

ST: 12	SR(DE/SI): 2/2	Elf (w)	1
CO: 14	Mov.: 3	(morally)	
SI: 10	HP: 12/6	Equipment	
IN: 14		Unique magical	
MA: 15	MP: 15	Artefact (love)	
DE: 19		Coins and treasures for	
AP: 9	EP: 26/11/-2	3150 Pennies	

Weapon	Phase	Damage	A%	P%	AP
Hit		7 D3	119		
Kick		7 D6	119		
Head		7 D4	119		
Light Mace 1H		6 D8	86	80	6/3
Dodge			119		

Loc.	Close	Ranged	AP	HP
R. Leg	01-04	01-03	8	4
L. Leg	05-08	04-06	8	4/3
Abdomen	09-11	07-10	8/5	4/2
Chest	12	11-15	2/1	5/3
R. Arm	13-15	16-17	4/3	3
L. Arm	16-18	18-19	4/3	3
Head	19-20	20	4	4/3

Spell	Type	%	MP	SR
Countermagic	(Spirit)	89	3	5
Fear	(Divine)	114	1	3/9
Projection of _____	(Sorcery)	95	1	3/9
Intensity+Duration	(Sorcery)	111	1	3/9

ST: 12	SR(DE/SI): 4/3	Human (w)	2
CO: 13	Mov.: 3	(confused)	
SI: 7	HP: 10	Equipment	
IN: 14		Unique magical	
MA: 10	MP: 10	Artefact (combat)	
DE: 9		Coins and treasures for	
AP: 15	EP: 25/15	5670 Pennies	

Weapon	Phase	Damage	A%	P%	AP
Hit		10 D3	63		
Kick		10 D6	47		
Head		10 D4	39		
Dodge			31		

Loc.	Close	Ranged	AP	HP
R. Leg	01-04	01-03	2	3
L. Leg	05-08	04-06	2/1	3
Abdomen	09-11	07-10	4/3	3
Chest	12	11-15	4	4
R. Arm	13-15	16-17	10/9	2
L. Arm	16-18	18-19	10	2
Head	19-20	20	6	3

Spell	Type	%	MP	SR
Demoralise	(Spirit)	54	2	6
Detect	(Sorcery)	15	1	5
Multispell+Range	(Sorcery)	13	1	5

ST: 18	SR(DE/SI): 3/2	Ogre (m)	3
CO: 10	Mov.: 3	(drunken)	
SI: 15	HP: 13/11	Equipment	
IN: 12		Magic point matrix	
MA: 14	MP: 14/7	(3+D6)	
DE: 10		Coins and treasures for	
AP: 15	EP: 28/16	5460 Pennies	

Weapon	Phase	Damage	A%	P%	AP
Hit		8 D3+D6	85		
Kick		8 D6+D6	61		
Head		8 D4+D6	55		
Big Stick 2H		6 D8+D6	95	84	8/4
Dodge			51		

Loc.	Close	Ranged	AP	HP
R. Leg	01-04	01-03	6	4
L. Leg	05-08	04-06	6	4/3
Abdomen	09-11	07-10	3	4
Chest	12	11-15	4	5
R. Arm	13-15	16-17	2	3
L. Arm	16-18	18-19	2	3
Head	19-20	20	1	4/3

Spell	Type	%	MP	SR
Apprentice Bonding	(Sorcery)	51	1	4
Treat Wounds	(Sorcery)	52	1	4