

Character Name: Béar Éag
Race/Archetype: Human
Player Name: Bill Midkiff



CHARACTERISTICS									Characteristics Notes		
Val	Char	Base	Cost	PA	PL	Pts.	Roll		Percent Encumbered:	5	END (4)
20	STR	10	1	0	0	10	13-		HTH damage	4d6	Lift 400 kg
17	DEX	10	3	0	0	21	12-		Total OCV <u>6</u> Total DCV <u>6</u> Calculated from COMBAT INFORMATION on Page 2		
15	CON	10	2	0	0	10	12-				
20	BODY	10	2	0	0	20	13-		Encumbrance Modifiers Perception Roll <u>12</u> Base ECV <u>4</u> Base Presence Attack <u>3d6</u> Resistant PD <u> </u> Total PD <u>4</u> Resistant ED <u> </u> Total ED <u>3</u> Phases: <u>4 8 12</u>		
14	INT	10	1	0	0	4	12-				
13	EGO	10	2	0	0	6	12-				
15	PRE	10	1	0	0	5	12-				
2	COM	10	1/2	0	0	-4	9-		EXPERIENCE POINTS Total Points <u>197</u> Base points <u>75</u> Spent <u>197</u> Disad points <u>60</u> Unspent <u>0</u> Earned Points <u>62</u>		
4	PD (STR/5)	4	1	0	0	0					
3	ED (CON/5)	3	1	0	0	0					
3	SPD (1+DEX/10)	2.7	10	0	0	3					
7	REC (STR/5)+(CON/5)	7	2	0	0	0					
30	END (CONx2)	30	1/2	0	0	0					
38	STUN BODY+(STR/2)+(CON/2)	38	1	0	0	0					
12.8	Essence		Total Characteristics Cost: <u>75</u>								

SKILLS, PERKS, AND TALENTS			MARTIAL ARTS, POWERS, AND EQUIPMENT						
Cost	Name	Roll	Cost	AP	Name	Power/Equipment	Wt	End	
3	Talent: Lightsleep				MA: <i>KalariGund</i>				
3	Climbing	12-	20	20	<i>Cath Scil</i>	CSL: +4 All HTH			
	Concealment	8-	1	1	<i>ClubÚsáid</i>	WE: Maces/Clubs/Flails			
	Conversation	8-	3	3	<i>Coscubadh</i>	LegSweep			
	Deduction	8-	4	4	<i>Stailc Cath</i>	Martial Strike			
2	AK: Ráth Diamhair	11-	4	4	<i>Néaróg Cromán</i>	Nerve Strike (Hip)			
3	Healing	12-				Defense is Rigid (2 PD/ED) Hip Prot.			
1	LS: Domhani (L)		33	67	<i>Éadobair</i>	Trigger (HTH up to DC 6), When Enemy		7	
2	Navigation (Land)	12-				Knocked Out/Killed, Reset Takes No			
	Persuasion	8-				Time, Reset Automatic (+1), Area of			
4	PS: Soldier	15-				Effect - 4" (+1), Selective (+1/4); Attack			
	Shadowing	8-				Ends if Foes not w/in Reach - 1st 1",			
	Stealth	8-				then 2", All w/in 4" (-1/2), Attack Ends			
2	Survival (Mountains)	12-				if fails to Knock Out/Kill Enemy (-1/2)			
3	Tactics	12-				<i>If Béar knocks out or kills an opponent,</i>			
3	Teamwork	12-				<i>he can immediately attack another op-</i>			
3	Tracking	12-				<i>ponent w/in 1" of him. If he knocks</i>			
1	TF: Equines					<i>out/kills that opponent he can move</i>			
2	Weaponsmith (CMW)	12-				<i>on to an opponent w/in 2" of him, etc.</i>			
2	WF: Com. Melee Wpns					<i>Each subsequent opponents must be w/</i>			
5	KS: <i>KalariGund</i>	13-				<i>in 2" of the last, and all must be w/in 4"</i>			
5	KS: Politics	13-				<i>of his original location. Position after</i>			
						<i>last attack is w/in 1" of last enemy.</i>			
			13	30	<i>Tatúgné</i>	Major Transform (2d6); Standard Effect		3	
						Rule (+0); Extremely Limited Target			
						(Thanatos, -1 1/4)			
						<i>Béar can transform Thanatos into a</i>			
						<i>small tattoo on the inside of his left</i>			
						<i>forearm. Healing from this Transform</i>			
						<i>is accomplished by touching the tattoo</i>			
						<i>and sub-vocalizing 'Thanatos.' This</i>			
						<i>is a 1/2 phase action (Drawing a Wpn)</i>			
44	Total Skill, Perks, & Talents Cost		78	Total Power/Equipment Cost			Total Wt:	19	

Skills, Perks, Talents, Powers & Equipment totals on Page 1

DISADVANTAGES

Value	Disadvantage	Roll
15	Horrid Facial Scarring - Vertical scar from left forehead through eye socket to chin, cauliflower ear	
	Distinctive Features (Not concealable)	
5	Fiery Temper - Prone to explosive outbursts when competency is questioned	
	Psychological Limitation (Uncommon, Moderate)	
10	Missing Left Eye (Lacks Depth Perception - 1/2 OCV on all Ranged Attacks; No Peripheral Vision on Left Side)	
	Physical Limitation (Greatly Limiting, Infrequent)	
10	Patriotism	
	Psychological Limitation (Common, Moderate)	

ATTACKS

Primary attack power	Thanatos	2(K)	d6
Secondary attack power			d6
Tertiary attack power			d6
Quaternary attack power			d6

Attack SFX Penetrating if TH roll made by 2-

COMBAT INFORMATION

Base OCV	6	Base DCV	6
Adjustment	+/-	Adjustment	+/-
Total OCV	6	Total DCV	6
Combat Skill Levels:	+4 w/ All HTH Combat		

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	4	"	0	4	4
V Leap	2	"	0	2	2
		"	0		
		"	0		
Total Cost:	0				

Movement SFX

Movement SFX

Value	Disadvantage	Roll
10	Queen's Guardian - Will drop everything and rush to the Queen's side if feels she is in danger	
	Psychological Limitation (Uncommon, Strong)	
10	Crush on the Queen - Romantic rivalry with one of the Kings for the Queen's favor	
	Rivalry (More Powerful, Seeks to Outdo, Unknown)	
60	Total Disadvantages Value	

DEFENSES

	Amount	Defense SFX
Physical Defense	4	None
Resistant Physical Defense	1	Heavy Leather
Energy Defense	3	None
Resistant Energy Defense	1	Heavy Leather
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		
9	Shoulders	3	1	1	-5		
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
Legsweep	1/2	+2	-1	STR+1d6; Target Falls
Martial Strike	1/2	0	+2	STR+2d6 Strike
Nerve Strike (Hip)	1/2	-1	+1	2d6 NND

BACKGROUND

Béar was born in the mountain province of Ráth Diamhair, and has lived his entire life there. He was selected for military school at an early age, due to his above average size and the ferocity with which he competed in games with his childhood friends. He excelled in this environment, though his fiery temper kept him from becoming a candidate for officer training. Béar has served his entire life in his country's military.

Ráth Diamhair was conquered and "incorporated" into Queen Máthair's growing nation only about a month ago. In the course of the battle, Béar was captured. When the time came for dealing with the prisoners, the Queen followed her usual practice of offering them a place in her service. Having been awakened to the reality of the toll constant warfare was taking on his beloved country, and seeing the power brought to a nation by the rule of common laws and the ability to cooperate, Béar took a position in the Queen's military as an "irregular."

The fact that he took one look at his new Queen and was smitten, and experienced one taste of her kind nature and fell completely in love, made his decision even easier.

Béar has spent the last two weeks traveling the length and breadth of his country, spreading the news of their new membership in the Queen's fledgling nation and suppressing pockets of resistance when necessary.

PERSONALITY

Béar is able to hold quite an intelligent conversation, but doesn't often bother. He is stoic and confident, though he has a fiery temper which is most often invoked when his competence or ability to handle any given task is questioned.

MONEY

30 SP

4 CP

QUOTE

POWERS/TACTICS

Béar is a straightforward power fighter, with a deceptively simple style. In combat, he uses either his fists or his great mace, Thanatos, with brutal efficiency.

He has a solid grasp of battlefield tactics and strategy, and is a confident leader of men.

APPEARANCE

Béar is 6'2" tall and weighs about 280 pounds -- he's built like a barrel. He's got dark brown hair and eyes, and while his clothes are of decent quality he takes care of them (and of himself) as one who has no interest in how he looks or who he impresses. He's often unwashed as well as unkempt.

The years of fighting have left him with numerous scars, the most prominent of which runs the entire left side of his face, leaving him missing an eye and with a permanent lopsided frown. He often replaces his eye with one from his collection. His right ear is cauliflowered as well.

CHARACTER PORTRAIT

