

## synopsis:

Until yesterday, Rore was an accomplished entertainer. Yesterday, a rumel he'd never seen before came into the town square and started getting belligerent. At first, Rore treated him like any other heckler, responding in kind (though with much greater wit). But this rumel not only wasn't taking it well, he started acting violent, throwing things at both Rore and other people around the square. Suddenly, he pulled a large stick out of his sack, and started attacking people. When it was over, one person was dead, and Rore and another onlooker had lost their souls.

Mungo's attack on Rore was actually his third in the vicinity of Riwa, but the first two had no witnesses, and the victims have fled rather than endanger their families.

## Combat:

Attack: skill + roll

Defense: skill + roll

Result: difference of attack and defense

Damage: result + attacker's Physique + weapon - defender's Physique

Look up result on wound chart and check off a box. If there are no boxes left at that level, check off one at the next higher level. For each wound, the appropriate penalty is applied to all physical, and most mental/social rolls.

Weapon	damage
Stick	+1
Sling	+2
Net	-2

## Soul Loss:

Any wound (Hurt or greater) inflicted with a sharp/pointed object requires a Physique roll (including the penalty for the wound just inflicted) vs. Fair, or the soul is lost.

Mungo  
psychopath

Ogalepihara



Age: 13  
Weight: 4.1kg  
Height: 76cm  
Length: 143cm  
Tail: 99cm  
Limb: 83cm  
Crest: black  
Arm Feelers: icy blue-white  
Face Whiskers: fiery red-orange  
Ear Tufts: fiery red-orange

Mungo is fairly handsome, being of a good build and appealing bearing – except for his demonic solid black crest, which has always lended an air of creepiness to his appeal.

Mungo has always seemed a bit different, both in appearance and demeanor. The shaman declared him demon-tainted at birth, and his mother disowned him. His biological father, however, refused to just let his child die, and defied the parents to steal him away. Mungo was raised, alone, by his biological father, in the wilderness well away from his place of birth, Ngadjo. A few months ago, Ramelo died, and Mungo was filled with a hatred of the world for taking his only friend and family. So he lashed out, attacking anyone and anything that got in his way. After a few weeks, he calmed down to his current level: an outward calm with a seething boil beneath the surface. Since then, he has found his magic stick, which often steals a rumel's soul when he strikes. His attack on Rore was actually his third in the vicinity of Riwa, but the first two had no witnesses, and the victims have fled rather than endanger their families.

Superb (+3)  
Great (+2)  
Good (+1)  
Fair (0)  
Mediocre (-1)  
Poor (-2)  
Terrible (-3)

Attributes default To Fair  
Most skills default To Poor

**Wounds**

1-2 Scratch  
3-4  Hurt (-1)  
5-6  Very Hurt (-2)  
7-8  Incapacitated  
9+  Dying

**Attributes**

Good Charisma  
Good Perception  
Good Intelligence  
Terrible Spirit  
Good Physique  
Great Agility

**Gifts**

Omnidexterity: can use forearms and hindarms, right and left, equally well, and tail slightly less well  
Heightened Senses: +1 observation for touch and hearing  
Attractive: you're quite handsome, and the black crest adds an air of danger to your appel  
Pain Tolerance: ignore wound penalties at Hurt, and you are only at -1 at Very Hurt  
Tough Skin: subtract 1 from each damage total

**Skills**

Acrobatics: moving gracefully through rolls & tumbles Mediocre  
Aerial Acrobatics: swinging from vines and branches Mediocre  
Balance Mediocre  
Climbing Mediocre  
Jumping Mediocre  
Politics Mediocre  
Bluff Mediocre  
Fast-talk Mediocre  
Intimidate Fair  
Lie/Pretense Mediocre  
Camouflage Good  
Herb Lore Good  
Hide Traces Good  
Hunting Fair  
Mimic Animal Noises Fair  
Move Quietly Great  
Observation Fair  
Tracking Fair  
Brawling Fair  
Stick Fair  
Read Opponent Mediocre  
Sling Fair

**Equipment**

Sling & a dozen nuts  
Magic fighting stick: +2 damage, requires soul-loss checks  
Pouches of food and twine

**Faults**

Poor night vision  
Special Wounding: may lose soul and color if Hurt or worse  
Primitive: Rumel society is pre-metalworking, and has limited stone and bone.  
Impulsive: you act before thinking  
Secret: you are reputed to have partial-demon heritage  
Outlaw: you are wanted by the law

Memiv's tasks include whatever Ngumi hasn't the time to do, or doesn't want to do. She relishes seeing how the political machine works from the inside. Ngumi has entrusted her with dealing with this fugitive because of the serious political ramifications if any mistakes are made. Memiv relishes this chance to prove herself. Memiv's only real worry is Rore, the Soulless one, who cannot be truly trusted, despite what Djedje (the shaman) says.

W@rima has been in the employ of the Magistrate for several years, but is not well-liked by the Magistrate. Therefore, he is rarely put in charge of any important investigations. This is not due to any actual deficiency on his part; he is a perfectly competent investigator. W@rima is a little suspicious that he has been assigned to this case – it seems too important. Perhaps W@ng@m@ is expecting him to fail, or at least be maimed, and thus be able to get rid of him. Or perhaps the Magistrate has finally seen his talents, and is giving him a fair shot.

Modju worked his way up the ranks of rememberers, easily learning his share of history (inter-city conflicts and rivalries). For more than a decade, he has been one of the senior rememberers in Riwa. For the last 2 years, he has been teaching apprentices more than he has been learning. He is all but retired, and hasn't done any field research for years.

Memingu didn't want to be a guardian, but her physical prowess overwhelmed any other gifts she had. In her 6 years defending Riwa, she has seen life ended in about as many ways as it can be. Worse, far too many of her comrades have survived duty, winding up cripples, their limbs amputated by treewolves, or Soulless, the demons infesting their bodies through the gaping wounds an encounter with a less-fearsome beast so often leaves. When they called for volunteers for this assignment, Memingu didn't hesitate – an experienced warrior would be needed. And, if someone is to die to bring this sorcerous psychopath to justice...well, she's been ready for quite some time.

Ever since he can remember, Ngedji has always wanted to be a guardian. Finally, when he turned 6, he was allowed to begin training, and, once he was 7, join the guard. It's been more than a year, and he is itching for more-interesting assignments, which means he needs to get a promotion. So when they asked for volunteers, he knew this must be his chance. It is very important that he puts in a good show, so that he can finally get the position he deserves.

As a girl, Djedje grabbed a dead branch, and fell through the canopy, tearing her chest open on the branch that arrested her fall. She not only survived, but kept her soul. The shaman, Ruwari, examined her, consulted the spirits, and determined that Djedje was indeed Chosen. Her training proceeded normally – which is to say, strangely. It has been 9 years now, and she has just about finished her training. When the story of a psychotic rumel with a soul-stealing stick found its way to Ruwari, he sent Djedje to lend her aid, and perhaps find herself in the process.

Until yesterday, Rore was an accomplished entertainer. Yesterday, a rumel he'd never seen before came into the town square and started getting belligerent. Suddenly, he pulled a large stick out of his sack, and started attacking people. When it was over, one person was dead, and Rore and another onlooker had lost their souls. Very soon, it will become obvious, as his fur grows out black. Perhaps if this psychotic rumel is brought to justice, the shaman can give him his soul back. In the meantime, hopefully he will be possessed by a nice demon – if there is such a thing. Already, he has had strange ideas he never had before, and the shaman's ramblings make more sense than they ever have before...

### **bureaucrat: memiv**

Crest: spotted orange and red  
Arm Feelers: bright red  
Face Whiskers: aquamarine  
Tall and gaunt, with particularly long arms, she is considered quite attractive.

### **apprentice shaman: djedje**

Crest: mottled light brown & lemon  
Arm Feelers: sky blue  
Face Whiskers: magenta  
Ear Tufts: maize  
Her tail is much too short, and she is very small and scrawny, which would make her unattractive enough even if she wasn't a mumbling shaman. Also, like all shamans, she has burned off her upper-lip guard whiskers.

### **experienced guardian: memingu**

Crest: zebra-striped red-brown & forest green  
Arm Feelers: peach  
Head Whiskers: blue & orange bands  
She is about as big as a rumel can get, and in excellent shape, but otherwise quite plain looking.

### **rememberer: modju**

Crest: bright blue w/ rust tigerstripes  
Arm Feelers: dark purple  
Face Whiskers: dark purple  
Ear Tufts: lime green  
Modju was always short, and is well past his prime, and shows it: he is quite overweight.

### **soulless one: rore**

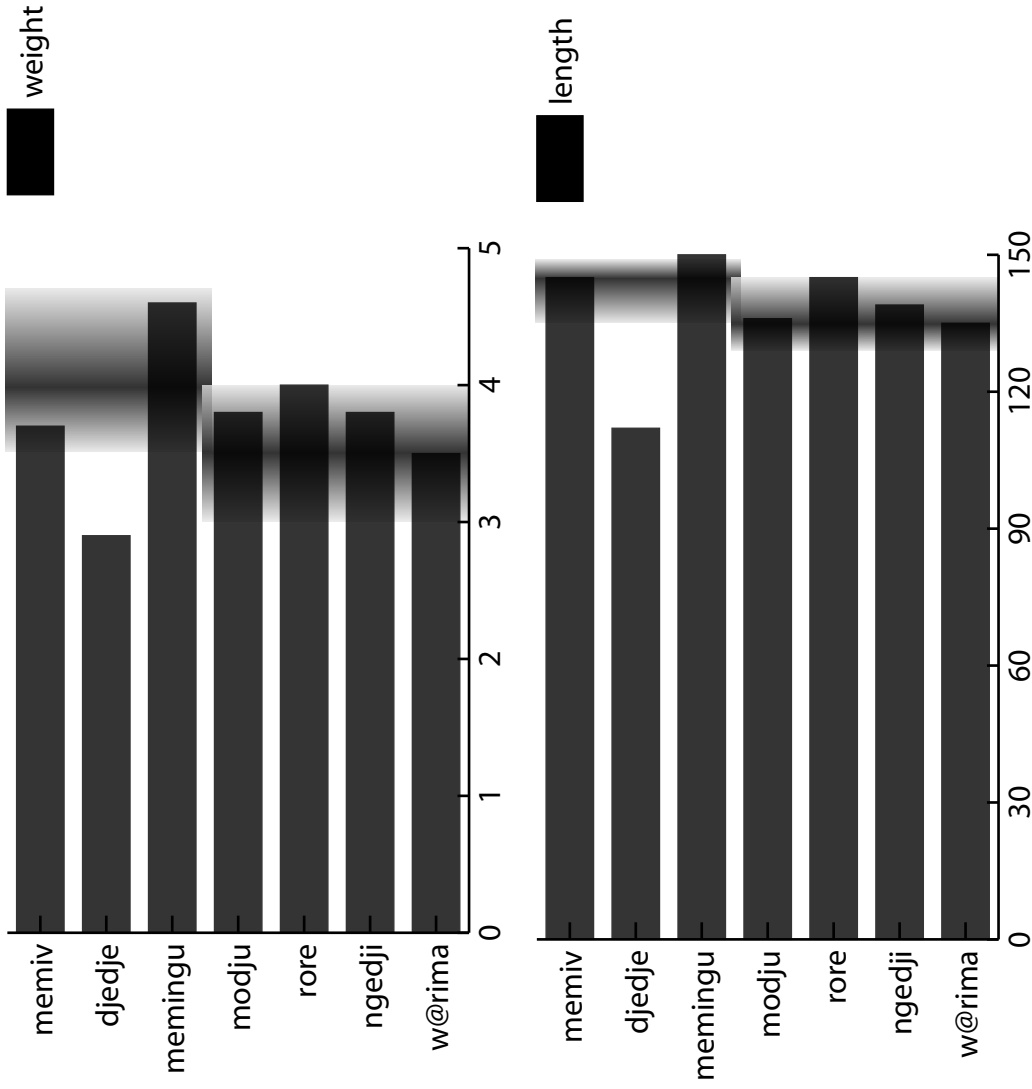
Crest: 5 longitudinal stripes, hot pink and turquoise in alternation  
Forearm Feelers: rust red  
Hindarm Feelers: bright orange  
Head Whiskers: pale yellow, almost white  
He was one of the largest males in the city, which makes his impending demonic possession only that much more frightening.

### **greenhorn guardian: ngedji**

Crest: slate blue  
Arm Feelers: banded periwinkle & sage  
Face Whiskers: bright green  
Ear Tufts: gold  
He has a lanky, attractive build, is well groomed, and has a pleasant face. In the prime of life, he receives a fair bit of attention from the women, despite his low status.

### **investigator: werima**

Crest: violet w/ silver spots  
Arm Feelers: silver  
Chin Whiskers: sea green  
Head Whiskers: mulberry  
He is of quite average build and features, notable only for his observantness and belt.



## Social

Barroom Savvy: like Urban Survival, but very specific to barrooms  
Barter/Haggle  
Bluff: opposed by Intelligence  
Camaraderie: being entertaining in social situations  
Counseling: comforting the afflicted, restoring good emotional health, etc.  
Detect Lies  
Etiquette: general manners  
Fast-talk: convincing someone of something which, upon reflection, they may realize isn't true; opposed by Intelligence  
Flatter: opposed by Spirit  
Flirt/Vamp  
Interrogate  
Intimidate: opposed by Spirit  
Lie/Pretense: dissembling your true intentions; opposed by Detect Lies  
Parley/Negotiate  
Performer: the ability to entertain with an artistic (or other) skill  
Persuade: opposed by Intelligence  
Read Opponent: estimate another's skill level at something physical  
Salesmanship: opposed by Spirit  
Savoir-Faire: avoiding social blunders in higher-class settings  
Storytelling  
Streetwise: avoiding social blunders in the underclass  
Barter/Haggle  
Bluff: opposed by Intelligence

## Physical

Acrobatics: moving gracefully through rolls & tumbles  
Aerial Acrobatics: swinging from vines and branches  
Balance  
Brawling: unarmed combat  
Camouflage  
Climbing  
Hide Traces  
Juggling  
Jumping  
Knot-tying: great for making fiber animals  
Move Quietly  
Net: weapon skill  
Sleight of Hand  
Sling: weapon skill  
Stick: weapon skill  
Tailing  
Throwing Stick: weapon skill  
Throwing: for accuracy, rather than lethality

## Knowledge

Accounting  
Area Knowledge: Riwa  
Astrology: includes astronomy  
Botany  
Court Rituals  
Evaluate Goods  
Find Hidden  
Geography: region around Riwa  
Herb Lore: medicinal use of plants  
History: region including Riwa  
Knowledge: genealogy  
Legal Process  
Legends: heroic stories  
Lip Reading  
Observation  
Political History  
Politics: inter-city  
Politics: knowledge of the local power structure  
Shaman Lore  
Tactics: knowledge of the best way to arrange a group of warriors for the situation  
Tracking  
Wood's Lore: knowledge of common animals, plants, etc.  
Zoology

## Spiritual

Dji Wiwu Momumilu: the ability to call upon spirits to aid you  
Medium: hearing and seeing spirits  
Spirit Wrack: ability to cause "physical" pain to spirits

	light male	average male/light female	average female/heavy male	heavy female	proportions
base number		42	42		
limb-segment proportion	1	1	1	1	1
limb-segment length (cm)	30	31	33	34	6.0
standing height	69	73	76	80	14.0
full height	99	104	109	114	20.0
total length	129	135	142	149	26.0
tail length	89	94	98	103	18.0
limb length	74	78	82	86	15.0
hand length	15	16	16	17	3.0
head size	10	10	11	11	2.0
torso length	30	31	33	34	6.0
tongue length	10	10	11	11	2.0
crest height	15	16	16	17	3.0
sitting height	40	42	44	46	8.0
span	158	166	174	183	32.0
reach	178	187	196	206	36.0
diagonal reach	182	191	200	210	36.7
stretch	193	203	213	223	39.0
average weight (g)	3050	3500	4075	4700	
gaunt	2150	2475	2900	3325	
obese	4300	4950	5750	6650	

## Words

miwudjid  
medjidj@ro  
ngu  
m@m@g  
rog  
nge  
rimeng@d  
dji  
r@wiwug  
dju  
wev  
mi  
djeri  
wumo  
ng@  
we  
djodjo  
dji  
m@mirig  
ro  
w@  
dj@djeg  
ruv  
w@v  
weroring@  
wungori  
womedje  
dj@mov  
rowog  
ngiwu  
rered  
djeru  
nging@  
m@g  
ngo  
ngedji  
djug  
wid  
r@w@d  
nge  
djumimidju  
ngirog  
djudjedjud  
mo  
ru  
djo  
ngeng@ng@re  
wuwo  
w@dj@g  
wodj@miwu

## Names

ruweri  
m@mo  
wiwi  
wenge  
worudji  
womeg  
ringe  
remig  
rire  
djimudj@  
ngiwo  
ngudjud  
nguw@  
wuwo  
midje  
rireg  
nguriru  
moro  
ringodje  
w@ri  
mimung@  
djudj@wi  
wuridj@  
dj@me  
ngiwug  
wungo  
womuw@  
modjong@  
ngodjo  
djongi  
muwi  
ngore  
w@wi  
m@wu  
ridj@  
w@w@  
riru  
ngodjeg  
dj@ngodj@  
ngodjudju  
ng@wo  
ngorengu  
ming@  
rur@mu  
djiwinge  
rumug  
rodjo  
ngemimi  
dj@red  
mungo

# W@rima

Investigator from The Magistrate's Office

# Ogalepihara



Age: 16  
 Weight: 3.5kg  
 Height: 73cm  
 Length: 135cm  
 Tail: 94cm  
 Limb: 78cm  
 Crest: violet w/silver spots  
 Arm Feelers: silver  
 Chin Whiskers: sea green  
 Head Whiskers: mulberry

He is of quite average build and features, notable only for his observantness and belt.

W@rima has been in the employ of the Magistrate for several years, but is not well-liked by the Magistrate. Therefore, he is rarely put in charge of any important investigations. This is not due to any actual deficiency on his part; he is a perfectly competent investigator. But, like most Magistrates, W@ng@m@ prefers to give the auspicious cases to his friends, rather than the official investigators. W@rima is a little suspicious that he has been assigned to this case – it seems too important. Perhaps W@ng@m@ is expecting him to fail, or at least be maimed, and thus be able to get rid of him. Or perhaps the Magistrate has finally seen his talents, and is giving him a fair shot. Either way, he will of course apply his usual diligence.

- Superb (+3)
- Great (+2)
- Good (+1)
- Fair (0)
- Mediocre (-1)
- Poor (-2)
- Terrible (-3)

Attributes default to Fair  
 Most skills default to Poor

## Wounds

- 1-2   Scratch
- 3-4    Hurt (-1)
- 5-6    Very Hurt (-2)
- 7-8    Incapacitated
- 9+    Dying

## Attributes

- Good Charisma
- Good Perception
- Good Intelligence
- Fair Spirit
- Mediocre Physique
- Good Agility

## Gifts

Omnidexterity: can use forearms and hindarms, right and left, equally well, and tail slightly less well

Heightened Senses: +1 observation for touch and hearing

Rank: You may command most people, and deputize in the name of the Magistrate in order to order others around

Peripheral Vision: You can see further to the sides than most people.

## Skills

- Acrobatics: moving gracefully through rolls & tumbles Mediocre
- Aerial Acrobatics: swinging from vines and branches Mediocre
- Balance Mediocre
- Climbing Mediocre
- Jumping Mediocre
- Politics: knowledge of the local power structure Mediocre
- Etiquette: general manners Fair
- Flatter: opposed by Spirit Fair
- Flirt/Vamp Fair
- Interrogate Good
- Persuade: opposed by Intelligence Good
- Savoir-Faire: avoiding social blunders in higher-class settings Fair
- Detect Lies Great
- Find Hidden Good
- Lip Reading Fair
- Tailing Fair
- Sleight of Hand Fair
- Legal Process Fair

## Equipment

Knot-belt showing investigator rank, and Magistrate's authority

## Faults

Poor night vision

Special Wounding: may lose soul and color if Hurt or worse

Primitive: Rumel society is pre-metalworking, and has limited stone and bone.

Curious: You are at -3 Spirit to resist exploring something new or unusual

Duty: You must serve the Magistrate as he demands



# Rore

Soulless One - former entertainer

# Ogalepihara



Age: 12  
 Weight: 4.0kg  
 Height: 77cm  
 Length: 145cm  
 Tail: 99cm  
 Limb: 84cm  
 Crest: 5 longitudinal stripes, hot pink and turquoise in alternation  
 Forearm Feelers: rust red  
 Hindarm Feelers: bright orange  
 Head Whiskers: pale yellow, almost white

He was one of the largest males in the city, which makes his impending demonic possession only that much more frightening.

Until yesterday, Rore was an accomplished entertainer, skilled at juggling, acrobatics, and other feats of skill. Yesterday, a rumel he'd never seen before came into the town square and started getting belligerent. At first, Rore treated him like any other heckler, responding in kind (though with much greater wit). But this rumel not only wasn't taking it well, he started acting violent, throwing things at both Rore and other people around the square. Suddenly, he pulled a large stick out of his sack, and started attacking people. When it was over, one person was dead, and Rore and another onlooker had lost their souls. Oh, it wasn't definite at first: Rore had a large gash down one leg, like something a treewolf claw might do. He feared he might lose his soul, and tried to stop the bleeding. At the end of the day, after the shaman had seen to him, he was relieved to still feel the same. However, the next morning, he noticed his skin darkening. Very soon, it will become obvious, as his fur grows out black. Perhaps if this psychotic rumel is brought to justice, the shaman can give him his soul back. In the meantime, hopefully he will be possessed by a nice demon - if there is such a thing. Already, he has had strange ideas he never had before, and the shaman's ramblings make more sense than they ever have before...

- Superb (+3)
- Great (+2)
- Good (+1)
- Fair (0)
- Mediocre (-1)
- Poor (-2)
- Terrible (-3)

Attributes default to Fair  
 Most skills default to Poor

## Wounds

- 1-2   Scratch
- 3-4    Hurt (-1)
- 5-6    Very Hurt (-2)
- 7-8    Incapacitated
- 9+    Dying

## Attributes

- Good Charisma
- Good Perception
- Fair Intelligence
- Fair Spirit
- Good Physique
- Good Agility

## Gifts

Omnidexterity: can use forearms and hindarms, right and left, equally well, and tail slightly less well  
 Heightened Senses: +1 observation for touch and hearing  
 Never Forgets a Face  
 Demonic Powers: just what *can* a demon do once it has a body?

## Skills

- Acrobatics: moving gracefully through rolls & tumbles Great
- Aerial Acrobatics: swinging from vines and branches Good
- Balance Great
- Climbing Good
- Jumping Mediocre
- Politics: knowledge of the local power structure Mediocre
- Juggling Great
- Sleight of Hand Good
- Throwing: for accuracy, rather than lethality Fair
- Knot-tying: great for making fiber animals Fair
- Performer: the ability to entertain with an artistic (or other) skill Good
- Observation Fair
- Barter/Haggle Mediocre
- Camaraderie: being entertaining in social situations Fair
- Etiquette: general manners Fair
- Salesmanship: opposed by Spirit Fair

## Equipment

juggling balls  
 decoratively-died raw fibers  
 bag of dried fruits

## Faults

Poor night vision  
 Special Wounding: may lose soul and color if Hurt or worse  
 Primitive: Rumel society is pre-metalworking, and has limited stone and bone.  
 Soulless: You have lost your soul, and, as you turn black, will be ostracized by society



Age: 8  
Weight: 3.8kg  
Height: 75cm  
Length: 139cm  
Tail: 96cm  
Limb: 80cm  
Crest: slate blue  
Arm Feelers: banded periwinkle & sage  
Face Whiskers: bright green  
Ear Tufts: gold

He has a lanky, attractive build, is well groomed, and has a pleasant face. In the prime of life, he receives a fair bit of attention from the women, despite his low status.

Ever since he can remember, Ngedji has always wanted to be a guardian. Finally, when he turned 6, he was allowed to begin training, and, once he was 7, join the guard. It's been more than a year, and he is itching for more-interesting assignments, which means he needs to get a promotion. So when they asked for volunteers, he knew this must be his chance: for anything routine, they'd just assign people, so, whatever the assignment, it must be particularly dangerous. Which means recognition for whoever does it. When he found out it was a crazy with a soul-stealing stick he had momentary second thoughts - but only momentary. It is very important that he puts in a good show, so that he can finally get the position he deserves.

**Superb (+3)**  
**Great (+2)**  
**Good (+1)**  
**Fair (0)**  
**Mediocre (-1)**  
**Poor (-2)**  
**Terrible (-3)**

Attributes default to Fair  
Most skills default to Poor

**Wounds**

1-2      Scratch  
3-4     Hurt (-1)  
5-6     Very Hurt (-2)  
7-8     Incapacitated  
9+     Dying

**Attributes**

Fair **Charisma**  
Fair **Perception**  
Fair **Intelligence**  
Good **Spirit**  
Good **Physique**  
Good **Agility**

**Gifts**

Omnidexterity: can use forearms and hindarms, right and left, equally well, and tail slightly less well  
Heightened Senses: +1 observation for touch and hearing  
Perfect Timing: if someone says to do something in five minutes, you will  
Pain Tolerance: ignore wound penalties at Hurt, and you are only at -1 for each Very Hurt wound

**Skills**

Acrobatics: moving gracefully through rolls & tumbles      Good  
Aerial Acrobatics: swinging from vines and branches      Good  
Balance      Fair  
Climbing      Mediocre  
Jumping      Good  
Politics: knowledge of the local power structure      Mediocre  
Brawling: unarmed combat      Great  
Stick: weapon skill      Fair  
Throwing Stick: weapon skill      Good  
Net: weapon skill      Fair  
Fast-talk: convincing someone of something which, upon reflection, they may realize isn't true; opposed by Intelligence      Mediocre  
Intimidate: opposed by Spirit      Fair  
Etiquette: general manners      Fair  
Barroom Savvy: like Urban Survival, but very specific to barrooms      Fair  
Move Quietly      Fair  
Streetwise: avoiding social blunders in the underclass      Fair

**Equipment**

Fighting stick  
3 Throwing sticks  
Knot-belt showing guardian rank

**Faults**

Poor night vision  
Special Wounding: may lose soul and color if Hurt or worse  
Primitive: Rumel society is pre-metalworking, and has limited stone and bone.  
Easy to Read: You give away your thoughts and feelings to any who care to observe you  
Impulsive: You act before you think

Modju

Aged history Rememberer

Ogalepihara



Age: 33  
Weight: 3.8kg  
Height: 70cm  
Length: 136cm  
Tail: 98cm  
Limb: 75cm  
Crest: bright blue w/rust tigerstripes  
Arm Feelers: dark purple  
Face Whiskers: dark purple  
Ear Tufts: lime green

Modju was always short, and is well past his prime, and shows it: he is quite overweight.

Modju knew from as soon as he could talk that he would be a rememberer, and so did everyone around him. He had a gift for details, and never forgot anything told to him. After going through formal rememberer training, he was assigned a prestigious post in the history department. Only geneology is more important to keep precise track of. He worked his way up the ranks of rememberers, easily learning his share of history (inter-city conflicts and rivalries). For more than a decade, he has been one of the senior rememberers in Riwa. For the last 2 years, he has been teaching apprentices more than he has been learning. He is all but retired, and hasn't done any field research for years.

However, Memiv tapped him in the hopes that his knowledge of conflicts may include some useful tactics for the current problem.

Superb (+3)  
Great (+2)  
Good (+1)  
Fair (0)  
Mediocre (-1)  
Poor (-2)  
Terrible (-3)

Attributes default to Fair  
Most skills default to Poor

Wounds

1-2 Scratch  
3-4  Hurt (-1)  
5-6  Very Hurt (-2)  
7-8  Incapacitated  
9+  Dying

Attributes

Fair Charisma  
Great Perception  
Good Intelligence  
Fair Spirit  
Mediocre Physique  
Good Agility

Gifts

Omnidexterity: can use forearms and hindarms, right and left, equally well, and tail slightly less well  
Heightened Senses: +1 observation for touch and hearing  
Good Memory (x2): You may take notes and refer to them as your character's actual memory. Also, you may ask the GM if you have forgotten something.

Skills

Acrobatics: moving gracefully through rolls & tumbles Mediocre  
Aerial Acrobatics: swinging from vines and branches Mediocre  
Balance Mediocre  
Climbing Mediocre  
Jumping Mediocre  
Politics: knowledge of the local power structure Good  
Geography: region around Riwa Good  
Politics: inter-city Superb  
History: region including Riwa Great  
Political History Good  
Court Rituals Fair  
Astrology: includes astronomy Good  
Legends: heroic stories Great  
Knowledge: geneology Fair  
Storytelling Fair  
Performer: the ability to entertain with an artistic (or other) skill Fair  
Detect Lies Fair

Equipment

Knot-belt indicating rememberer rank

Faults

Poor night vision  
Special Wounding: may lose soul and color if Hurt or worse  
Primitive: Rumel society is pre-metalworking, and has limited stone and bone.  
Obese  
Duty: most of your time is devoted to the Hall of Rememberers

# Memiv

Adjunct Administrator To Councilor Ngumi, 4Th District, Riwa

# Ogalepihara



Age: 9  
 Weight: 3.7kg  
 Height: 77cm  
 Length: 145cm  
 Tail: 99cm  
 Limb: 84cm  
 Crest: spotted orange and red  
 Arm Feelers: bright red  
 Face Whiskers: aquamarine

Tall and gaunt, with particularly long arms, she is considered quite attractive.

Memiv was appointed to serve as an Adjunct Administrator shortly after the election of Ngumi. Her tasks include whatever Ngumi hasn't the time to do, or doesn't want to do. At first, she saw this as drudge work, but soon grew to love it. Now she relishes seeing how the political machine works from the inside. Memiv hasn't, previously, been privileged to do any public work for Ngumi – it has always been behind-the-scenes work, usually negotiations and research. Obviously, Ngumi has entrusted her with dealing with this fugitive because of the serious political ramifications if any mistakes are made. However, Memiv relishes this chance to prove herself – perhaps this could lead to her own elected position. Other than the investigator (necessary to put the stamp of legality on the proceedings), Memiv was allowed to assemble her own team – probably to maximize deniability for Ngumi, should things go badly. Memiv's only real worry is Rore, the Soulless one, who cannot be truly trusted, despite what Djedje (the shaman) says.

- Superb (+3)
- Great (+2)
- Good (+1)
- Fair (0)
- Mediocre (-1)
- Poor (-2)
- Terrible (-3)

Attributes default To Fair  
 Most skills default To Poor

## Wounds

- 1-2 Scratch
- 3-4  Hurt (-1)
- 5-6  Very Hurt (-2)
- 7-8  Incapacitated
- 9+  Dying

## Attributes

- Good Charisma
- Good Perception
- Good Intelligence
- Fair Spirit
- Mediocre Physique
- Good Agility

## Gifts

Omnidexterity: can use forearms and hindarms, right and left, equally well, and tail slightly less well  
 Heightened Senses: +1 observation for touch and hearing  
 Rank: You are a duly-appointed representative of the city council, and can command common citizens and many functionaries  
 Attractive: You're considered quite attractive

## Skills

- Acrobatics: moving gracefully through rolls & tumbles Mediocre
- Aerial Acrobatics: swinging from vines and branches Mediocre
- Balance Mediocre
- Climbing Mediocre
- Jumping Mediocre
- Politics: knowledge of the local structure Good
- Bluff: opposed by Intelligence Fair
- Etiquette: general manners Good
- Fast-talk: convincing someone of something which, upon reflection, they may realize isn't true; opposed by Intelligence Fair
- Flatter: opposed by Spirit Great
- Lie/Pretense: dissembling your true intentions; opposed by Detect Lies Fair
- Parley/Negotiate Good
- Persuade: opposed by Intelligence Good
- Savoir-Faire: avoiding social blunders in higher-class settings Fair
- Area Knowledge: Riwa Fair
- Legal Process Mediocre
- Evaluate Goods Fair
- Detect Lies Fair
- Accounting Fair
- Move Quietly Fair

## Equipment

Knot-belt showing rank/authority

## Faults

Poor night vision  
 Special Wounding: may lose soul and color if Hurt or worse  
 Primitive: Rumel society is pre-metalworking, and has limited stone and bone.  
 Duty: Most of your time is spent for the government  
 Overconfident: You know you can't fail

**Memingu**  
Experienced guardian

**Ogalepihara**



Age: 14  
Weight: 4.6kg  
Height: 81cm  
Length: 150cm  
Tail: 103cm  
Limb: 87cm  
Crest: zebra-striped red-brown & forest green  
Arm Feelers: peach  
Head Whiskers: blue & orange bands

She is about as big as a rumel can get, and in excellent shape, but otherwise quite plain looking.

Memingu didn't want to be a guardian. But when it became apparent that her physical prowess overwhelmed any other gifts she might have had, she resigned herself to her fate. More than that, she vowed to make the best of what the spirits had decided for her. In her 6 years defending Riwa, she has seen life ended in about as many ways as it can be. Worse, far too many of her comrades have survived duty, winding up cripples, their limbs amputated by treewolves, or Soulless, the demons infesting their bodies through the gaping wounds an encounter with a less-fearsome beast so often leaves. But never before has she heard of anything as horrific as this stick that steals souls. When they called for volunteers for this assignment, Memingu didn't hesitate – an experienced warrior would be needed. And, if someone is to die to bring this sorcerous psychopath to justice...well, she's been ready for quite some time.

**Superb (+3)**  
**Great (+2)**  
**Good (+1)**  
**Fair (0)**  
**Mediocre (-1)**  
**Poor (-2)**  
**Terrible (-3)**

Attributes default to Fair  
Most skills default to Poor

**Wounds**

1-2      Scratch  
3-4     Hurt (-1)  
5-6     Very Hurt (-2)  
7-8     Incapacitated  
9+     Dying

**Attributes**

Mediocre **Charisma**  
Good **Perception**  
Fair **Intelligence**  
Mediocre **Spirit**  
Great **Physique**  
Great **Agility**

**Gifts**

Omnidexterity: can use forearms and hindarms, right and left, equally well, and tail slightly less well  
Heightened Senses: +1 observation for touch and hearing  
Quick Reflexes: not easily surprised by any physical attack, and you adjust quickly to shifting footing  
Veteran: You've been around for a while, improving your abilities.

**Skills**

Acrobatics: moving gracefully through rolls & tumbles      Mediocre  
Aerial Acrobatics: swinging from vines and branches      Good  
Balance      Mediocre  
Climbing      Fair   
Jumping      Good  
Politics: knowledge of the local power structure      Mediocre  
Brawling: unarmed combat      Good  
Stick: weapon skill      Good  
Read Opponent: estimate another's skill level at something physical      Great  
Sling: weapon skill      Fair  
Net: weapon skill      Good  
Tactics: knowledge of the best way to arrange a group of warriors for the situation      Good  
Intimidate: opposed by Spirit      Fair  
Detect Lies      Fair  
Wood's Lore: knowledge of common animals, plants, etc.      Fair  
Camouflage      Fair  
Hide Traces      Fair  
Move Quietly      Good  
Tracking      Mediocre

**Equipment**

Fighting net  
Lucky fighting stick  
Knot-belt of rank

**Faults**

Poor night vision  
Special Wounding: may lose soul and color if Hurt or worse  
Primitive: Rumel society is pre-metalworking, and has limited stone and bone.  
Reckless Bravery: You take no thought for your safety in dangerous situations  
Duty: where the city council commands, you go

# Djedje

Apprentice shaman

# Ogalepihara



Age: 13  
 Weight: 2.9kg  
 Height: 68cm  
 Length: 112cm  
 Tail: 72cm  
 Limb: 74cm  
 Crest: mottled light brown & lemon  
 Arm Feelers: sky blue  
 Face Whiskers: magenta  
 Ear Tufts: maize

Her tail is much too short, and she is very small and scrawny, which would make her unattractive enough even if she wasn't a mumbling shaman. Also, like all shamans, she has burned off her upper-lip guard whiskers.

When Djedje was born, they at first thought she was a stillbirth. Then, miraculously, she started breathing. Her life since then has been a similar mixture of the frightening and the amazing. As a girl she grabbed a dead branch, and fell through the canopy, tearing her chest open on the branch that arrested her fall. Somehow, she not only survived, but kept her soul. However, she began seeing things that no one else saw, and was bundled off to the nearest shaman soon thereafter. The shaman, Ruwari, examined her, consulted the spirits, and determined that Djedje was indeed Chosen. Her training proceeded normally – which is to say, strangely. It has been 9 years now, and she has just about finished her training. All that is left is for her to find her calling. When the story of a psychotic rumel with a soul-stealing stick found its way to Ruwari, he sent Djedje to lend her aid, and perhaps find herself in the process.

**Superb (+3)**  
**Great (+2)**  
**Good (+1)**  
**Fair (0)**  
**Mediocre (-1)**  
**Poor (-2)**  
**Terrible (-3)**

Attributes default to Fair  
 Most skills default to Poor

## Wounds

1-2   Scratch  
 3-4    Hurt (-1)  
 5-6    Very Hurt (-2)  
 7-8    Incapacitated  
 9+    Dying

## Attributes

Fair **Charisma**  
 Good **Perception**  
 Good **Intelligence**  
 Great **Spirit**  
 Mediocre **Physique**  
 Fair **Agility**

## Gifts

Omnidexterity: can use forearms and hindarms, right and left, equally well, and tail slightly less well  
 Heightened Senses: +1 observation for touch and hearing  
 Spiritual Favor: You are chosen by the spirits, and can see and call upon them  
 Rank: You have the right to deputize others, and command them to assist you when needed

## Skills

Acrobatics: moving gracefully through rolls & tumbles **Mediocre**  
 Aerial Acrobatics: swinging from vines and branches **Mediocre**  
 Balance **Mediocre**  
 Climbing **Good**  
 Jumping **Mediocre**  
 Politics: knowledge of the local power structure **Good**  
 Dji Wiwu Momumilu: the ability to call upon spirits to aid you **Good**  
 Medium: hearing and seeing spirits **Great**  
 Spirit Wrack: ability to cause "physical" pain to spirits **Fair**  
 Counseling: comforting the afflicted, restoring good emotional health, etc. **Fair**  
 Detect Lies **Good**  
 Parley/Negotiate **Fair**  
 Persuade: opposed by Intelligence **Good**  
 Shaman Lore **Fair**  
 Herb Lore: medicinal use of plants **Fair**  
 Astrology: includes Astronomy **Fair**  
 Zoology **Mediocre**  
 Botany **Fair**  
 Read Opponent: estimate another's skill level at something physical **Fair**

## Equipment

Pouches of herbs and preparations for various rituals  
 Climbing stick  
 Necklace of feathers

## Faults

Poor night vision  
 Special Wounding: may lose soul and color if Hurt or worse  
 Primitive: Rumel society is pre-metalworking, and has limited stone and bone.  
 Out of Touch: Your mind is often elsewhere, and you have a tendency to talk about esoteric spiritual matters under your breath  
 Lame: Your tail has never quite worked the same since your fall  
 Apprentice: you are all but owned by your teacher, Ngumi