

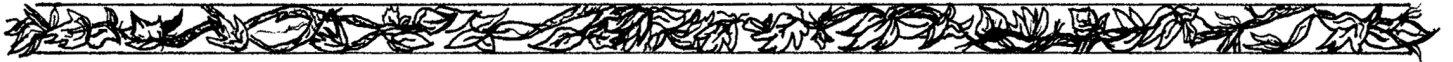
## WORLD TREE SAMPLE CHARACTER: ORKOZARMON

Name	Orkozarmon the Terrible	Species	Rassimel	Gender	Male
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Strength	Stamina	Dexterity	Agility	Perception	Faith	Memory	Wits	Will	Charisma
-1	0	+2	-1	+1	+3	+3	+3	+1	-1

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





	Formula		
Life Points	$3 \times (\text{Stamina} + \text{Life Base})$	27	
Bad Injury (Trouble 3)	$\frac{1}{2}$ maximum life	14	
Terrible Injury (Tr. 6)	$\frac{1}{4}$ maximum life	7	
Incapacitated	0	0	
Dead	$-(\text{Will} + \text{Life Base})$	-10	
Cley (renewed at dawn)	Faith + Cley Base +d6	$16 + d6$	
Magic Resistance	Magic Resistance skill	8	
Attack	Dex+weapon+ weapon mods	+9	<i>Arrow</i>
Base Damage	see weapon	3	
Damage Increment	see weapon	3	
Defense	Agil+Dodge+ armor mods	+15	<i>Bone Splint + Shield</i>
Soak	sum of armor soaks	2	

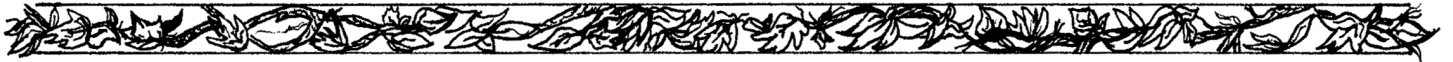
Combat Options Known		
Activity	Summary.	Expert
<input checked="" type="checkbox"/> Vary Stance	Pick Stance on action. Add to Attack, subtract from Defense	<input type="checkbox"/> change by 3 (defense)
<input type="checkbox"/> Pull Punch	Pick damage penalty for this hit.	<input type="checkbox"/> pick after hit.
<input checked="" type="checkbox"/> Active Shield	Metal shields: +s20 defense, not +10. Wood: +s12, not +6.	<input type="checkbox"/> Defense +s12.
<input checked="" 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 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.









Bound Spells				
#	Spell	Verb, Noun, Cplx	Power	Cost
1	<i>Change Places</i>	<i>Mu Lo-10</i>	22	
2	<i>Frustrate the Archers (word "OBOTROUBLE")</i>	<i>Rw Hr 20</i>	24	
3	<i>Frustrate the Archers</i>	<i>Rw Hr 20</i>	21	
4	<i>Heal the Awful Wound</i>	<i>Hl Co 20</i>	20	
5	<i>Hiding in Nowhere</i>	<i>Cr Lo-10</i>	18	
6	<i>Image-Spirits</i>	<i>Cr Il Sp 15</i>	16	
7	<i>Many of Me (word "OBOTROUBLE")</i>	<i>Cr Mu Ru Il Sp 15</i>	20	
8	<i>Many of Me</i>	<i>Cr Mu Ru Il Sp 15</i>	22	
9	<i>Pretense of Health</i>	<i>Hl Co 15</i>	23	
10	<i>Quick Instant</i>	<i>Cr Te 10</i>	19	
11	<i>Quick Instant</i>	<i>Cr Te 10</i>	18	
12	<i>Thorn Beetle</i>	<i>Mu Ru Hr Sp 20</i>	24	
13	<i>Toughen the Flesh (word "OBOTROUBLE")</i>	<i>Su Co 10</i>	13	
14				
15				

**Cash:** 50 lozens

**Age:** 35 years in 4260

**Birthday and year:** Lage 1, 4225

**Time cley is refreshed:** (ordinarily dawn) dawn

**Short Self-Description:**

*Orkozarmon the Terrible is a very fat Rassimel man with raccoon and squirrel styling, soft dappled brown fur, brown and white rings on his fluffy tail, a reddish-brown mask around his eyes. He usually wears a vest and surcape and trousers, generally a bit on the shabby side; he doesn't have quite enough money for a full new wardrobe.*

*On adventure, he wears bone splint mail and uses a cheap wooden shield.*

**Background story:**

*Orkozarmon the Terrible got his nickname at age five, when he set his family's house on fire one night, knocking over all the candlesticks in the nursery with a miscast spontaneous Ruloc Herbador spell. His three-year-old sister died in the blaze. (Orkozarmon regrets doing it in principle, but he can barely remember the incident; aside from his nickname, nobody holds it against him.)*

*His parents are prosperous chandlers, thoroughly middle class. His mother is often the guildmaster of the small and unimportant Chandlers' Guild in Treverre, and has the city contract to purify the wax used in the city water pipes and sewers. So they were well able to afford to send their clever child to the Academy of the Glorious Sun to learn Herbador magic, intending that he become a professional mage.*

*He certainly learned Herbador magic, with a minor in Illusidor, and as a reasonably dutiful son he has become a professional wood-mage. But he had always wanted to be an adventurer, and he has the terrible habit of wasting money and favors on adventuring spells (Thorn Beetle, Pepper Storm) rather than more saleable woodworking and housebuilding spells.*

*Because of this, he isn't quite making a living as a wood-mage.*

*When Azliet, one of his classmates, invited him on a quick trip to the Verticals, he was delighted.*





### *Tactical Notes*

Orkozarmon plans to rely on his magic. If it's absolutely necessary he can shoot arrows, but he doesn't expect to hit very often.

He has some good spells, too. (Like most World Tree mages, he can't massacre enemies with attack spells; in combat, he'll assist the actual fighters and encumber their enemies.)

If he feels threatened, he'll use Many of Me as a defensive spell at the start of a fight, or toss a Pepper Storm into the eyes of several enemies, or turn a log into a Thorn Beetle to do the actual fighting. (Thorn Beetle takes a bit of care to use properly. He can have one Thorn Beetle around at any given time, but if two are in the same place, they will get embarrassed and hide. In a fight, he will generally have one fight until it dies, and then create another one.)

**Bound Spells:** Thorn Beetle is ordinarily cast on a piece of wood; Orkozarmon has bound it to a suitable piece. In practice he will prefer to cast the spell fresh, as it will work better, but with his Cley Isolated disadvantage he expects that he may sometime need to conserve cley. He has three strong defensive spells bound to the word OBOTROUBLE, which he plans to use in emergencies. He has traded bound spells with Azliet and Rrengra, including several healing spells and Quick Instanty. In a real emergency, the Rassimel can set off his bound Hiding in Nowhere -- and, since it is triggered by a word, he can do it off of his initiative.

His wood-manipulation spells may be useful in a variety of situations on a world made largely of wood. And, although he does not have many pattern spells other than Herbador, he is broadly educated in magic, and clever. He has quite a good chance of sponting a complexity-5 spell in any arts combination. If he has a few minutes to plan the spont, his chance goes to near-certainty. This does cost 1-3 cley rather than just 1, so he should be cautious with it.

### *Design Notes*

He has the Obese Disadvantage, which has a good side effect (of a knack at Life Base), as well as some serious bad effects (lost Agility and less formal physical awkwardness). His main two other Disadvantages are Cley Isolated and Bad Relationship with Mircannis: neither one crippling, but both awkward for a mage.

Many of Orkozarmon's low-complexity spells were chosen to be useful both on adventuring and in his professional life. Form of Shaped Wood and Wood Like Clay are his main stock in trade as a wood-mage. He's skillful enough to bind all of his spells, and he sells them as well.

**Experience:** Magic (5 blocks), Nouns (5 blocks), Verbs (5 blocks), Fighting (1 blocks), Athletics (1 blocks), Rogue Arts (0 blocks), Social (1 block), Crafts (0 blocks), Knowledge (2 blocks). His Rassimel species experience advantage of 40 points went into Cley Base, Herbador, and Mutoc; his hobby is Natural Science. He took 10 points per skill for the University Mage advantage. University Mage gave him Gen. Kn. (25), God's Tongue (5), Hist.&Lit. (30), Judge Value (5), Languages (10), Law (20), Natural Science (20), Social Science (20), Teaching (15), and Theology (15).

