

Rosper—Drake Form

DEX: 12 STR: 15 TOU: 12
PER: 14 WIL: 16 CHA: 13

Initiative: 15 **Physical Defense:** 16
Number of Actions: 3 (1) **Spell Defense:** 18
Attack (4): 16 **Social Defense:** 17
Damage: **Physical Armor:** 15 (armor)
Bite (3): 18 **Mystic Armor:** 15
2 × Claws (4): 19
Weapon: (by type)

Death Rating: 61 (103) **Recovery Tests:** 6
Wound Threshold: 18 **Knockdown:** 16 (15)
Unconsciousness Rating: 54 (90)

Combat Movement: 110/150+
Full Movement: 220/300+

* The second value is the drake's flying Movement rate.

Karma Points: 20 **Karma Step:** 10

Powers:

Armored Scales (3) Dispel Magic (1): 17
Disrupt Fate (1): 17 Dragon Breath (1): 17
Dragon Durability (7/6) (6) Dragonsight (1): 15
Dragonspeech (1): 15 Enhanced Matrix^T (6)
Fear (1): 14 Regeneration (1): 13
Spellcasting (7): 21 Spell Matrix^T (7)
Spell Matrix^T (7) Spell Matrix^T (7)
Spell Matrix^T (6) Suppress Magic (1): 17
Thread Weaving (Elementalism)^T (6): 20
Thread Weaving (Wizardry)^T (6): 20

Spells: Elementalism, Wizardry (both at Sixth Circle)

Legend Points (3): 20,985

Equipment: Varies by Name-giver form

Loot: Scales and blood worth D6 × 50 silver pieces (counts as treasure worth Legend Points).

Rosper—Human Form

DEX: 12 STR: 15 TOU: 12
PER: 14 WIL: 16 CHA: 13

Initiative: 14 **Physical Defense:** 16
Number of Actions: 1 **Spell Defense:** 19
Attack: 12 **Social Defense:** 17
Damage: **Physical Armor:** 13
Broadsword (7): 22 **Mystic Armor:** 17
Medium Crossbow (5): 20

Death Rating: 61 (103) **Recovery Tests:** 6
Wound Threshold: 18 **Knockdown:** 15
Unconsciousness Rating: 54 (90)

Combat Movement: 110 **Full Movement:** 220

Karma Points: 20 **Karma Step:** 10

Powers:

Dispel Magic (1): 17 Dragonsight (1): 15
Dragon Durability (7/6) (6) Regeneration (1): 13
Suppress Magic (1): 17

Elementalism Talents:

Cold Purify^D (6): 22 Elemental Hold^D (6): 22
Elemental Tongues^D (4): 18 Fire Heal^D (6): 22
Karma Ritual (7): 7
Read and Write Language (7): 21
—Human, *Sperethiel*
Read and Write Magic^D (7): 21
Spellcasting^D (7): 21
Spell Matrix (7): 7 Spell Matrix (7): 7
Spell Matrix (7): 7 Spell Matrix (6): 6
Thread Weaving (Elementalism)^D (6): 20
Willforce (7): 23

^D Indicates a Discipline talent.

Wizard Talents:

Arcane Mutterings^D (6): 19 Book Memory^D (6): 22
Book Recall^D (6): 20 Enhanced Matrix (6): 6
Evidence Analysis^D (6): 20
Speak Language^D (6): 20
—*Sperethiel*
Thread Weaving (Wizardry)^D (6): 20

^D Indicates a Discipline talent.

Spells: Elementalism, Wizardry (both at Sixth Circle)

Discipline Abilities:

Karma on Perception- and Willpower-only Tests; +1 Spell Defense, Fire and Ice (1 Damage Point)

Skills:

Forgery (1): 13 Gem Appraisal (1): 15
Mapmaking (1): 14 Research (3): 17
Robe Embroidery (2): 15
Read and Write Language (1): 15
—Dwarf (Throalic)
Speak Language (2): 16
—Dwarf (Throalic), Human

Legend Points (3): 20,985

Equipment: Thread Chainmail (Rank 4; Phys 10; Myst 2), Footman's Shield (Phys 3; Init 1; ST 19), Broadsword (Forged +2; Damage: 22/D20+D10+D8), Medium Crossbow (Damage 20/D20+D8+D6; Range 70–140–280), Quiver (w/15 medium crossbow bolts), Adventurer's Kit, Arcane Tomes, Cloaksense Brooch, Embroidery Kit, Embroidered Robes, Grimoire, Map and Scroll Case (w/Forged Hanto Map), Painting Tools, Scrolls, Trail Rations (1 week), Wealthy Traveler's Garb, Writing Kit

Loot: 500 silver pieces worth of small gems. Scales and blood worth D6 × 50 silver pieces (counts as treasure worth Legend Points). 600 silver pieces.

Commentary

Rosper is a young, inexperienced drake who serves the Great Dragon Mountainshadow (see p. 428 of the **Game-master's Compendium**). He manifests as a human, but has not yet grasped the subtle nuances of Barsaivian social mores and behavior; his strange mannerisms and lack of cultural knowledge sometimes give him away. Rosper has become entranced by the story of Aardelea; he is infatuated with the girl, even though he has never met her. Rosper is a Sixth Circle Elementalist and Sixth Circle Wizard.