



Name: Shabhira

Race: Khajiit

Appearance: Female Ohmes (bipedal). Yellow shawl and complex facial tattoos.

Player:

Ht: 5' 2"

Wt: 8st 3lb

Age: 310 mo

Spent: 156

Unspent: -6

CHARACTER SHEET

| | | | | | | | | |
|----|-----|---------|------|-----|-------|-------------|-------|-----------|
| ST | 10 | [0] | HP | 10 | [0] | Basic Speed | 5.25 | [0] |
| DX | 11* | [-20] | Will | 12 | [0] | Basic Move | 5 | [0] |
| IQ | 12 | [40] | Per | 12 | [0] | BL | 20 lb | (ST×ST)/5 |
| HT | 10 | [0] | FP | 14† | [0] | Thr | 1d-2 | Sw 1d |
| TL | 3 | [0] | SM | +0 | | | | |

* Includes: +2 from 'DX Bonus from Khajiit'

† Includes: +4 from 'Magicka Points Bonus from Birthsign: The Mage'

| | | | | | |
|---------|----|---------------|----|-------------|---------|
| Vision | 12 | Taste/Smell | 12 | Death Check | 10 |
| Hearing | 12 | Fright Check | 12 | Broad Jump | 2.33 yd |
| Touch | 12 | Consciousness | 10 | High Jump | 1.67 ft |

HP 3, 0, -10, -20, -30, -40, -50 FP 4, 0, -14

ENCUMBRANCE TABLE

| Name | « None » | Light | Med | Hvy | X-Hvy |
|--------|----------|-------|-------|--------|--------|
| Basic | 20 lb | 40 lb | 60 lb | 120 lb | 200 lb |
| Ground | 5 yd | 4 yd | 3 yd | 2 yd | 1 yd |
| Water | 1 yd | 1 yd | 1 yd | 1 yd | 1 yd |
| Jump | 5 yd | 4 yd | 3 yd | 2 yd | 1 yd |
| Dodge | 8 | 7 | 6 | 5 | 4 |

| PARRY | PARRY | BLOCK | DODGE | DR |
|-------|-------|-------|-------|-------|
| 8 | 8 | 6 | 8 | 0 |
| DX | DX | DX | None | Torso |

REACTION MODIFIERS

Appearance: +0

Status: +0

Other: +0*

* Conditional: +2 from 'Catburglary', +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs

TEMPLATES AND META-TRAITS

| Name | Pts |
|---|--------|
| Birthsign: The Mage | [13] |
| Magicka Points Bonus from Birthsign: The Mage | [8] |
| Magery 0 | [5] |
| Race: Khajiit | [96] |
| Catburglary 2 | [10] |
| DX Bonus from Khajiit | [40] |
| Catfall | [10] |
| Roll to halve damage from a fall: 11 (DX) | |
| Claws (Sharp Claws) | [5] |
| Flexibility | [5] |
| Night Vision 9 | [9] |
| Perfect Balance | [15] |
| Teeth (Sharp Teeth) | [1] |
| Fur | [1] |

ADVANTAGES

| Name | Pts |
|---|--------|
| Catburglary 2 | [10] |
| Catfall | [10] |
| Roll to halve damage from a fall: 11 (DX) | |
| Claws (Sharp Claws) | [5] |
| DX Bonus from Khajiit | [40] |
| Flexibility | [5] |
| Magery 0 | [5] |
| Magicka Points Bonus from Birthsign: The Mage | [8] |
| Mind Reading (Dar'Rakha) | [15] |
| Roll to Mind Read; R-Will: 12 (IQ) | |
| Mindlink (Dar'Rakha; 1 person) | [5] |
| Night Vision 9 | [9] |
| Perfect Balance | [15] |
| Teeth (Sharp Teeth) | [1] |
| Telecommunication (Telesend; Dar'Rakha) | [15] |
| Roll to Communicate: 12 (IQ) | |

PERKS

| Name | Pts |
|------|-------|
| Fur | [1] |

DISADVANTAGES

| Name | Pts |
|----------------------------|---------|
| Greed (12 or less) | [-15] |
| Impulsiveness (12 or less) | [-10] |
| Overconfidence (6 or less) | [-10] |
| Pyromania (6 or less) | [-10] |
| Short Attention Span | [-10] |

SKILLS

| Name | Level | Relative | Pts |
|------------------------------|-------|----------|--------|
| Acrobatics | 12* | DX+1 | [1] |
| Artist (Illusion) | 10 | IQ-2 | [1] |
| Climbing | 17† | DX+6 | [2] |
| Innate Attack (Projectile) | 13 | DX+2 | [4] |
| Parry: 9 | | | |
| School of Magic: Destruction | 13 | IQ+1 | [8] |
| School of Magic: Illusion | 14 | IQ+2 | [12] |
| Stealth | 12‡ | DX+1 | [1] |

* Includes: +2 from 'Catburglary', +1 from 'Perfect Balance'

† Includes: +2 from 'Catburglary', +3 from 'Flexibility', +1 from 'Perfect Balance'

‡ Includes: +2 from 'Catburglary'

SPELLS

| Name | Level | Relative | Pts |
|----------------------------------|-------|----------|-------|
| Complex Illusion (Illusion) | 13 | def+1 | [2] |
| Control Illusion (Illusion) | 11 | def+1 | [2] |
| Create Fire (Destruction) | 12 | def+0 | [0] |
| Dispel Illusion (Illusion) | 10 | def+1 | [2] |
| Explosive Fireball (Destruction) | 10 | def+1 | [2] |
| Fireball (Destruction) | 11 | def+1 | [2] |
| Illusion Disguise (Illusion) | 14 | def+1 | [2] |
| Mind-Reading (Illusion) | 12 | def+1 | [2] |
| Perfect Illusion (Illusion) | 12 | def+1 | [2] |
| Simple Illusion (Illusion) | 14 | def+0 | [2] |

POINTS SUMMARY

| | Pts |
|---|------------|
| Basic Attributes, Secondary Characteristics | [20] |
| Advantages, Perks | [144] |
| Disadvantages, Quirks | [-55] |
| Skills, Techniques | [29] |
| Spells | [18] |
| Total Points Spent: | 156 |
| Unspent Points: | -6 |

DESCRIPTION

The Ohmes, born under a new Masser with a full Secunda, are bipedal, with thin fur - when they travel, they are often mistaken for Bosmer, the wood-elves who live to the West.

Shabhira is the elder sister of Dar'Rakha, and the only one of her clan to have a natural gift with magic. She can cast illusions with ease, and has learned to wield fire - something that can strike terror into the furrier Khajiit.

Shabhira and Dar-Rakha share an empathic link. They have never heard of anybody else with this ability, so they've kept it secret. They always know what the other is feeling, and if they're close enough they can "talk" with their minds. The siblings have often protected their clan, dissuading enemies before they get close enough for a real fight.

Shabhira has also learned to read the minds of others - but only if they are willing, and she has to touch them. She gets on very well with Ma'Dato, who - like all Alfiq - can't speak.

Shabhira usually wears bright yellow shawls, and her facial tattoos are very complex, but she has mastered illusions that let her change her clothes and tattoos. She sometimes amuses her smaller cousins by making her tattoos appear to move and change shape as they watch.

| MELEE ATTACKS | | | | | | | |
|---------------|-------|-------|----------|-------|----|----|-------|
| Name | Skill | Parry | Damage | Reach | ST | LC | Notes |
| Bite | 11 | — | 1d-3 cut | C | — | — | |
| Kick | 9 | — | 1d-2 cut | C,1 | — | — | |
| Punch | 11 | 8 | 1d-3 cut | C | — | — | |

| RANGED ATTACKS | | | | | | | | | | | |
|----------------------------------|-------|-------------|-----|---------------|-----|-------|----|------|-----|----|--------|
| Name | Skill | Damage | Acc | Range | RoF | Shots | ST | Bulk | Rcl | LC | Notes |
| Explosive Fireball (Destruction) | 13 | ~1d burn ex | 1 | 25 yd / 50 yd | — | — | — | — | — | — | ~2-6en |
| Fireball (Destruction) | 13 | ~1d burn | 1 | 25 yd / 50 yd | — | — | — | — | — | — | ~1-3en |

| SPELL GRIMOIRE | | | | | | | |
|----------------------------------|-------|-----------------|-------------|----------|----------------|---------|-----------|
| Name | Skill | Class | Time | Duration | Casting Cost | College | Page |
| Complex Illusion (Illusion) | 13 | Area | 1 sec. | 1 min. | 2/H | Ri, IC | M96, F170 |
| Control Illusion (Illusion) | 11 | Regular/R-spell | 2 sec. | Perm. | 1 | Ri, IC | M97 |
| Create Fire (Destruction) | 12 | Area | 1 sec. | 1 min. | 2/H | Ri, Fi | M72, B246 |
| Dispel Illusion (Illusion) | 10 | Regular/R-spell | 1 sec. | Instant | 1 | Ri, IC | M97 |
| Explosive Fireball (Destruction) | 10 | Missile | 1 to 3 sec. | Instant | 2 to 2xMagery# | Ri, Fi | M75, B247 |
| Fireball (Destruction) | 11 | Missile | 1 to 3 sec. | Instant | 1 to Magery# | Ri, Fi | M74, B247 |
| Illusion Disguise (Illusion) | 14 | Regular | 1 sec. | Varies | 3 | Ri, IC | M96, F170 |
| Mind-Reading (Illusion) | 12 | Regular/R-Will | 10 sec. | 1 min. | 4/2 | Ri, CE | M46, B245 |
| Perfect Illusion (Illusion) | 12 | Area | 1 sec. | 1 min. | 3/H# | Ri, IC | M96 |
| Simple Illusion (Illusion) | 14 | Area | 1 sec. | 1 min. | 1/H | Ri, IC | M95, F170 |