

# Shanley

Alignment: NG  
WR: 1d2  
TKA: 1d4  
Wounds: 32

Soul Points 97  
Power: 15  
React: 18

Luck: 8  
Spell Resis: 18+4  
Relative Size: 1

Walking 3  
Charging 9  
Running 15  
Broad Jump 2d6+3

Free Weight: 12 VL  
Sights Normal

	Staff	Total
Skill	18+ 12	
<b>Defense Adj.</b>	<b>5 (18/5=3)</b>	<b>3</b>
Attack Rank	12/2d6	
<b>Damage</b>	<b>1d8</b>	<b>1d8+1d4</b>

Nature: Fair to the people he deals with and concerned for the people that seek the protection his tower offers.  
Honesty: 8

(human)

No Image Currently Available

Owner of  
Shanley's Keep

**Armor:** Magic Robes  
**APV:** 1d4+2  
**WR:** 1d2  
**TPV:** 1d2+1d4+2

Shanley is a fairly tall thin man. He comes in at about 6 feet 2 inches and weighs about 150 pounds or so. He always wears a plain brown robe and carries a great wooden staff. He has red /brown hair and it looks as if he does not grow facial hair other than eyebrows.

Shanleys magic robes give 1d4+2 wound resistance. If you wear the robe with magic armor, it will cancel out the magic in the armor.

Skills:  
Arcana: 18+13  
Awareness: 17+0  
Concentration 18+14  
Determination: 18+27  
Education: LS  
Herbalist: 18+20  
Research: 18+33  
Teaching LS

The back of the sheet gives a bare listing of the spell words and Spells that Shanley knows. You can assumn that the list contains 70 to 90 % of the spell words Shanley knows. As for spells, Shanley knows at least 11/10/8/7/6/4/3. You can add spells as seem appropriate to you.

# Shanley

Alignment: Neutral Good

Nature: Fair to the people he deals with and concerned for the people that seek the protection his tower offers.

Honesty: 8

## Zero Level Spell Words:

Allow, Area, Ball, Blow, Bolt, Box, Caster, Cause, Character, Cone, Cube, Damage, Enemy, Hole, Object, Sphere, Remove, Target, To, Without

## First Level Spell Words:

Bouyant, Burn, Charge (electrical), Close, Cold, Detect, Effect, Fire, Increase, Light, Other, Plant, Protect, Purify, Run, Stone

## Second Level Spell Words:

Absorb, Animate, Anti, Create, Conduct, Dark, Energy, Fog, Freeze, Hurt, Increase, Invisible, Lightning, Meld, Muscle, Raise, Shape, Spark, Spasm, Speak, Soul

## Third Level Spell Words:

Extremity, Kill, Multiple, Poison, Storm, Trap, Will

## Fourth Level Spell Words:

Bond, Future, Permanent, Sun, Transmute

## First Level Spells

Burn Target 1/0: 18+12

Damage will be 2d8 with range of 50'. Target gets his / her wound resistance dice rolls.

## Second Level Spells

Absorb Blow 2/0: 18+27

Has a 77% of negating a missile or melee blow. If it negates the blow, there is a 50% chance the spell will remain on. Lasts for 27 days or until used.

Fog 2: 18+17

Has a range of 60 feet. Causes a fog that billows out in a circle, Has a 27 foot radius. Lasts 6d10 combat rounds (or until removed by a wind). Add +15 to all melee attacks if in hand to hand combat.

Hurt Target 2/0: 18+22

Has a range of 80 feet. Does 2d8 + 5 damage. Ignores the targets WR and APV rolls. The target can avoid the damage by make a Spell Resistance dice roll at +5 on the dice roll.

## Third Level Spells

Create Fire Ball 2/1/0: 18+17

Has a range of 40 feet. Damage will be 2d12+5 with range of 50'. Target gets WR and APV rolls. Those on the edge of the affect get a react roll to avoid the affect.

Detect Invisiblel 1/2: 18+10

Caster only. Feels invisible targets. Decreases penalty of fighting invisible targets by 13 points. Lasts 4d8 combat rounds.

## Fourth Level Spells

Create Lightning Bolt 2/2/0: 18+12

Damage is 2d12+4 with range of 30'. Target gets his WR and APV rolls. If in metal armor, its APV roll is doubled.

Muscle Spasm 2/2: 18+17

Range is 40 feet. Duration is 5d6 combat rounds. Target gets a SR roll at +5 on the dice to avoid the affects. Target has a 25% chance to hit itself in a given attack. If it does not hit itself, then its suffers a 1d4 penalty to its To Wound Roll.

## Fifth Level Spells

Spark Storm 2/3: 18+22

Shots 2d4 sparks into a cone 20 feet long by 10 feet wide. Randomly determine targets. Damage will be 2d10+7. Targets get WR and APV rolls. Metal armor doubles its normal APV.

## Sixth Level Spells

Bond Object to Soul 4/0/0/2: 18+12

Can link an object to a characters soul.

## Seventh Level Spells

Create Sun Light 2/4/1: 18+9

Lasts 3d4 combat rounds. Has a 20 foot range and creates a point of light that is equivalent to full daylight out to 19 feet.