

Vivienne-Eve Innoviva

An accomplished avian travelling scholar and magician with a passion for nature.

VITALS							
Species	Avian	Gender	Female	Social Status	SS4 - Middle	Power	6
Height	129 cm	Weight	20 kg	Age	42 yrs / (14LC)	Experience	1
Title	Fellow (Mystic)	Faction	Ministry of Music	Type	Magical University	Rank	3
Personality Traits	Sensitive		Vigorous		Delicate		Guileless

STATS & ATTRIBUTES							
		INTENSITY	10	ADAPTABILITY	14	STABILITY	14
PHYSICAL	11	STRENGTH	6	AGILITY	11	VITALITY	17
MENTAL	15	INTELLIGENCE	13	ALERTNESS	19	WILL	14
SOCIAL	10	CONFIDENCE	10	CUNNING	11	CONVICTION	10

DERIVATIVES & RECOVERY									
HEALTH	21	STAMINA	17	CONCENT	25	COMPOSE	13	RESOLVE	3
Rec Health	+1	Rec Stamina	+1	Rec Concentration	+1	Rec Composure	+1	Rec Resolve	+1

RESISTANCES									
Res Afraid	0	Res Confused	0	Res Depressed	0	Res Disease	0	Res Enraged	0
Res Exhausted	0	Res Humiliated	0	Res Magic	0	Res Toxin	0	Res Unconscious	0

MOVEMENT													
Bulk Carried	≤22	33	44	55	66	77	88	99	110	121	132	143	154
Bulk Factor	0	1	2	3	4	5	6	7	8	9	10	11	12
Base Move (h/t)	9	8	7	6	5	4	3	2	1	0	0	0	0
Sprint Move (h/t)	18	16	14	12	10	8	6	4	2	0	0	0	0
Travel Move (km/d)	31.5	28	24.5	21	17.5	14	10.5	7	3.5	0	0	0	0

PERKS					
360 Vision	Bilingual	Magic Sense	Bane		

SKILL FIELD MASTERY			
MIDDLE AGED: Basic	APPRENTICE: Entertainment	COMPANION: Farming	MASTER: Mysticism - Natural
COMPANION: Outdoors	APPRENTICE: Protosciences	APPRENTICE: Trades	APPRENTICE: Transport - Sea
COMPANION: Conjuration	MASTER: Divination		

ARMOUR	PRO	DODGE (RANGE)		DODGE (MELEE)		ARMOUR	PRO	DODGE (RANGE)		DODGE (MELEE)	
		Snap	Ready	Fast	Strong			Snap	Ready	Fast	Strong
Unarmoured	1	19	19	20	21						
WEAPONS	ATTACK		DAMAGE		EFFECT		BLOCK (RANGE)		BLOCK (MELEE)		
	Fast	Strong	Fast	Strong	Fast	Strong	Snap	Ready	Fast	Strong	
Unarmed	11	10	2d2-3	1d3-2	Stun	Trip			10(6)	10(6)	
Dancing Flail (1H)	19	16	1d12	2d6-1	Stun	Disarm			18	15	
Dancing Spear (1H)	19	16	2d4+2	1d12		Trip			16	15	
RANGED	ATTACK		DAMAGE		EFFECT		RANGE (MIN)		RANGE (MAX)		
	Snap	Ready	Snap	Ready	Snap	Ready	Snap	Ready	Snap	Ready	

COMBAT BONUSES									
Protection	1	Dodge	1	Block	0	Melee Damage	-1	Ranged Damage	-1

SKILLS									
SKILL NAME	SPEC / NOTES	REF	PTS	SKILL	SKILL NAME	SPEC / NOTES	REF	PTS	SKILL
Astrology	*Protosciences	Ment (-2)	4	16	Naturalist	*Protosci, +2 Outdoor	Ment (-4)	6	16/18
Attune		Adpt (-2)	6	17	Preserving	+2 Farming	Stab (-2)	4	15/17
Dancing	(-Bulk Fact)	Phys (-2)	3	11	Ritual		Ment (-2)	4	16
Fishing	+2 Outdoors	Soci (-1)	6	14/16	Survival	+2 Outdoors	Stab (-2)	2	13/15
Foraging	+2 Farming	Phys (-2)	8	16/18	Unarmed		Phys (-3)	3	10
Hunting	+2 Outdoors	Stab (-2)	3	14/16	Unarmoured		Adpt (-3)	7	17
Husbandry	+2 Farming	Stab (-2)	1	12/14	Animal Handling	Standard	Stab (-2)	4	15
Infusion		Adpt (-3)	6	16	Language	Senecian	Soci (-3)	4	10
Legerdemain	(-Bulk Fact)	Adpt (-2)	3	14	Language	Comerta	Soci (-3)	4	10
Mathematics	*Protosciences	Ment (-4)	3	13	Language	Tuloszian	Soci (-3)	3	9
Meditation		Ment (-1)	3	16	Music Instr	Vielle	Soci (-2)	5	12
Meteorology	+2 Farming	Ment (-3)	5	16/18	Riding	Horse (+2 Farming)	Stab (-2)	4	15/17
Miller		Phys (-1)	4	13	Signals	Gesture (+2 Outdoors)	Ment (-3)	4	15/17
Music		Ment (-2)	1	13					

SPELLS											
Spell Name	College	Power	Cost	Obs	Range	Duration	Amount	Resist	Ref	Pts	Skill
Alarm	Divination	1	1	normal	Touch	n/a	n/a	n/a	Adpt (-3)	6	16
Anticipate	Divination	2	2	discreet	Aware	12t+1t(var)	n/a	Ment	Adpt (-3)	6	16
Dancing Weapon	Conjuration	3	3	overt	(Sk)h	8t+1t(var)	n/a	n/a	Adpt (-4)	8	17
Detect Traps	Divination	1	1	normal	i(Sk)h	12t+1t(var)	n/a	n/a	Adpt (-3)	6	16
Entangle	Conjuration	3	3	normal	i3(Sk)h	6t+1t(var)	n/a	Adpt	Adpt (-4)	5	14
Far Sense	Divination	3	3	normal	Self	6t	n/a	n/a	Adpt (-4)	7	16
Locate	Divination	0	0	normal	n/a	n/a	n/a	n/a	Adpt (-2)	5	16
Message	Divination	2	2	discreet	(Sk)km	n/a	n/a	n/a	Adpt (-3)	6	16
Prestidigitation	Conjuration	0	0	normal	n/a	6 turns	n/a	n/a	Adpt (-2)	5	16
Slip	Conjuration	2	2	normal	i2(Sk)h	5m+1m(var)	n/a	Adpt	Adpt (-3)	6	16
Spirit Vestments	Conjuration	1	1	overt	Self	1d	n/a	n/a	Adpt (-3)	6	16

PERSONAL EQUIPMENT						TOTAL BULK:		5
Item	Bulk	Item	Bulk	Item	Bulk	Item	Bulk	
Identification & Papers	0	Clothes - normal	1	Shoes - normal	1	Belt Pouch	1	
Amulet of Iodruux	0	Loop of Vehira - Dileniu	0	Sigil of Ministry of Music	0	Diviner's Monocle*	0	
Grand Almanac of Azane	2	Decorative Pomander	0	Jhillet Bile (6)*	0			

POTION BELT						TOTAL BULK:		4
Potion	Bulk	Potion	Bulk	Potion	Bulk	Potion	Bulk	
Restore Concentration 4d8	1	Restore Concentration 4d8	1	Restore Concentration 4d8	1	Restore Concentration 3d6	1	

SCROLL TUBES						TOTAL BULK:		2
Scroll	Bulk	Scroll	Bulk	Scroll	Bulk	Scroll	Bulk	
Scroll of Scry (24)	1	Scroll of Psychometry (24)	1					

BACKPACK						TOTAL BULK:		20
Item	Bulk	Item	Bulk	Item	Bulk	Item	Bulk	
Clothes - normal (extra set)	1	Adventure Gear	10	Travel Rations (5 days)	5	Canteen	2	
Spell Book - Power 3	2	Writing Kit	3					

MONEY BELT					TOTAL BULK:		0
	Platinum (x \$100)	Gold (x \$10)	Silver (x \$1)	Copper (x \$0.1)	Value	Bulk	
Coins (x1)	9	7	5		975	0.21	
Ingots (x50)		1		n/a	500	0.25	
Value	900	570	5	0	1475		

NOTES

Identity papers: Vivienne-Eve Innoviva
Citizenship papers: Pogleia, Senecia
Faction ID: Mystic - Ministry of Music (Fellow)
Travel Visa: sponsored by Eastern College
applies to Prulme, Dileniu & Bulostioi regions of Tulosz
Travel Papers: Road & Bridge passage, Dileniu & Bulostioi

Blessing of Iodruux: 1/day roll Protosciences field with Resolve
Gain max skill points if reading from a Book of Knowledge
Diviner's Monocle: +1 to cast Divination spells
Grand Almanac of Azane:
+2 to rolls for skills on Farming or Outdoors skill fields

Pomander aromatic:
Jhillet Bile: +1 to roll Skill/Spell based on Adaptability

Benefactor: Magister Genebra Arfili
Head of the Colegiu Dileniu of the Eastern College, Magister Arfili
a renown Divination mage has made you her protégé for reasons
unknown

Riding Horse
Riding Gear
Saddle Bags
Horse Feed (5 days)