

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, <i>Sperethiel</i> | |
| 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 | |
| — <i>Sperethiel</i> | |
| 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.