

Character Name:

Athelstan Spilhaus

Alternate Identities:

Player Name:

Matt Strawbridge



CHARACTERISTICS

Characteristics Notes

Val	Char	Base	Cost	PA	PL	Pts.	Roll	Percent Encumbered:	16	END (2)
10	STR	10	1	0	0	0	11-	HTH damage	2d6	Lift 100 kg
15	DEX	10	3	0	0	15	12-	Total OCV 5 Total DCV 5		
12	CON	10	2	0	0	4	11-	Calculated from COMBAT INFORMATION on Page 3		
12	BODY	10	2	0	0	4	11-	Encumbrance Modifiers		
20	INT	10	1	0	0	10	13-	Perception Roll	13	DCV/DEX Roll: 1
15	EGO	10	2	0	0	10	12-	Base ECV	5	Movement: --
12	PRE	10	1	0	0	2	11-	Base Presence Attack	2.5d6	END Cost/Turn: 0
10	COM	10	1/2	0	0	0	11-			
2	PD (STR/5)	2	1	0	0	0		Resistant PD	1	Total PD 3
2	ED (CON/5)	2	1	0	0	0		Resistant ED	1	Total ED 3
4	SPD (1+DEX/10)	2.5	10	0	0	15		Phases:	3 6 9 12	
4	REC (STR/5)+(CON/5)	4	2	0	0	0		EXPERIENCE POINTS		
24	END (CONx2)	24	1/2	0	0	0		Total Points	135	Base points 75
23	STUN BODY+(STR/2)+(CON/2)	23	1	0	0	0		Spent	135	Disad points 55
Total Characteristics Cost:							60	Unspent	0	Earned Points 5

SKILLS, PERKS, AND TALENTS

POWER AND EQUIPMENT

Cost	Name	Roll	Cost	Name	Power/ Equipment	Wt	End
5	Talent: Rapid Healing		1	Athelstan's UMBER	Armor (4 PD/4 ED) Extra Time (6 Hours; -3 1/2),	0.50	1
	1 BOD/Hr of Rest			Unguent (12 AP)	OAF Fragile (-1 1/4), Concentration throughout		
3	Acrobatics	12-		4 Potions	Brewing (0 DCV, -1), Requires Alchemy Roll		
3	Acting	11-			to Brew (-1/2), 4 Charges (-1)		
3	Breakfall	12-	5	Athelstan's Incendiary	Killing Attack - Ranged 1d6+1: Area of Effect	0.25	5
3	Climbing	12-		Oil (50 AP)	(8" Radius, +1 1/2), Extra Time (6 Hours; -3 1/2)		
3	Concealment	12-		2 Potions	OAF Fragile (-1 1/4), Concentration throughout		
	Conversation	8-			Brewing (0 DCV, -1), Requires Alchemy Roll		
	Deduction	8-			Brew (-1/2), Range Based On STR (-1/4),		
3	Disguise	12-			Activation Roll (Must Break on Contact: 12- vs.		
3	Fast Draw	12-			Soft Surface, 8- vs. Hard Surface), 2 Charges		
3	Inventor	12-			(-1 1/2)		
1	Language: Domhane (L)		4	Athelstan's Icy Inhibitor	Change Environment (8" Radius), -5" from Land	0.25	4
3	Paramedic: Healing	12-		(37 AP)	Based Movement, Lasts 20 Minutes		
3	PS: Alchemist	12-		2 Potions	Extra Time (6 Hours; -3 1/2), OAF Fragile (-1 1/4)		
	Persuasion	8-			Concentration Throughout Brewing (0 DCV, -1)		
3	Scholar				Requires Alchemy Roll to Brew (-1/2), Range		
2	1) KS: Alchemy	12-			Based on STR (-1/4), Activation Roll (Must Break		
2	2) KS: Cartography	12-			on Contact: 12- vs. Soft Surface, 8- vs. Hard		
2	3) KS: Herbalism	12-			Surface), 2 Charges (-1 1/2)		
1	4) KS: KalariDar	11-					
	Shadowing	8-					
3	Sleight of Hand	12-					
	Stealth	8-					
	TF: Equines						
2	WF: Flails, Slings						
			5	Offensive Strike	Weapon +4 DC Strike		
			4	Martial Strike	Weapon +2 DC Strike		
			4	Weapon Bind	+10 STR for Binding Weapon		
			1	Weapon Element	May use Flails with KalariDar		
51	Total Skill, Perks, & Talents Cost		24	Total Power/Equipment Cost		Total Wt:	16

[illegible]

DISADVANTAGES

Value	Disadvantage	Roll
10	Dependence: Míochnú - Takes 1d6 Damage	
	(Uncommon, Every 6 Hours) Míochnu is a medicine designed by Athelstan to keep at bay the	
	Droim Labhadh - a wasting disease that causes damage, as well as Draining CON and causing incompetence (see further Disadvantages)	
10	Dependence: Míochnú - Drain CON 3 Pts	
	(Uncommon, Every 6 Hours) At CON 0, Athelstan is unconscious, at -10, he dies	
10	Dependence: Míochnú - -1 to Skill Rolls	
	(Uncommon, Every 6 Hours)	
5	Unluck	1d6

ATTACKS

Primary attack power	Flail	1(K)	d6
Secondary attack power	Sling	1-1(K)	d6
Tertiary attack power			d6
Quaternary attack power			d6

Attack SFX

Flail Maneuver; Sling is -1 RMod

COMBAT INFORMATION

Base OCV	5	Base DCV	5
Adjustment	+/-	Adjustment	+/-
Total OCV	5	Total DCV	5
Combat Skill Levels:			

COMBAT MODIFIERS

Range	0-4	5-8	9-16	17-32	33-64	65-128	129-256
Rmod	0	-2	-4	-6	-8	-10	-12

Targeting Shot	OCV	Hit Location
Head shot (Head to Shoulders)	-4	1d6+3
High shot (Head to Vitals)	-2	2d6+1
Body shot (Hands to Legs)	-1	2d6+4
Low Shot (Shoulders to Feet)	-2	2d6+7
Leg shot (Vitals to Feet)	-4	1d6+12

MOVEMENT

Type	Base	Add	Cost	Combat	Non-Combat
Run	6	"	0	6	12
Swim	2	"	0	2	4
H Leap	2	"	0	2	2
V Leap	1	"	0	1	1
			0		
			0		
Total Cost:			0		

Movement SFX

Movement SFX

DEFENSES

	Amount	Defense SFX
Physical Defense	2	None
Resistant Physical Defense	1	Clothing
Energy Defense	2	None
Resistant Energy Defense	1	Clothing
Mental Defense		
Flash Defense ()		
Power Defense		
Other:		

HIT LOCATION CHART

Roll	Location	STUNX	NSTUN	BODYX	To Hit	DEF	From
3-5	Head	5	2	2	-8		
6	Hands	1	1/2	1/2	-6		
7-8	Arms	2	1/2	1/2	-5	1	Clothes
9	Shoulders	3	1	1	-5	1	Clothes
10-11	Chest	3	1	1	-3	1	Clothes
12	Stomach	4	1 1/2	1	-7	1	Clothes
13	Vitals	4	1 1/2	2	-8	1	Clothes
14	Thighs	2	1	1	-4	1	Clothes
15-16	Legs	2	1/2	1/2	-6	1	Clothes
17-18	Feet	1	1/2	1/2	-8	1	Clothes

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack, abort
Brace	0	+2	1/2	+2 vs. Rmod
Disarm	1/2	-2	+0	can disarm: STR vs. STR
Dodge	1/2	-	+3	vs. all attacks, abort
Grab	1/2	-1	-2	grab, do STR
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2*	+0	-5	+4 DC to any attack
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR +v/3
Set	1	+1	+0	
Strike	1/2	+0	+0	STR or weapon type
Martial Strike	1/2	0	+2	Weapon +2 DC Strike
Weapon Bind	1/2	+1	0	+10 STR to Bind Ck
Offensive Strike	1/2	-2	+1	Weapon +4 DC Strike

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BACKGROUND

Athelstan was born in the lowlands of Clún. His parents were a little eccentric, living on their own in a swamp on the border between Clún and Ráth Diamhair. They were herbalists by trade, gathering herbs and other materials in the swamp that were available nowhere else in Domhan. When he was 16, Athelstan was in a previously unexplored area of the swamp with his parents when a bug bit him on the neck. This bug was carrying a virus that had been mutated by the magic of a local wizard. After days of frantic experimenting as their son wasted away before their eyes, his parents finally found a combination of herbs that held the virus at bay. Once they had nursed him back to health, they taught Athelstan the making of this 'cure' and how to cook it into a gum form with which he can dose himself every 6 hours. The illness they named Droim Lobhadh and the medicine Míochnú.

Unfortunately, the Míochnú was only able to keep the virus from having its way with Athelstan's body; it was not able to force it out. For the last four years, he's been searching for a more permanent cure for the Droim Lobhadh. Hoping to learn more about the illness itself, Athelstan recently crossed the border into Ráth Diamhair hoping to find the wizard whose magic originally mutated the virus. However, the wizard was nowhere to be found, and the area of the swamp where he used to live had become a very strange and dangerous place. Having finally given up hope of ever finding a cure, Athelstan now finds himself stuck within the borders of Rath Diamhair, trapped by the chaos following the recent occupation by the Queen's forces.

PERSONALITY

Though he's wryly witty and quite verbose when he lets himself go, most never get to see this side of Athelstan. His condition, or more precisely the side effects of the 'cure,' have made him a social outcast. He's learned to keep to himself to himself, to avoid drawing attention, in order to continue moving about the land freely in his search for a true cure for the Droim Labhadh. As a result, he often comes across as taciturn and stand-offish, and for the most part keeps to the sidelines and keeps his face hidden under his hood (saving his disguise kit for situations where he must go 'baldface'.)

MONEY

12 SP

QUOTE

POWERS/TACTICS

Athelstan is an adventurer, and doesn't mind to mix it up in a fight if that's required. However, he's physically fairly 'normal,' and thus prefers to use his mind to get out of sticky situations whenever possible. He plans to continue developing potions and salves to expand his flexibility.

APPEARANCE

Of average height and weight, with non-descript brown hair and eyes, one would never notice Athelstan in a crowd if it weren't for his unusual skin coloration: light pastel green, fading to translucence for about 10 minutes after he doses himself with Míochnú. He takes pains to hide his skin color due to the adverse reactions he gets from his countrymen, so he usually goes about cloaked and hooded, and often applies light makeup to his face in case it should become exposed. He dresses in light leathers, and keeps at least one 'dose' of each of his potions on a bandolier that carries 8 vials.

