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How to Read the Stats

The standardized format for monsters and non-player characters needs some explanation. The first line gives the being's identity in bold type. It may be followed by its race, sex, and cult status in parenthesis. Then follows the characteristics, move rate, total hit points, and defense bonus. To the right of these stats are the hit locations. The numbers in parenthesis represent the D20 roll for location hit. The number on the left of the slash is the points of protection provided by armor and the number to the right is the hit points that location can take.

Bluebird knows 16 battle magic spells. This is more than can be known by someone of his INT but he has a couple of spirits whose memory he can use. The spells known by spirits are listed along with Bluebird's under SPELLS for convenience. The last sections give details on Bluebird's spirits.

RUNE MAGIC: lists the Rune Spells known by Bluebird.
SKILLS: lists the important skills Bluebird has. Those not listed are assumed to be at base chance plus the character's bonus.
MAGIC: lists the magic items carried by Bluebird.
TREASURE: lists what monetary treasure Bluebird is carrying with him as well as what his ransom would be if captured. Usually this ransom represents a being's net worth plus his value to his cult or family. Note that in Griffin Mountain, guilders are interchangeable with L(unars)..
LANGUAGES: lists the languages Bluebird can speak and write.

BLUEBIRD (Lankhor Mhy Rune Priest-Lord)
STR 11 CON 14 SIZ 14 INT 18
POW 18 DEX 17 CHA 13
Move: 8 Hit Points: 16 Defense: 25%

Right Leg	(01-04)	7/6
Left Leg	(05-08)	7/6
Abdomen	(09-11)	7/6
Chest	(12)	8/7
Right Arm	(13-15)	7/5
Left Arm	(16-18)	7/5
Head	(19-20)	7/6

Weapon	*SR*	*Attack*	*Damage*	*Parry*	*Points*
Staff	4	95%	1D8+1D4	85%	15
Selfbow	1	50%	1D6+1	-	-
Large shield	-	-	-	80%	16

SPELLS: Healing 3, Xenohealing 3, Protection 4, Detect Life, Spirit Binding, Binding, Disruption, Befuddle, Harmonize, Mobility, (known by Blood) Bludgeon 4, Dispel Magic 6, Mindspeech 1, (known by Palou) Strength, Coordination, Detect Magic.
RUNE MAGIC: Shield 4, Multispell 1, Analyse Magic, Truespeak, Spirit Block 4, Telekinesis.
SKILLS: Evaluate Treasure 90%, Bargaining 60%, General Knowledge 50%, Map Making 90%, Riding 95%, Swimming 85%, Listening 75%, Spot Hidden Item 90%, Oratory 90%.
MAGIC: 3 point Healing focusing crystal, ring with Invisibility matrix, 6 point Healing potion, 6 point spirit trapping crystal.
TREASURE: Carries 50 wheels, ransom is 7000 guilders.
LANGUAGES: Speak and Write Trade Talk 95%, Speak Esrolian 35%, Speak Old Pavic 50%, Speak and Write Dark Tongue 45%.

BLOOD (allied spirit in staff)
INT 9 POW 18

PALOU (bound spirit in spirit trapping crystal)
INT 11 POW 12