

SPHERECHILD

Name	Irmina Idan
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Species	Sinite
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Profession	War dancer
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Sphere	Valcreon
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Attributes	
Strength	17
Constitution	11
Dexterity	12
Charisma	7
Intelligence	9
Willpower	11

HP	MP		
35	14		

Dodge	4
Spell resistance	11
Initiative	12

General skills	Score
Perception	7
* Hearing +4	11
Athletics	13
* Endurance	17
History	5
Nature lore	4
Spell lore	6
* Death magic	10

Weapon skills	A	P	DP	+/-
Martial arts	4	3	1W6+1	4
* 2 Attacks per round				
Fighting spear	8	4	1W6+4	4
* Disarm				
* Pain*				

Magic skill	Score
-	



Powers
Attribute and skill adoption
Group telepathy
First strike (Always first in battle)

Character description

The war dancers were outlawed for centuries, as they wove forbidden death magic into their fighting style. But they were following an ancient prophecy that warned of an enemy that could only be defeated with death magic. Eleven years ago, this enemy returned, and without the war dancers the city of Weissenstein would have fallen. Thereupon the king removed the ban and the war dancers left their exile. Fascinated by this fighting style, at the age of fifteen you were allowed to attend a warrior school that taught this art. It took you seven more years to pass the exam, a great achievement since most people fail on this path. You are 1.74 m tall and weigh 69 kg. You are smart and disciplined, the essence of any warrior dancer.

Equipment & Features

* Each use of a war dancers combat subskill ("Pain") needs one magic point (MP). Although this is also a death magic attack, the opponent has no spell resistance. If the attack with "Pain" succeeds, the victim suffers severe torment for five minutes. All of his skill checks are subject to a -3 penalty. However, these are not cumulative; multiple uses do not result in increased deductions. Pain can also be finished early by the war dancer.

SPHERECHILD

Name
Yssano Zarsoss

Species
Qwe

Profession
Assassin

Sphere
Valcreon

Attributes	
Strength	14
Constitution	10
Dexterity	17
Charisma	9
Intelligence	8
Willpower	7

Dodge	5
Spell resistance	7
Initiative	17

HP	MP		
25	-		

General skills		Score
Perception		7
Artistik		11
Secret skills		8
Stealth		13
* Hide +4		17
Hunting		12

Weapon skills		A	P	DP	+/-
Martial arts		2	2	1W6-1	2
Dagger		9	6	1W6+2	4
* 2 Attacks per round					
Throwing knife		10	0	1W6+2	4
* 2 Attacks per round					

Magic skill		Score

Powers
Attribute and skill adoption
Group telepathy
Into the shadows (+6 Bonus for hiding)

Character description

Qwe are a freedom-loving people. They know no classes, have few social norms and enjoy unrestricted freedom of religious belief. Qwe fight with little effort and use any possible opportunity, so they are considered treacherous and devious. You come from a family out of the underworld of your hometown of G'tu. Your talent for concealment and skill with a dagger qualified you early on for the career of an assassin. Your innate chameleon skill* helps you. In order to develop your talents, you left home and went adventuring. Despite your profession, you have a tempered character and remain calm even in dangerous situations. You don't kill for fun, but you are a merciless opponent once you have drawn your weapon. With 1,80 m you have a normal size for a Qwe and with 69 kg you are well trained.

Equipment & Features

* The chameleon skill allows adjusting the body colour to the environment - a Qwe can blend with his environment in colour, which gives a +5 modifier to Stealth. The adjustment is done consciously and can only be done for the whole body, not for individual body parts. Patterns or colour transitions are not possible. The adjustment of the body colour needs two rounds. During sleep or unconsciousness, the body of the Qwe returns to its normal colour.



SPHERECHILD

Name	
Nanthara Nolv	

Species	
Ban Ristha	

Profession	
Technician	

Sphere	
Sol Thu'ma	

Attributes	
Strength	12
Constitution	9
Dexterity	13
Charisma	7
Intelligence	15
Willpower	7

HP	MP
22	-

Dodge	4
Spell resistance	7
Initiative	13

General skills		Score
Perception		4
Land vehicles		9
Air vehicles		13
* Navigation +4		17
Science		15
* Physics +4		19
Technology		15
* Repair air vehicle +4		19

Weapon skills		A	P	DP	+/-
Martial arts		2	2	1W6-2	1
Daakin P 16 - Laserpistol		7	0	2W6+2	2
* 2 Attacks per round					

Magic skill		Score
-		



Powers	
Attribute and skill adoption	
Sense overtaking	
Repair everything (+6 bonus when repairing technical equipment)	

Character description

Technology is in the blood of every Ban Ristha. Although you were born into the higher caste of scientists, you enjoyed mingling with the workers and helping them build the spaceships. After graduating from school, you started studying engineering, but you quickly got bored with that, so you left your parents' house and signed on as a mechanic on a transporter. Thanks to your affinity for technology*, you can fix almost anything. You have a slim build and long light brown hair. You measure 2.18 m and weigh 92 kg.

Equipment & Features

* Technology affinity - Nanthara may roll two d20s on any skill check for *Technology* and pick the better die result.

SPHERECHILD

Name
Olviros Onthim

Species
Ban Ristha

Profession
Pilot

Sphere
Sol Thu'ma

Attributes	
Strength	13
Constitution	10
Dexterity	16
Charisma	7
Intelligence	10
Willpower	9

HP	MP		
24	-		

Dodge	5
Spell resistance	9
Initiative	16

General skills	Score
Perception	4
Ground vehicles	10
Air vehicles	12
* Big transport ships +4	16
* Small passenger ships +4	16
* Operate drones +4	16
Technology	9

Weapon skills	A	P	DP	+/-
Martial arts	5	2	1W6-1	2
Daakin P 16 - Laserpistol	10	0	2W6+3	3
* 3 Attacks per round				

Magic skill	Score
-	



Powers
Attribute and skill adoption
Sense overtaking
Understanding unknown technology (no negative modifier by using unknown devices)

Character description

Even as a child, you took every opportunity to sneak out of school to watch the big spaceships take off from the spaceport. As soon as you were old enough, you got your pilot's license and applied for a job with a transport company. Thanks to your affinity for technology*, you can fly almost anything. In your free time you deal with drones, so you own a 30 cm tall reconnaissance drone, which has a camera, a microphone, a light and a large RAM for recordings. You get bored quickly, but you are up for any adventure - the crazier the better. You are 2.17 m tall and weigh 103 kg.

Equipment & Features

* Technology affinity - Olviros may roll two d20s on any skill check for *Air vehicles* and pick the better die result.