

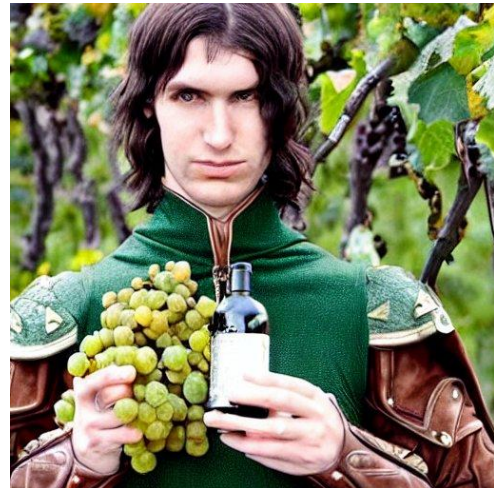
Vinifera Grapevine

Gender: ♂

Race: Meadow Elf

Class: Adventurer / Ranger

An elf from Aumond, a small town west of the Salamander Stones mountain range. From a large family of elves known for their vineyards and wineries, with wine being the popular beverage manufactured by his family. Ever since feylamia have appeared, the number of elves have dwindled until Vinifera was the last and thus sets out on a quest to find a way to rid his town of the feylamia.



Since Elven Blood, the feylamia crisis has now been resolved. With the family winery opened up and with Nazom as his neighbour, he is now attempting to restore the ghost town that is Aumond to its former glory. The Silver Lantern is now kept in the town bell tower where it receives moonlight every night and offers protection to the town. Vinifera and Nazom still continue their adventures.

Level: 6

EXP: 1525



Statistics

Health: 37/37

Mana: 37/37

Courage: 11

Intelligence: 11

Perception: 12

Intuition: 13

Charisma: 12

Dexterity: 13

Strength: 12

Attack: 12

Defence: 12-1

Arm Class: 3

Special:

- Oenophilist (Wine and grape related intelligence -5)
- Learned to play "Boltan" (i.e. poker card game)

- Read “Book of Bodies” (gained Intelligence +1)



Inventory:

Equipment:

Playing cards (game “Boltan”, i.e. poker) Kolja Swintkoop’s note >>19118 Lantern (8hr oil) Bandages (1; give 1d6-1 Health back) Waterskin (full) Provisions (5) Keys (2 same. 1 other) Excellent Health Potions (2) Mana Potions (2, 25MP each) Silver circlets (2) Spider poison (5 vials) Steel-sheet-elf (robot toy named Jas.) Mysterious ring (gold, purple gem) Scroll of magic protection (1)	Grapevine brooch Double-Khunchomer sword (d6+6, -1 Def, -1 Init) Leather armour (3 Arm) Ventures cloak (grey, for rainy weather) Silver bracelet (with symbol of Phex) Small box (empty)
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Money: 122 **ducats** 83 **silbertalers** 9 **hellers**



Spells

BALSAM	<i>It transforms the caster’s MP into HP for the injured person.</i> How to: Place your hand on the forehead of an injured person and speak the magic word. Costs: 1 MP per 1 HP
FLIM FLAM	<i>A small light sphere appears above your head (following around as you walk), illuminating the area as a good lantern would.</i> How to: Say the magic words and snip your fingers. Costs: 1 MP per 5 minutes
FORAMEN	<i>Magically opens locks.</i> How to: Touch a lock three times with your hand while saying the magic word. In order to counter a CLAUDIBUS you have to pay an additional 6 MP. Costs: 8 MP

ARMATRUTZ	<i>Creates invisible (skin-tight) armour of 4 Armour Class around you, only useful against physical attacks.</i> How to: Touch your breast and say the magic word. Costs: 2 MP per battle round
VISIBILI	<i>Makes your body invisible (not your clothes, armour etc.!). Can also be used on others!</i> How to: Say the magic word and wink. Costs: 2 MP per 5 minutes (You can only make yourself invisible for [Character's Level x 5 minutes] max.; 15 minutes have to pass before using the spell again)
FULMINICTUS	<i>Invisible lightning bolt against (living) targets.</i> How to: Point at the target and say the magic word. Range: 7 meters Costs: 1 MP per 1 Damage
BANNBALADIN	<i>Makes the target think you're his best friend.</i> Roll [Character's Level + 1] d6 and add your Charisma. The spell only succeeds if your result is higher than the opponent's Monster Class (the equivalent to how dangerous he/she is) plus 3d6. How to: Look the target in the eye and say the magic word. Range: 5 meters Duration: 15 minutes Costs: 8 MP per target
SOMNIGRAVIS	<i>"A Dream of A Thousand Sheep", an elven lullaby when sung with magic, can put victims into a dreamless sleep.</i> Puts victims to sleep. The victim has to be in a resting (i.e. sitting, lying, etc.) state to be afflicted. If the victim is already sleeping, its sleep will be even deeper. Victim may roll for Strength +[Character's Level/2] to counter at the beginning of duration, and then every 60 minutes thereafter to awake. How to: Sing a soothing song. Range: 5 meters Duration: max. [Character's level/2] hours; victim awakes when roughly shook or even attacked Costs: 6 MP for the first, 5 MP for any additional target.

Example: An elf (level 3) wants to enchant a weak goblin (Monster Class 5). The elf rolls 4d6 (3 because he is level 3 plus 1) and adds his Charisma. The goblin rolls 3d6 + 5 (his Monster Class). The spell works if the elf's result is higher than the goblin's.

If you have a Dexterity of 13 you may increase your Attack OR Defence by 1 point.