Name: Margaret "Maggie" Harper **Race:** Human **Age:** ? **Sex:** Female

Height: 6' 1" **Weight:** ~110 lbs. **Hair Color:** Purple **Eye Color:** Brown **Handedness:** Left

Skill Level: 3 Total Skill Points Earned: 43 Unspent Discipline Points: 0 Unspent Proficiency Points: 0

Attributes	base	adjusted
Agility	15	
Endurance	10	
Intellect	16	
Presence	6	
Strength	10	

	base	adjusted
Health Points	16	
Dodge	17	
Physical Resistance Modifier		+1
Mental Resistance Modifier		+0
Feat of Strength Modifier		+0
Initiative Roll Modifier		+4

	base	adjusted
Armor Impedance	0	+0
Movement Rate	120'	
Swimming Rate	20'	
Encumbrance Class		I

Disciplines	grade
Language: Drohkan	
Language: Zhellan	
Language: Valan	
Literacy	
Weapon Mastery, Class: E	II
Multiple Attacks, Class: E	I
Uncanny	
Improved Dodge	II
Improved Initiative	I

Proficiencies	grade	modifier
Acrobatics	II	
Artistic Ability: Lute	I	+1
Climbing	III	
Healing	III	+1
Herbalism	II	+1
Local Know: Gyre	I	+1
Lock-picking	II	

Worn Armor	damage absorbance	impedance score
None		
Total Absorbance/Impedance		

Weapons	class	damage	to-hit modifier	damage modifier	attacks per round
Longsword	E	1d8	+2	+1	3/2

Equipment, Spells, and Notes:

White cloak, fancy men's clothing, wing-tip shoes, eyepatch, belt pouch, longsword, lute, Gauntlet of Rusting (magic)

Maggie is a shy, withdrawn woman with an unconventional appearance. She is highly competent in swordplay, and currently works with Wendell Grimes at the behest of the necromancer Alastor Darling. Together, they are searching for the Tetragrammaton, which contains the entirety of the first four circles of hermetic magic, plus several unique spells and treatises on the nature of divinity. Maggie enjoys playing the lute in spare time, and frequently does so while adventuring. In battle, Maggie uses her magical Gauntlet of Rusting to disarm her opponent first, then resorts to her sword skill. Maggie dresses in masculine clothing and always wears a white cloak and black wing-tip shoes. Maggie's social awkwardness, bizarre appearance, and lack of a family stem from reasons unknown even to her. In truth, she was created by Alastor Darling using the 8th Circle spell Parthenogenesis. Her strange hair and missing eye are due to several tiny mistakes made in the casting of this spell. The clothing she wears is some of Alastor's old clothing he gave her after her creation. Were she to find out the truth, she would part from Alastor's service and even Wendell's company in order to pursue her identity, particularly the question of whether or not she possesses a soul.