



CHARACTER SHEET

Name: Irina Fedorevna

Race: Human

Appearance: A wiry, fine-featured individual, always dressed in black silk and white furs

Player:

Ht: 5'9"

Wt: 125 lbs.

Age: 32

Spent: 200

Unspent: 0

ST	10	[0]	HP	10	[0]	Basic Speed	6.5	[0]
DX	14	[80]	Will	12	[0]	Basic Move	6	[0]
IQ	12	[40]	Per	12	[0]	BL	20 lb	(ST×ST)/5
HT	12	[20]	FP	12	[0]	Thr	1d-2	Sw 1d
TL	6	[0]	SM	+0				

Vision	12	Taste/Smell	12	High Jump	2.17 ft
Hearing	12	Fright Check	14		
Touch	12	Broad Jump	3 yd		

HP 3, 0, -10, -20, -30, -40, -50 FP 3, 0, -12

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	10	9	8	7	6

PARRY		PARRY		BLOCK		DODGE		OTHER	
12		11		9		10			
Saber		DX		DX		None			
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0	0	2	_____	Groin	0	0	—	_____
Neck	0	0	—	_____	Arms	0	0	6	_____
Skull	2	0	—	_____	Hands	0	0	4	_____
Face	0	0	—	_____	Legs	0	0	6	_____
Torso	0	0	—	_____	Feet	1*	0	4	_____

REACTION MODIFIERS	
Appearance: +1	
Status: +0	
Other: +0	

CULTURAL FAMILIARITIES	
Name	Pts
Orthodox (Native)	[0]
Western	[1]

LANGUAGES			
Name	Spoken	Written	Pts
English	Native	Literate	[5]
French	Accented	Literate	[4]
Russian (Native)	Native	Native	[0]

ADVANTAGES	
Name	Pts
Appearance (Attractive)	[4]
Combat Reflexes	[15]

PERKS	
Name	Pts
Quick Sheathe (Pistol)	[1]
Quick Sheathe (Sword)	[1]
Run in High Heels	[1]
Spirit Contract (Ice and Fire Spirit)	[1]

DISADVANTAGES	
Name	Pts
Code of Honor (Pirate's)	[-5]
Intolerance ("Reds") (One group)	[-5]
Secret (Cross-Dressing Male) (Utter Rejection)	[-10]
Vow (Service to the Spirit of the White Flame) (Minor)	[-5]

QUIRKS	
Name	Pts
Always dresses in black silk and white furs	[-1]
Melancholy (-1 reactions when cheerfulness is expected)	[-1]
Smokes expensive Turkish cigarettes - a lot	[-1]

SKILLS			
Name	Level	Relative	Pts
Acting (Female Impersonation)	14	IQ+2	[4]
Area Knowledge (Siberia)	12	IQ+0	[1]
Area Knowledge (St. Petersburg)	12	IQ+0	[1]
Carousing	12	HT+0	[1]
Dancing	13	DX-1	[1]
Detect Lies	10	Per-2	[1]
Driving/TL6 (Automobile)	13	DX-1	[1]
Fast-Draw (Pistol)	15	DX+1	[1]
Fast-Draw (Sword)	15	DX+1	[1]
Guns/TL6 (Pistol)	16	DX+2	[4]
Holdout	12	IQ+0	[2]
Meditation	10	Will-2	[1]
Occultism	11	IQ-1	[1]
Religious Ritual (Siberian Shamanism)	11	IQ-1	[2]
Riding (Equines)	13	DX-1	[1]
Saber	16	DX+2	[8]
Parry: 12			
Saber Sport	13	DX-1	[0]
Parry: 10			
Savoir-Faire (High Society)	12	IQ+0	[1]
Savoir-Faire (Military)	13	IQ+1	[2]
Soldier/TL6	11	IQ-1	[1]
Stealth	13	DX-1	[1]
Survival (Arctic)	12	Per+0	[2]
Tactics	10	IQ-2	[1]

SPELLS			
Name	Level	Relative	Pts
Cold	12	IQ+0	[1]
Create Fire	12	IQ+0	[1]
Create Water	12	IQ+0	[1]
Extinguish Fire	12	IQ+0	[1]
Fog	12	IQ+0	[1]
Heat	12	IQ+0	[1]
Icy Weapon	13	IQ+1	[2]
Ignite Fire	12	IQ+0	[1]
Purify Water	12	IQ+0	[1]
Resist Cold	13	IQ+1	[2]
Resist Fire	12	IQ+0	[1]
Seek Water	12	IQ+0	[1]
Shape Fire	12	IQ+0	[1]
Shape Water	12	IQ+0	[1]

POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	[140]
Advantages, Perks	[33]
Disadvantages, Quirks	[-28]
Skills, Techniques	[39]
Spells	[16]
Total Points Spent:	200
Unspent Points:	0

NOTES

You were born, as Ilya Dmitrovich, into a good family in Russia, shortly after the beginning of the century. Although you were slightly-built in youth, you did not lack courage, and you willingly joined the army in the wake of the Great War. Russian society was in some confusion, but you believed that matters could be resolved soon enough, and you were more than willing to perform your dutiful part in that resolution.

The army was not in the best of states, in truth, but you joined a regiment which could provide adequate training, and your instructors proclaimed you more than competent in the military arts. A few of them were perhaps aware of your taste in off-duty amusements, but they had the good sense not to care; the army needed officers, and how they chose to dress in private parties in private apartments was no business of anyone but their friends.

Unfortunately, the Civil War did not progress satisfactorily, as the eternally-bedamned Reds expropriated their strategic advantages and low-born ruthlessness to the full. Your regiment found itself fighting in Siberia, and was shattered by a sneak attack and by failure of support. You yourself were cut off, alone, and lost in a snowstorm; it seemed that you might be doomed.

But, as you tried to compose yourself to face your fate, truly unexpected salvation arrived, as a voice spoke to you out of the billowing snow. Perhaps, you thought, you were going mad, but what matter, under the circumstances? You might as well reply.

You were not going mad. The being who had found you was an ancient spirit, weakened and maybe more than a little mad in this modern age of Christianity and science, but by no means powerless. It had looked into your mind, and it declared that it liked what it found there; of old, its priests had stepped outside their own societies by wearing female garb, and so you were suited to serve it. It claimed it would ask of you only that you serve its interests, find more priests to serve it in due course, and make the characteristic behaviour of its priests your way at all times. The alternative was death in the Siberian cold...

You could not return to your regiment, which was in any case broken and shattered. The newly-made Irina Fedorevna joined the trudging refugees who sought to escape the war and the rule of the cursed Reds, and in due course found ways to flee to the West. There, moving among the White Russian exiles, she could offer unexpected military skills and even less expected magic to causes which seemed worthy and able to pay.

But it was a scrappy, difficult life; you found a little fame as "The White Russian Flame", but neither the cause of the True Spirit of the White Flame nor the cause of the True Russia seemed to make much progress, even with your aid. And so, when the American adventurer Doc Mudra offered you a place in his band, in exchange for your special knowledge, skills, and abilities, you chose to accept. Perhaps the Spirit of the White Flame can best be served by helping to bring magic back into the world in all possible ways; it has not so far objected to this course, on those occasions when it whispers to you in your dreams. You have not yet trusted your allies with your secret, though; you wish to learn more about them first.

SIZE AND SPEED/RANGE TABLE

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

For the complete table, see: *Size and Speed/Range Table* {p. B550}

HUMANOID HIT LOCATION TABLE

Roll	Location	Penalty	Roll	Location	Penalty
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	—	—	Vitals	-3
11	Groin	-3	—	Eye	-9
12	Left Arm	-2			

For complete information, see: *Hit Location* {p. B398} and *Human and Humanoid Hit Location Table* {p. B552}

MELEE ATTACKS							
Name	Level	Parry	Damage	Reach	ST	LC	Notes
Bite	14	—	1d-3 cr	C	—	—	
Kick	12	—	1d-2 cr	C,1	—	—	
Punch	14	11	1d-3 cr	C	—	—	
Saber: swing	16	12F	1d-1 cut	1	8	4	
Saber: thrust	16	—	1d-1 imp	1	8	4	

RANGED ATTACKS											
Name	Level	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Mauser C96, 7.63×25mm	16	3d-1 pi-	2	180 yd / 1.14 mi	3	10(3)	9	-3	2	3	

SPELL GRIMOIRE							
Name	Class	Level	Time	Duration	Casting Cost	College	Page
Cold	Regular	12	1 min.	1 min.	Varies	Fire	M74, B247
Create Fire	Area	12	1 sec.	1 min.	2/H	Fire	M72, B246
Create Water	Regular	12	1 sec.	Perm.	2/gal.	Water	M184, B253
Extinguish Fire	Area	12	1 sec.	Perm.	3	Fire	M72, B247
Fog	Area	12	1 sec.	1 min.	2/H	Weather, Water	M193, B253
Heat	Regular	12	1 min.	1 min.	Varies	Fire	M74, B247
Icy Weapon	Regular	13	3 sec.	1 min.	3/1	Water	M185, B253
Ignite Fire	Regular	12	1 sec.	1 sec.	1 to 4/S	Fire	M72, B246
Purify Water	Special	12	5-10 sec./gal.#	Perm.	1/gal.	Water	M184, B253
Resist Cold	Regular	13	1 sec.	1 min.	2/1	Fire	M74, B247
Resist Fire	Regular	12	1 sec.	1 min.	2/1#	Fire	M74, B247
Seek Water	Information	12	1 sec.	Instant	2	Water	M184, B253
Shape Fire	Area	12	1 sec.	1 min.	2/H	Fire	M72, B246
Shape Water	Regular	12	2 sec.	1 min.	1/1#	Water	M185, B253

EQUIPMENT			
Qty	Item	Cost	Weight
1	Mauser C96, 7.63×25mm Description: TL:6 LC:3 Ammo:0.2 lb. Damage:3d-1 pi- Acc:2 Range:180/2000 RoF:3 Shots:10(3) ST:9 Bulk:-3 Rcl:2 Skill:Guns (Pistol)	480	2.7 lb
1	Ordinary Clothes (Female, High Class and Somewhat Exotic) Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	240	2 lb
1	Saber Description: TL:4 LC:4, [Mode:swing Dam:sw-1 cut Reach:1 Parry:0F ST:8 Skill:Saber], [Mode:thrust Dam:thr+1 imp Reach:1 Parry:No ST:8 Skill:Saber]	700	2 lb
1	Shoes Description: TL:1 LC:- DR:1* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	40	2 lb