

Jane Parkenson

MIST

ORIGIN-DRUID (ILES) (Mysticism-Business)

SEX: F WT: 80# BASIC HITS: 2  
 XPVL: 1 AGE: 20 EP: 2231  
 HP: 9 POWER: 62 TO HIT: +2 DAM: +2  
 STR: 15 CARY: 55# H TO H DAM: 102  
 END: 13 HEAL: .6  
 AGILE: 15 MOVE: 43"  
 INT: 19 HID: 14% DNG: 18% INV. PNTS: 2.7  
 CHR: 45 +8G, -8E

SKILLS

TRAINING: Intelligence

WEEK DETECT +6  
 HIGHTEND IQ B (+8)  
 WILLPOWER (A)

POWERS

HIGHTENED CHRISMA B (+15)  
 INVISIBILITY

PSI-MAGIC

HIGHTNED CH B (+13)  
 ASIRAL PROJECTION PR: 12/HR  
 INVENTION FIRESEEDS: RNG: 65' (15") 8 PTS<sup>P</sup>PER CHG/ACORN  
 208 DAMAGE PER ACORN  
 (ATTACKS AS FLAME POWER)

WEEKNESS

DIM SENSES: SAVE VS. END (13-) +1 SAVE GIVES -1 ON DET. HID/DANGER.  
 BRIGHT LIGHT WILL STUN  
 WITHOUT FILTERS.

INCOME

\$ 171,000

\$ ON HAND

\$ 32,490

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1. MASTER'S HOUSE ON SNOWDEN MOUNTAIN IN WALES  
DEVICES/SPELLS IN HOUSE MUST BE USED IN HOUSE.

HP: 9  
STR: 12  
END: 13  
ACTE: 12  
INT: 19  
CHK: 42  
+86, -82  
HID: 147 DNG: 187  
MOVE: 43"  
HEAL: 2  
CARY: 22#  
H TO H DAM: 105  
TO HIT: +5 DAM: +5  
POWER: 62

TRAINING: Intelligence

SKILLS  
WILLPOWER (A)  
HEIGHTENED IQ B (A2)  
WTR DETECT +6

POWERS  
HEIGHTENED CHARM B (A12)  
INVISIBILITY

POST-WAR  
HEIGHTENED CH B (A12)  
SERIAL PRODUCTION PR-15/PR  
INVENTION  
FIRESEEDS: RNF: 62 (12") 8 W/PER CHA/KORN  
508 DAMAGE PER ACCRN  
(ATTACKS AS FLAME POWER)

WIKNESS  
BIM SENSES: SAVE-AS END (13-) +1 SAVE GIVES -1 ON DEL. HIGHER  
BRIGHT LIGHT WILL STAIN  
WITHOUT FEELERS

INCOME  
\$ 11,000  
\$ 35,400  
BIM HAND