

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

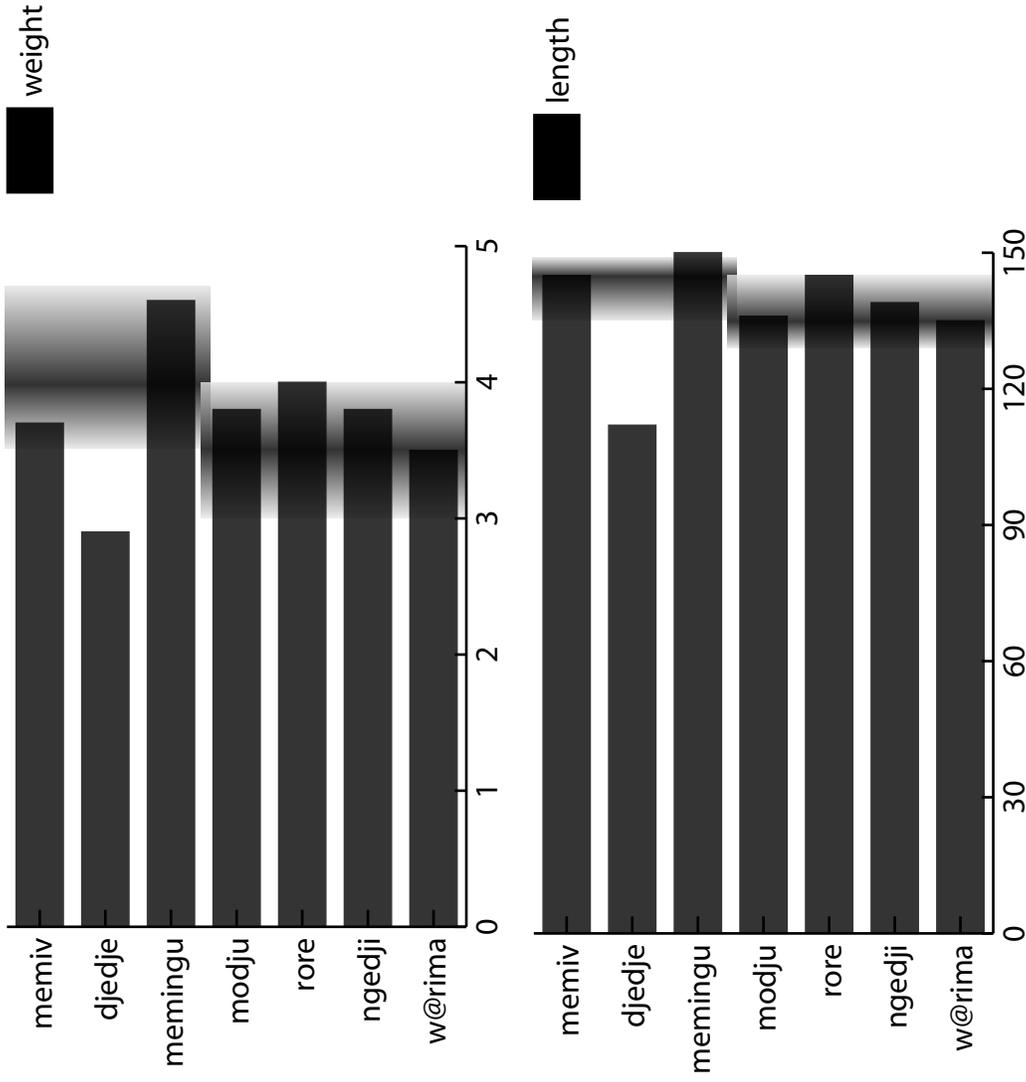
Crest: 5 longitudinal stripes, hot pink and turquoise in alternation
 Forearm Feelers: rust red
 Hindarm Feelers: bright orange
 Head Whiskers: pale yellow, almost white
 He was one of the largest males in the city, which makes his impending demonic possession only that much more frightening.

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
rirev
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.

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 Most skills default To Poor

Wounds

1-2 Scratch
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 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.

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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