

Cairn MacSidhe

Human (Mostly)

Leif



Characteristics Notes

Val	Char		Base	Cost	PA	PL	Pts.	Roll	Percent Encumbered:	0	END (3)
16	STR	10	1	0	0	6	12-	HTH damage	3d6	Lift 230 kg
18	DEX	10	3	0	0	24	13-	<div>Total OCV6Total DCV6 Calculated from COMBAT INFORMATION on Page 2</div>		
16	CON	10	2	0	0	12	12-			
16	BODY	10	2	0	0	12	12-	<div>Encumbrance Modifiers</div> <div>Perception Roll12DCV/DEX Roll: 0</div> <div>Base ECV5Movement: --</div> <div>Base Presence Attack3d6END Cost/Turn: 0</div>		
14	INT	10	1	0	0	4	12-			
15	EGO	10	2	0	0	10	12-			
14	PRE	10	1	0	0	4	12-			
12	COM	10	1/2	0	0	1	11-			
3	PD	(STR/5)	3	1	0	0	0		Resistant PD		Total PD3
3	ED	(CON/5)	3	1	0	0	0		Resistant ED		Total ED3
3	SPD	(1+DEX/10)	2.8	10	0	0	2		Phases:	4 8 12	
6	REC	(STR/5)+(CON/5)	6	2	0	0	0		EXPERIENCE POINTS		
32	END	(CONx2)	32	1/2	0	0	0		Total Points	187	Base points75
32	STUN	BODY+(STR/2)+(CON/2)	32	1	0	0	0		Spent	187	Disad points50
13.7	Essence		Total Characteristics Cost:				75		Unspent	0	Earned Points62

MARTIAL ARTS, POWERS, AND EQUIPMENT

Cost	Name	Roll	Cost	AP	Name	Power/Equipment	Wt	End
18	Talent: Evasive (FH 105)	13-			MA: Kalaridar			
	Must Abort & Make DEX		1	1	TuaUsaid	Weapon Element: Axes		
	Roll, Cannot Evade Area		5	5	Stailc Cosaint	Defensive Strike		
	Attacks		5	5	Stailc Coir	Offensive Strike		
	AK: Toir gan Toradh	8-	3	3	Urchar Cosaint	Defensive Shot		
	AK: Tearmann	8-	4	4	Urchar Coir	Offensive Shot		
3	Analyze Truth: OR PRE	12-	14	20	Comhrac do Tua	Dual Axe Combat: Two Weapon Fighting,		
	Climbing	8-				HTH & Ranged, Axes Only		
	Concealment	8-	10	10	CorCosaint Preimh	Defense Maneuver I-IV		
3	Conversation	12-	1	1	Raidh Tapa	Fast Draw (Axes)		
	Deduction	8-						
	Healing	8-						
4	KS: Philosophy	13-						
1	LS: Domhani (L)							
3	Persuasion	12-						
6	PS: Judge	15-						
	Shadowing	8-						
	Stealth	8-						
1	WF: Axes							
1	WF: Off Hand							
40	Total Skill, Perks, & Talents Cost		72	Total Power/Equipment Cost		Total Wt:	0	

Value	Disadvantage	Roll	Value	Disadvantage	Roll
15	Dependent NPC (Kate): Normal, Affects Party	11-			
	Occasionally				
15	Enraged when someone under his care is en-	8-			
	dangered (Very Common, Difficult to Enter,	14-			
	Easy to Calm)				
20	Hunted by Daoine deBith (More Powerful, Wish	11-			
	to Enslave)				
			50	Total Disadvantages Value	

Primary attack power	_____	d6
Secondary attack power	_____	d6
Tertiary attack power	_____	d6
Quaternary attack power	_____	d6
Attack SFX	<u>Haymaker w/ Axe does +5 DC</u>	

Base OCV	6	Base DCV	6
Adjustment	+/-	Adjustment	+/-
Total OCV	6	Total DCV	6
Combat Skill Levels:	+1 DCV (WF: Off Hand)		

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	

Type	Base	Add	Cost	Combat	Non-Combat
Run	6	"	0	6	12
Swim	2	"	0	2	4
H Leap	3	"	0	3	3
V Leap	2	"	0	2	2
		"	0		
		"	0		
Total Cost:			0		

Movement SFX

	Amount	Defense SFX
Physical Defense	3	DEX
Resistant Physical Defense	2	vs. Magic Attacks
Energy Defense	3	DEX
Resistant Energy Defense	2	vs. Magic Attacks
Mental Defense		
Flash Defense ()		
Power Defense	2	vs. Magic Attacks
Other:		

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	_____	_____
12	Stomach	4	1 1/2	1	-7	_____	_____
13	Vitals	4	1 1/2	2	-8	_____	_____
14	Thighs	2	1	1	-4	_____	_____
15-16	Legs	2	1/2	1/2	-6	_____	_____
17-18	Feet	1	1/2	1/2	-8	_____	_____

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
<i>Stailc Cosaint</i>	1/2	+1	+3	Weapon Strike
<i>Stailc Coir</i>	1/2	-2	+1	Weapon +4 DC Strike
<i>Urchar Cosaint</i>	1/2	-1	+2	Weapon Strike ®
<i>Urchar Coir</i>	1/2	-1	-1	Weapon +4 DC Strike ®

BACKGROUND

Cairn MacSidhe and his twin sister Kate were born 24 years ago in Tóir gan Toradh to Angus and Katherine MacSidhe. To the sad misfortune of the MacSidhe family, both children showed strong evidence of Daoine deBith blood from a very early age. The MacSidhe's, it seems, made a bargain with the Daoine of Tóir gan Toradh several generations back - so long ago that no one really knows today what service the Daoine did for the family. In return, the Daoine were promised the first child of the MacSidhe bloodline to be strongly Daoine. Technically, that person is Cairn, as he was born about an hour before his sister, and as soon as he started showing signs of magical affinity the Daoine came to the family and demanded their payment. Katherine MacSidhe wept for her only son, and Angus begged the mercy of the Daoine. Somewhat moved, or perhaps aware of the fate the future held for Cairn and Kate, the Daoine gave Angus and Katherine until Cairn's 11th birthday to deliver him. However, Cairn was a willful child, and decided for himself when he was only 8 years old that he would *not* be going with the Daoine - he wished to stay with his family. From that moment, Cairn worked no magic. In fact, he bent his not inconsiderable will to the suppression of any magical talent or manifestation whatsoever. The eventual end of this was that by the time the MacSidhe children turned 11, Cairn's very affinity for magic worked to suppress that affinity, and to protect him from being harmed by magic as well. For some reason, this made him useless to the Daoine, who plainly had some particular task in mind for him. When the day came and the Daoine discovered Cairn's condition, they shrugged philosophically and took Kate instead. All of Cairn's efforts to stop them physically came to naught, though he did manage to inflict some injury on two or three of them with the wood axe he picked up to defend his sister. Angus and Katherine, who had been preparing for years for the loss of their son, were devastated by the loss of their daughter. They withdrew into depression, allowed their farm to go feral, and began neglecting their son. Cairn learned to hate the Daoine who took his family from him.

When he was 13, Cairn's life took a turn for the better. He was befriended by a man, a retired officer in the Tóir military, who moved onto the land next to the MacSidhe's to farm away his retirement. This man, Sean Pinsinéir, worked with young Cairn to relieve his heart of its trouble, and began teaching him the use of the axe as well.

For several years, Cairn worked his parents farm and learned from Sean. Then when he was 20, his life changed again. Whatever the Daoine's purpose for Kate, she had now been prepared to fulfill it. And apparently, either this purpose involved the destruction of her brother Cairn or the Daoine he wounded decided the time was ripe for some payback, because they came for the young farmer in strength.

Cairn fled for his life into FásachFiántas, the Wilderlands, and hid there for two years as he eluded or outfought both the creatures living there and the occasional Tóir Daoine party that came looking for him.

About two years ago, Cairn decided it was time to get on with his life, and made his way to Tearmann where the Queen had recently completed unifying the Domhann city states into one country. He made his way to the Queen's public audience and petitioned her for entrance into the Coláiste Oilíúna Bairdeir. She granted his request, and the new student moved into the suite, and the Criú, shared by the rest of the party.

He graduated the college and took his place as the Criú judge and advocate.

PERSONALITY

Cairn hates the Daoine who ruined his family, though his time with Sean took some of the edge off of this hatred. He works hard to be equitable, even when the conflicts he presides over have to do with the Daoine (which very rarely happens).

With his friends, he is outgoing and has a good sense of humor; while they are often at least partly disappointed by his judgements the petitioners over whom he presides appreciate his manner.

MONEY

QUOTE

POWERS/TACTICS

Cairn has taken the normally straightforward axe and turned it into a finesse weapon. He normally wields a Túa - a hatchet with a medium length handle and a long, oddly shaped head and blade, finely balanced for throwing as well as hand to hand - in each hand. He melees with and throws these axes with equal facility with either hand, which is frequently a surprise to his opponents.

In his role as adjudicator, he is as careful and precise. He takes care to gather all of the facts, and has a talent for dictating solutions to conflict that are both equitable and compassionate.

APPEARANCE

Cairn is shorter than average - some five feet five inches tall, and weighs 168 pounds (which he insists on describing as '12 Stone'). He is thick - muscular and stocky in the extreme, but definitely not soft either in body or in mind.

CHARACTER PORTRAIT

