

Linden Sunbrook of Alimar [250 pt]

Race: Half-Elf

Attributes [83]: ST 10, DX 10, IQ 15 [80] (IQ includes +1 from 'Half-Elves (Banestorm)'), HT 10, HP 10, Will 15, Per 15, FP 11 [3]

Social Background: TL: 3 [0]

Cultural Familiarities: Elven [1]; Muslim Lands [1]; Western (Native) [0].

Languages: Anglish (Native) [0]; Arabic (Accented) [2]; Elvish (Native) [4]; Latin (Accented) [2].

Advantages [126]: Appearance (Attractive) [4], Extended Lifespan (x2) [2*], Language Talent [10], Magery (3) [35], Patron (Cardiel Mage's Guild) (2) (9 or less) [15], Reputation (Gifted Enchanter) (2) (All the time; Large class) [5], Single-Minded [5], Social Regard (Respected) (1) [5], Status (+1) [5], Wealth (Comfortable) [10]

* = item is owned by another, point value is included in the other item.

Disadvantages [-45]: Code of Honor (Professional) [-5], Curious (12 or less) [-5], Duty (Mage's Guild) (12 or less (quite often)) (Nonhazardous) [-5], Honesty (12 or less) [-10], Obsession (Pre-Human Magic) (Long-Term Goal)

(12 or less) [-10], Sense of Duty (Mages) (Large Group) [-10]

Quirks [-5]: Attentive [-1], Careful [-1], Dislikes Underground Engineers [-1], Imaginative [-1], Proud [-1]

Packages [0]: Half-Elves (Banestorm) [27]

Skills [30]: Accounting IQ/H - IQ-1 14 [2], Administration IQ/A - IQ-1 14 [1], Alchemy/TL3 IQ/VH - IQ-1 14 [4], Archaeology IQ/H - IQ-1 14 [2], Diplomacy IQ/H - IQ-1 14 [2], Hazardous Materials/TL3 (Magical Items) IQ/A - IQ-1 14 [1], Hidden Lore (Pre-human Yrth) IQ/A - IQ-1 14 [1], History (Pre-human Yrth) IQ/H - IQ-1 14 [2], Innate Attack (Projectile) DX/E - DX+0 10 [1], Knife DX/E - DX+0 10 [1], Merchant IQ/A - IQ+0 15 [2], Occultism IQ/A - IQ-1 14 [1], Research/TL3 IQ/A - IQ-1 14 [1], Savoir-Faire (High Society) IQ/E - IQ+0 15 [1], Savoir-Faire (Magical) IQ/E - IQ+0 15 [1], Staff DX/A - DX+0 10 [2], Teaching IQ/A - IQ-1 14 [1], Thaumatology IQ/VH - IQ+2 17 [4]*

*includes: +3 from 'Magery'

Spells [61]: Analyze Magic IQ/H - IQ+1 16 [1], Ancient History IQ/H - IQ+1 16 [1], Apportation IQ/H - IQ+1 16 [1], Continual Light IQ/H - IQ+1 16 [1], Create Fire IQ/H - IQ+1 16 [1], Detect Magic IQ/H - IQ+1 16 [1], Enchant IQ/VH -

IQ+6 21 [20], Fireball IQ/H - IQ+1 16 [1], Flaming Weapon IQ/H - IQ+1 16 [1], Heat IQ/H - IQ+1 16 [1], History IQ/H - IQ+1 16 [1], Identify Spell IQ/H - IQ+1 16 [1], Ignite Fire IQ/H - IQ+1 16 [1], Lend Energy IQ/H - IQ+1 16 [1], Light IQ/H - IQ+1 16 [1], Missile Shield IQ/H - IQ+1 16 [1], Powerstone IQ/H - IQ+6 21 [16], Purify Air IQ/H - IQ+1 16 [1], Recover Energy IQ/H - IQ+1 16 [1], Seek Earth IQ/H - IQ+1 16 [1], Seek Water IQ/H - IQ+1 16 [1], Seeker IQ/H - IQ+1 16 [1], Sense Foes IQ/H - IQ+1 16 [1], Shape Fire IQ/H - IQ+1 16 [1], Sound IQ/H - IQ+1 16 [1], Staff IQ/H - IQ+1 16 [1], Trace IQ/H - IQ+1 16 [1]

Stats [83] Ads [126] Disads [-45] Quirks [-5] Skills [30]
Spells [61] = Total [250]

Linden doesn't *like* to be a bother. When she joined Cardiel's Mages' Guild, she fully expected to be treated as any other apprentice of good family and decent political connections (her human father was a household knight of Baron Arannior of Tabir). Linden knew already that she had the potential to be a powerful mage, but she assumed that fully reaching that potential would take decades of study and practice. The prospect didn't bother her; as a half-elf, she assumed she would have plenty of time.

Awkwardly, testing during her apprenticeship revealed that Linden had a remarkable knack for enchanting.

Techniques that took others weeks or months to learn, she picked up in days; by the end of her first year Linden was participating in enchantment circles as a full mage. By her third year, she was leading them. Her journeyman piece was a powerstone that could work in mana-poor Caithness, and it won her recognition and a respected place in the Cardien magical community.

Alas, that project was *not* her first choice for demonstrating her abilities. Linden is much more interested in the history of pre-human Yrth, with a focus on recreating the elvish thaumatology that must have existed before then. Unfortunately for her, her mentors and teachers felt that perfecting her enchanting abilities was a better use of her time. They also felt that it was a *safer* use of her time. The greatest known work of elvish magical power was the Banestorm that devastated that species' lands; encouraging her in the building of better magical mouse traps sounded far less dangerous for everyone.

Linden does not quite agree. She enjoys enchantment, and she certainly enjoys the money and respect that comes from it, but it's still time-consuming and not very *interesting*. She's on a fast track for hitting master's status within ten years, which is insanely quick even by human

standards... but that just means more work, and less time learning about the things she really wants to learn about. Honestly, the life of an adventurer sounds like it would have been nice to try. Unfortunately, Linden doesn't have the first idea of how to be one. She's certainly not equipped for roughing it!

Personality: generally nice, with the minor problem that Linden's been told just once too often how attractive, important, and *valuable* she is. She's rarely encountered anyone who actively disliked her; and the few times it's happened, she's been able to use something to put that person in their place. She's not a bully, or callous, and doesn't even mind being beaten fairly - but God forbid you should ever *slight* her.

One other note: a friend and fellow-apprentice of hers got mixed up with the pro-technological underground engineer movement, and it ended... poorly for people, including her friend. The whole sorry mess left Linden with a higher appreciation of the laws protecting people from dangerous Earth learning, and a particular dislike of underground engineers. She will *not* react positively to demonstrations of high technology.

Tactics in combat: mostly, flailing about with fireballs, and hitting people with her staff. By adventuring standards

she's horrible with either. To her credit, she knows that. If Linden doesn't panic she'll also throw Missile Shield up, and hope somebody on her side is better at combat than she is.

Use: Linden is more a MacGuffin for a rescue mission than anything else: she is a highly skilled individual who is not really well-suited to defend herself against a party of experienced kidnappers. She's not useless, but she's also not very capable in combat. She does have a basic set of useful spells that can aid rescuers, though. More importantly, Linden is extremely smart, and picks up ideas quickly. Depending on what happens, she might even find the experience of being kidnapped exhilarating.

Alternatively, she might not have been kidnapped at all! It would be almost trivially easy to convince Linden to join a secret expedition dedicated to ferreting out the secrets of pre-human Yrth. Her combination of Thaumatology, History, and Hidden Lore could potentially be the key that unlocks the mystery of a particular Dark Elf mysterious artifact! It could also very be the key that *sets free* that artifact, but she'd be able to lock it back up if that happens. Probably. Almost certainly. If somebody gives her enough time to work, that is.

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