



Scheherazade

THE ONE THOUSAND AND ONE NIGHTS RPG

Abdul Alhazred

Scheherazade

THE ONE THOUSAND AND ONE NIGHTS RPG



Abdul Alhazred

Scheherazade

THE ONE THOUSAND AND ONE NIGHTS RPG

Abdul Alhazred

NAME

Old Scholar

CONCEPT



A poet and Wanderer

DESCRIPTION

Gifted

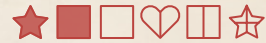
STATUS

ATTRIBUTES

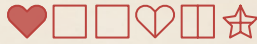
POWER



PRECISION



COURAGE



CAUTION



PASSION



REASON



SECONDARY ATTRIBUTES



LIFE



MOON



ENERGY

GEAR & NOTES

+ Al Azif [book of lore - **TOOL** in casting magic]

+ Dagger

+ Lamp

UNIQUE GIFT & SPELLS

Beloved by Spirits [1x1] - Effort

When I do magic, I can command spirits to obey my will, but this taxes my strength. I can spend one Life to roll two extra dice when casting a spell.

Spell - Enthrall

The mage can hypnotize a living being (**REA+PAS**) forcing him to obey a command.

Charm. Making the roll and spending Energy equal to the LvL of the victim, he becomes a slave of the mage. Until the spell is in effect, the caster doesn't recover the Energy spent.

Ward

By invoking the name of God, the caster is protected by supernatural harm (-1 Difficulty of resisting magic and -1 Damage suffered from magical sources).

Barrier. Requires some chalk. The mage scribes a protection circle or line. If a supernatural creature tries to cross it, the caster rolls on **REA+PAS** to block them. It costs 1 Energy per Zone affected.

RESOURCES



EXPERIENCE