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.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stick</td>
<td>+1</td>
</tr>
<tr>
<td>Sling</td>
<td>+2</td>
</tr>
<tr>
<td>Net</td>
<td>-2</td>
</tr>
</tbody>
</table>

**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

Ogalepihara

**Attributes**

- **Charisma**: Good
- **Perception**: Good
- **Intelligence**: Good
- **Spirit**: Terrible
- **Physique**: Good
- **Agility**: Great

**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 appeal
- 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
- Aerial Acrobatics: swinging from vines and branches
- Balance
- Climbing
- Jumping
- Politics
- Bluff
- Fast-talk
- Intimidate
- Lie/Pretense
- Camouflage
- Herb Lore
- Hide Traces
- Hunting
- Mimic Animal Noises
- Move Quietly
- Observation
- Tracking
- Brawling
- Stick
- Read Opponent
- Sling

**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

**Wounds**

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

**Ogalepihara**

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

Attributes default to Fair
Most skills default to Poor

---

Mungo, a psychopath, 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.
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, Ruweri, 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 Ruweri, 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 suck, 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 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.

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: geneology
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
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<th>limb-segment proportion</th>
<th>light male</th>
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<th>average female/ heavy male</th>
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| djudedjud | rur@mu |
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| ru | rumug |
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| w@d@j@g | mungo |
| wodj@miwu | |
**Werima**  
Investigator from the Magistrate's Office

<table>
<thead>
<tr>
<th>Gifts</th>
<th>Attributes</th>
<th>Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>Omnidexterity: can use forearms and hindarms, right and left, equally well, and tail slightly less well</td>
<td>Good Charisma</td>
<td>Acrobatics: moving gracefully through rolls &amp; tumbles</td>
</tr>
<tr>
<td>Heightened Senses: +1 observation for touch and hearing</td>
<td>Good Perceotion</td>
<td>Aerial Acrobatics: swinging from vines and branches</td>
</tr>
<tr>
<td>Rank: You may command most people, and deputize in the name of the Magistrate in order to order others around</td>
<td>Good Intelligence</td>
<td>Balance</td>
</tr>
<tr>
<td>Peripheral Vision: You can see further to the sides than most people.</td>
<td>Fair Spirit</td>
<td>Climbing</td>
</tr>
<tr>
<td></td>
<td>Mediocre Physique</td>
<td>Jumping</td>
</tr>
<tr>
<td></td>
<td>Good Agility</td>
<td>Politics: knowledge of the local power structure</td>
</tr>
</tbody>
</table>

**Equipment**  
Knot-belt showing investigator rank, and Magistrate’s authority

<table>
<thead>
<tr>
<th>Faults</th>
</tr>
</thead>
<tbody>
<tr>
<td>Poor night vision</td>
</tr>
<tr>
<td>Special Wounding: may lose soul and color if Hurt or worse</td>
</tr>
<tr>
<td>Primitive: Rumel society is pre-metalworking, and has limited stone and bone.</td>
</tr>
<tr>
<td>Curious: You are at -3 Spirit to resist exploring something new or unusual</td>
</tr>
<tr>
<td>Duty: You must serve the Magistrate as he demands</td>
</tr>
</tbody>
</table>

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.

<table>
<thead>
<tr>
<th>Wounds</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2 Scratch</td>
</tr>
<tr>
<td>3-4 Hurt (-1)</td>
</tr>
<tr>
<td>5-6 Very Hurt (-2)</td>
</tr>
<tr>
<td>7-8 Incapacitated</td>
</tr>
<tr>
<td>9+ Dying</td>
</tr>
</tbody>
</table>

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

**W@rima**

- 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

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Rore  
Soulless One – Former Entertainer

- **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.

### 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  
- **Aerial Acrobatics:** swinging from vines and branches  
- **Balance**  
- **Climbing**  
- **Jumping**  
- **Politics:** knowledge of the local power structure  
- **Juggling**  
- **Sleight of Hand**  
- **Throwing:** for accuracy, rather than lethality  
- **Knot-tying:** great for making fiber animals  
- **Performer:** the ability to entertain with an artistic (or other) skill

### Equipment

- juggling balls  
- decoratively-dyed 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

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...
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.

**Wounds**

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

**Attributes**

- Good 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

**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

**Skills**

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

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**Modju**
Aged History Rememberer

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Gifts</th>
<th>Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fair</td>
<td>Charisma</td>
<td>Omnidexterity: can use forearms and hindarms, right and left, equally well, and tail slightly less well</td>
</tr>
<tr>
<td>Great</td>
<td>Perception</td>
<td>Heightened Senses: +1 observation for touch and hearing</td>
</tr>
<tr>
<td>Good</td>
<td>Intelligence</td>
<td>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.</td>
</tr>
<tr>
<td>Fair</td>
<td>Spirit</td>
<td>Acrobatics: moving gracefully through rolls &amp; tumbles</td>
</tr>
<tr>
<td>Mediocre</td>
<td>Physique</td>
<td>Aerial Acrobatics: swinging from vines and branches</td>
</tr>
<tr>
<td>Good</td>
<td>Agility</td>
<td>Balance</td>
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<tr>
<td></td>
<td></td>
<td>Climbing</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Jumping</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Politics: knowledge of the local power structure</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Geography: region around Riwa</td>
</tr>
<tr>
<td></td>
<td></td>
<td>History: region including Riwa</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Political History</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Court Rituals</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Astrology: includes astronomy</td>
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<tr>
<td></td>
<td></td>
<td>Legends: heroic stories</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Knowledge: genealogy</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Storytelling</td>
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<tr>
<td></td>
<td></td>
<td>Performer: the ability to entertain with an artistic (or other) skill</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Equipment</th>
<th>Faults</th>
</tr>
</thead>
<tbody>
<tr>
<td>Knot-belt indicating rememberer rank</td>
<td>Poor night vision</td>
</tr>
</tbody>
</table>

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 genealogy 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.
Memiv
Adjunct Administrator to Councilor Ngumi, 4th District, Riwa

**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 trusted 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.

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

**GiTs**
- 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  
- Aerial Acrobatics: swinging from vines and branches  
- Balance  
- Climbing  
- Jumping  
- Politics: knowledge of the local structure  
- Bluff: opposed by Intelligence  
- 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  
- Lie/Pretense: dissembling your true intentions; opposed by Detect Lies  
- Parley/Negotiate  
- Persuade: opposed by Intelligence  
- Savoir-Faire: avoiding social blunders in higher-class settings  
- Area Knowledge: Riwa  
- Legal Process  
- Evaluate Goods  
- Detect Lies  
- Accounting  
- Move Quietly

**Equiment**
- Knot-belt showing rank/authority

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

**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

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

Attributes default to Fair  
Most skills default to Poor

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Memingu
Experienced guardian

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Gifts</th>
<th>Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mediocre Charisma</td>
<td>Omnidexterity: can use forearms and hindarms, right and left, equally well, and tail slightly less well</td>
<td>Acrobatics: moving gracefully through rolls &amp; tumbles</td>
</tr>
<tr>
<td>Good Perception</td>
<td>Heightened Senses: +1 observation for touch and hearing</td>
<td>Aerial Acrobatics: swinging from vines and branches</td>
</tr>
<tr>
<td>Fair Intelligence</td>
<td>Quick Reflexes: not easily surprised by any physical attack, and you adjust quickly to shifting footing</td>
<td>Balance: Mediocre</td>
</tr>
<tr>
<td>Mediocre Spirit</td>
<td>Veteran: You've been around for a while, improving your abilities.</td>
<td>Climbing: Good</td>
</tr>
<tr>
<td>Great Physique</td>
<td></td>
<td>Jumping: Good</td>
</tr>
<tr>
<td>Great Agility</td>
<td></td>
<td>Politics: knowledge of the local power structure</td>
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<tr>
<td></td>
<td></td>
<td>Brawling: unarmed combat</td>
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<td></td>
<td></td>
<td>Stick: weapon skill</td>
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<tr>
<td></td>
<td></td>
<td>Read Opponent: estimate another’s skill level at something physical</td>
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<tr>
<td></td>
<td></td>
<td>Sling: weapon skill</td>
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<tr>
<td></td>
<td></td>
<td>Net: weapon skill</td>
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<tr>
<td></td>
<td></td>
<td>Tactics: knowledge of the best way to arrange a group of warriors for the situation</td>
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<tr>
<td></td>
<td></td>
<td>Intimidate: opposed by Spirit</td>
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<tr>
<td></td>
<td></td>
<td>Detect Lies</td>
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<td></td>
<td></td>
<td>Wood's Lore: knowledge of common animals, plants, etc.</td>
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<td></td>
<td></td>
<td>Camouflage</td>
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<td></td>
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<td>Hide Traces</td>
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<td></td>
<td>Move Quietly</td>
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<td></td>
<td></td>
<td>Tracking</td>
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<table>
<thead>
<tr>
<th>Wounds</th>
<th>GiTs</th>
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<tbody>
<tr>
<td>1-2 Scratch</td>
<td></td>
<td>Mediocre</td>
</tr>
<tr>
<td>3-4 Hurt (-1)</td>
<td></td>
<td>Good</td>
</tr>
<tr>
<td>5-6 Very Hurt (-2)</td>
<td></td>
<td>Fair</td>
</tr>
<tr>
<td>7-8 Incapacitated</td>
<td></td>
<td>Fair</td>
</tr>
<tr>
<td>9+ Dying</td>
<td></td>
<td>Good</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Equipment</th>
<th>Faults</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Fighting net</td>
<td>Poor night vision</td>
<td>Fair</td>
</tr>
<tr>
<td>Lucky fighting stick</td>
<td>Special Wounding: may lose soul and color if Hurt or worse</td>
<td>Fair</td>
</tr>
<tr>
<td>Knot-belt of rank</td>
<td>Primitive: Rumel society is pre-metalworking, and has limited stone and bone.</td>
<td>Fair</td>
</tr>
<tr>
<td></td>
<td>Reckless Bravery: You take no thought for your safety in dangerous situations</td>
<td>Fair</td>
</tr>
<tr>
<td></td>
<td>Duty: where the city council commands, you go</td>
<td>Good</td>
</tr>
</tbody>
</table>

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 sorcererous psychopath to justice...well, she's been ready for quite some time.

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Djedje
Apprentice shaman

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, Ruweri, 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 Ruweri, he sent Djedje to lend her aid, and perhaps find herself in the process.

<table>
<thead>
<tr>
<th>Wounds</th>
<th>Gifts</th>
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<tbody>
<tr>
<td>1-2 Scratch</td>
<td>Omnidexterity: can use forearms and hindarms, right and left, equally well, and tail slightly less well.</td>
<td>Acrobatics: moving gracefully through rolls &amp; tumbles</td>
</tr>
<tr>
<td>3-4 Hurt (-1)</td>
<td>Heightened Senses: +1 observation for touch and hearing.</td>
<td>Aerial Acrobatics: swinging from vines and branches</td>
</tr>
<tr>
<td>5-6 Very Hurt (-2)</td>
<td>Spiritual Favor: You are chosen by the spirits, and can see and call upon them.</td>
<td>Balance</td>
</tr>
<tr>
<td>7-8 Incapacitated</td>
<td>Rank: You have the right to deputize others, and command them to assist you when needed.</td>
<td>Climbing</td>
</tr>
<tr>
<td>9+ Dying</td>
<td></td>
<td>Jumping</td>
</tr>
</tbody>
</table>

Attributes

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

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.

Attributes default to Fair
Most skills default to Poor

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