

Combat 12, Crafts 8, Divination 8, Exorcism 6, Folk Knowledge 6, Medicine 7, Scholarship 13, Sorcery 5, Tantra 18, Travel 8, Weathermaking 9, Western Knowledge 20,

Special Unspent XP , Total Earned XP ,

Levels/Disciplines level 1 sorcerer

history

Wangmo Dorjee was the daughter of nomads in Northeast Tibet. As a young woman, Wangmo would occasionally lie, and sometimes she would threaten people with, among other things, sorcerous attack. Bad things happened to a few of the people she threatened and suddenly everyone believed that Wangmo really was a sorcerer. They gave her an extra bit of respect and sometimes hired her. She became quite skilled in the skills that allowed her to fake being a sorcerer, including sneaking, fooling people and doing sleight-of-hand tricks. Eventually she left home to become a wandering sorcerer.

personality

Wangmo does not consider herself especially evil, nor does she think she has very high karma. She does some good and some bad. She feels for the Tibetans fighting the Chinese, especially the nomad warriors, and she tries to lend them emotional support and encouragement whenever possible.

motivations

Wangmo is wandering the countryside, making a living by selling (fake) sorcerous services.

methods

Wangmo has found that it is quite easy to fake being a sorcerer. If she thinks someone is about to fall ill, she may pretend to put a curse on them. If she really doesn't like someone she will sneak in at night and kill their cattle, burn down their tent or poison their food. For the most part, however, she only has to threaten people with the possibility of a curse to get what she wants.

Typical Action: Pain/Stun attack with fists at INL (13) + AGY (15) +8 (skill) vs. 25 (or 1d20 +11 vs. 0).

Typical Reaction: Jump-Out at SPD (12) + AGY (15) + 1d20 vs. 25 (or 1d20 +2 vs. 0).

save