<i>Pretense of Health</i>	<i>Hl Co 15</i>	22	0
4	<i>Pretense of Health</i>	<i>Hl Co 15</i>	18	0
5	<i>Pounding Bone (on tip of spear)</i>	<i>Ru Co 20</i>	21	0
6	<i>Levitation</i>	<i>Ru Co 10</i>	24	0
7	<i>Quick Instant</i>	<i>Cr Te 10</i>	10	0
8	<i>Quick Instant (command "danger fight!")</i>	<i>Cr Te 10</i>	12	0
9	<i>Doughty Warrior (command "danger fight!")</i>	<i>Su Co 10</i>	15	0
10	<i>Toughen the Flesh (command "danger fight!")</i>	<i>Su Co 10</i>	12	0
11				
12				
13				
14				
15				

Cash: 360 lozems

Age: 35 World Tree years.

Birthday and year: Thory 13, 4225

Time cley is refreshed: (ordinarily dawn) Dawn

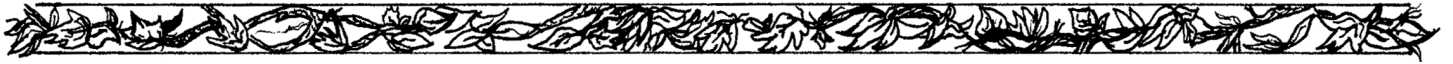
Short Self-Description:

"I'm a Cani woman, a trained Guild healer with four hears private practice. As an adventurer, I'm decent with a spear and Corpador magic. I'm pretty nervous about this adventure, but I'll do what I have to."

Background story:

(see the World Tree book, "Into the Verticals" and page 14)





Tactical Notes

Azliet is not a mighty fighter, though she has some training with a spear. If she is in combat and has effective comrades around, she will usually fight very defensively: full defensive stance, blocking with her shield (using her Expert Active Shield, which gives her the defense score with the +2s12; see page 157). She has practiced the Wild Attack combat option for those hopefully-rare situations where she has to try to hurt something in spite of the risk.

As an extra combat trick, Azliet's spear has a Pounding Bone spell bound to the tip; if she says a keyword when she stabs at someone (hit or miss) the spell will go off and start thumping them.

Azliet has a package of three spells bound to the word "danger fight", which will give her a bit of an edge in a combat.

Design Notes

(See the World Tree book, chapter 7)

