

# SPHERECHILD

Name
Yarena Yomirad

Species
Sinite

Profession
Thief

Sphere
Valcreon

Attributes	
Strength	10
Constitution	9
Dexterity	17
Charisma	9
Intelligence	7
Willpower	6

Dodge	5
Spell resistance	6
Initiative	17

HP	MP
20	-

General skills	Score
Perception	7
Acrobatics	12
Burglary	16
* Pick locks +4	20
* Pickpocket +4	20
Secret skills	7
Stealth	13
* Hide +4	17

Weapon skills	A	P	DP	+/-
Martial arts	2	2	1D6-4	0
Dagger	6	5	1D6+2	4

Magic skills	Score
-	

Powers
Attribute and skill transfer
Group telepathy
Always a rope at hand

Character description
<p>Twenty-one-year-old Yarena is from the hovel district of Teromberg. She is a slender, visibly well-trained woman with long black hair that reaches curly over her shoulders, usually tied into a braid. She wears light, soft clothing that gives her plenty of freedom of movement. Yarena has a good heart and gives away money to friends from her neighbourhood. She tends to be reckless as she seeks admiration from her fellow thieves. This almost cost Yarena's life, as she tried to rob a wealthy merchant, whose magical security is feared in the guild. Only a lucky coincidence saved her from the city guards. It is this unpredictable, intangible magic that frightens her. She cannot grasp or understand it. Nevertheless, she is brave and loyal. Her maxim would be: „Adventure is waiting behind the next closed door.”</p>

Equipment
Set with lock picks





# SPHERECHILD

Name
Vurloc N'tho

Species
Vendal

Profession
Fighter

Sphere
Valcreon

Attributes	
Strength	18
Constitution	17
Dexterity	10
Charisma	7
Intelligence	6
Willpower	7

Dodge	3
Spell resistance	7
Initiative	10

HP	MP
42	-

General skills	Score
Perception	4
Athletics	10
Military	10
Ground vehicles	5
* Mounted fighting +4	9

Weapon skills	A	P	DP	+/-
Martial arts	8	4	1D6+1	4
Battle sword	13	9	2D6+2	4
* 2 attacks per round				
* Disarm				
Throwing spear	9	0	1D6+3	4

Magic skills	Score
-	

Powers
Attribute and skill transfer
Group telepathy
Death blow - one time attack (A+6 / SP+3)

Character description
<p>The Vendal are one of the great warrior species on Valcreon and live in the hot deserts of this world. 2.27 m in height and 121 kg in weight make you a powerfully built fighter. With 25 years you are still young for a Vendal. You have a very close relationship with your family and show this by proudly wearing your N'tho family crest, a gloved fist holding a sword. You are an honourable, brave fighter. Insidiousness and treachery are unknown to you. Therein lies your weakness - there is only good or evil, black or white. And you are afraid of things you cannot fight with your sword.</p>

Equipment
<p>Plate armor (Protection 4)</p>





# SPHERECHILD

Name
Pvt Krgt

Species
T'chk

Profession
Mage

Sphere
Valcreon

Attributes	
Strength	6
Constitution	6
Dexterity	14
Charisma	9
Intelligence	16
Willpower	17

Dodge	4
Spell resistance	17
Initiative (magic)	17

HP	MP
13	20

General skills	Score
Perception	4
History	10
* Religion +4	14
Read & write	15
Science	10
Spell lore	13

Weapon skills	A	P	DP	+/-
Martial arts	2	2	1D6-5	-2
Dagger	2	3	1D6	2

Magic skills	Score
Air magic	9
* Air strengthening +4	13
Illusion	8

Powers
Attribute and skill transfer
Group telepathy
Safe spell (Bonus of +6 for one spell)

Character description
<p>You belong to the T'chk, a very wealthy species who have provided you with a good education. Unfortunately, your father was on the wrong side during the election of the highest priest and was executed for treason. Your mother, your two siblings and you managed to escape to Teromberg, the capital of the Sinites. For many years, fear of the long arm of the T'chk priesthood paralyzed you, until you began your training as a mage. You learned the arts of illusion and air, two areas with which you can confuse or defeat any opponent. Magic has given you self-confidence, but your T'chk way of showing off your wealth and superior intelligence always comes through. At 1.25 m tall and 31 kg in weight, you are small even for a T'chk, and at the age of 23 you are still young for a trained mage.</p>

Magic spells
Air damage spell (10 m range, 2D6 DP) – difficulty: 15 / With 3D6 DP – difficulty: 18
Air control (2x2x2 m area, 1 minute duration, 10 m range) – difficulty: 10 / With 5 minutes duration – difficulty: 11
Air strengthening (2x2x2 m area, 5 minutes duration, 75 kg weight) – difficulty: 18 / With 4x4x4 m area or 105 kg – difficulty: 20
Create illusion (2x2x2 m area, 5 minutes duration) – difficulty: 12 / With command - difficulty: 13 / With command & speech - difficulty: 18





# SPHERECHILD

Name
Moru Merek

Species
Sinite

Profession
Hunter

Sphere
Valcreon

Attributes	
Strength	16
Constitution	12
Dexterity	15
Charisma	8
Intelligence	7
Willpower	8

Dodge	5
Spell resistance	8
Initiative	15

HP	MP
33	-

General skills	Score
Perception	7
Nature lore	7
Hunting	12
* Tracking +4	16
Acrobatics	9
Athletics	8

Weapon skills	A	P	DP	+/-
Martial arts	8	5	1D6	3
* 2 attacks per round				
Longbow	10	0	2D6+3	3
* 2 attacks per round				

Magic skills	Score
-	

Powers
Attribute and skill transfer
Group telepathy
Animal language (1 min. / one animal)

Character description
<p>You grew up in the wilderness of the Sinite steppes, where your parents lived in a large hut. Hunters themselves, they taught you to survive alone in the nature, so you prefer solitude over staying in the city. You are calm, patient and reserved. But as a well-trained boxer and an excellent archer, you can be a dangerous enemy. You are 1.82 m tall, weigh 73 kg and have a slim build. Your clothes are practical and not fashionable. 21 years old, you have decided to explore the world because your extreme curiosity draws you to unusual places.</p>

Equipment
<p>Longbow with 20 arrows</p> <p>Hunting knife</p>





# SPHERECHILD

Name
Ralec Pasiron

Species
Daree

Profession
Pirate

Sphere
Sol Thu'ma

Attributes	
Strength	12
Constitution	10
Dexterity	16
Charisma	9
Intelligence	8
Willpower	7

Dodge	5
Spell resistance	7
Initiative	16

HP	MP
23	-

General skills	Score
Perception	4
Acrobatics	11
Stealth	12
* Hide +4	16
Air vehicles	12

Weapon skills	A	P	DP	+/-
Martial Arts	3	5	1D6-1	3
Daakin P 16 - Laser pistol	9	0	2D6+3	3
* 3 attacks per round				
Light grenade	7	0	4D6+3	3

Magic skills	Score
-	

Powers
Attribute and skill transfer
Shared sense
Fast draw (weapon in hand immediately)

Character description
<p>Your name is Ralec Pasiron. You belong to the Daree, the numerically largest species of Sol Thu'mas. You were born on Daree Sark in 21A.3477, so you are now 23 years old. You have a slim, athletic build, are 1.84 m tall and weigh 83 kg. You used to be a pilot in the Daree Army. Your pay was too low, so after your military service you joined the pirates. Your bank account was steadily filling up, your life was great, but then you were betrayed. Your comrades died in battle. Only you have managed to escape. Your equipment, your ship, your money - everything was gone. Now you travel the galaxy in search of adventures to make you wealthy and influential again, because eventually you will take revenge on the traitor. You are persistent and ambitious, but also ready to take extreme risks, which always gets you into trouble.</p>

Equipment
Smoke grenade





# SPHERECHILD

Name
Ujionera

Species
Enraji

Profession
Medic

Sphere
Sol Thu'ma

Attributes	
Strength	7
Constitution	6
Dexterity	12
Charisma	13
Intelligence	18
Willpower	11

Dodge	4
Spell resistance	11
Initiative	12

HP	MP
14	-

General skills	Score
Perception	4
Medicine	13
* First aid +4	17
Science	13
Psychology	9

Weapon skills	A	P	DP	+/-
Martial arts	2	4	1D6-3	1
Shock staff	4	1	1D6	1
Daakin P 16 - laser pistol	5	0	2D6+1	1
* 2 attacks per round				

Magic skills	Score
-	

Powers
Attribute and skill transfer
Shared sense
Diagnosis sight (+6 for medicine during check-up)

Character description
<p>You belong to the Enraji, the technically most advanced species of Sol Thu'ma. You were born on Najin Arjin in 11A.3472, which makes you 28 years old. With a height of 2.87 m and a weight of 79 kg, you are lean with slender hands. At the age of 15 you started your studies of medicine and biology and then took up a research position. There you heard about an ancient advanced civilization called Raan. In the search for whose traces you became a restless wanderer. You left your familiar surroundings behind and began your journey across the galaxy. You take a nutrition potion once a day that is both nourishment and eliminates your need for sleep. Your cleverness has made you arrogant. Together with your outspoken nature, this always gets you into trouble.</p>

Equipment
Medical scanner
First-aid-kit





# SPHERECHILD

Name
Valev Nuk Herc Fim

Species
Imbany

Profession
Spy

Sphere
Sol Thu'ma

Attributes	
Strength	9
Constitution	7
Dexterity	17
Charisma	16
Intelligence	12
Willpower	8

Dodge	5
Spell resistance	8
Initiative	17

HP	MP
17	-

General skills	Score
Perception	4
Burglary	12
* Pick locks +4	16
Secret skills	12
Technology	11
* Cause short circuit +4	15

Weapon skills	A	P	DP	+/-
Martial arts	4	4	1D6	4
Shock gun (25 m)	7	0	1D6+2	4
Daakin P 16 - laser pistol	8	0	2D6+4	4
* 2 attacks per round				

Magic skills	Score
-	

Powers
Attribute and skill transfer
Shared sense
Perfect senses (Perception 18 for 5 min.)

Character description
<p>Your name is Valev Nuk Herc Fim. You belong to the Imbany, a species of traders and merchants. You were born in 29A.3478 on Va Lairon, hence you are 22 years old. You are 1.66 m tall, with a very insectoid build and therefore weigh only 41 kg. At the age of 19, you enrolled in the Imbany ministry as a „trade representative for informations“ and became a spy. Your specialization was in the field of burglary and technology. Your first assignment was extremely dangerous - you stole a prototype from an influential computer company. As a result, the company has put a bounty of 50,000 Lak on your head. For your own safety, you went underground and are now traveling the galaxy as an adventurer. You are intelligent and determined. Only your vanity sometimes stands in your way.</p>

Equipment
Thermal vision glasses
Pocket computer





# SPHERECHILD

Name
Kaarloc co Sorlaa

Species
Naark

Profession
Marauder

Sphere
Sol Thu'ma

Attributes	
Strength	17
Constitution	16
Dexterity	13
Charisma	7
Intelligence	7
Willpower	6

Dodge	4
Spell resistance	6
Initiative	13

HP	MP		
42	-		

General skills	Score
Perception	4
Athletics	11
Ground vehicles	9
Military	12
* Explosives +4	16

Weapon skills	A	P	DP	+/-
Martial arts	7	3	1D6+1	4
* 2 attacks per round				
Plasma machete	6	3	1D6+7	4
Daakin P14 - laser rifle	12	0	3D6+4	4
* 2 attacks per round				
Heavy grenade	8	0	6D6+4	4

Magic skills	Score
-	

Powers
Attribute and skill transfer
Shared sense
Hard to hit (Dodge-score triples for 2 rounds - 12)

Character description
<p>Your name is Kaarloc co Sorlaa. You belong to the Naark, a very patriarchal species fascinated by war and weapons. You were born in 07B.3479 on Aarvak Loog, making you 21 years old. You are 2.42 m tall and strongly built, which is why you weigh 142 kg. Your father was in the army. Due to this, you have been interested in his weapons and equipment since you were a child, hence your path was predestined. You got bored in your homeland, so you travel the galaxy looking for new challenges. You fight without guile, but you can get frenzy in a battle and lose control.</p>

Equipment
<p>Heavy armor (protection: 12)</p> <p>Explosive 50 gr. (10gr. = 1D6 DP) including remote detonator</p>

