





## DISADVANTAGES

Value	Disadvantage	Roll
20	PhotoDependent - Cerallos is dependent on Sunlight for his ability to recover from damage and fatigue. Each hour after sunset he loses one point of REC (minimum 0). He regains this lost REC at the rate one point for every fifteen minutes he's in direct sunlight. A heavily overcast day allows him to maintain his current REC, but not to regain REC he's lost.	
15	Distinctive Features - Cerallos has painted his face with religious symbols signifying his holy quest for vengeance against his teacher's murderers. (Not Concealable, Noticed and Recognizable)	
5	DF - Fae (E. Con; Major Reaction; Limited Area)	

Value	Disadvantage	Roll
10	Hunted - By his former villagers who think he killed their Holy Man (As powerful, Want to Kill)	8-
10	Psych Lim - Quest for Vengeance (Uncommon, Strong)	
10	Psych Lim - Refuses to Surrender Weapons (Uncommon, Strong)	
5	Psych Lim - Will attempt to rescue endangered animals (Uncommon, Moderate)	
<b>75</b>	<b>Total Disadvantages Value</b>	

## ATTACKS

Primary attack power	Broadsword	1(+1)K	d6
Secondary attack power	Short Swords	1K	d6
Tertiary attack power	Javelin	1(+1)K	d6
Quaternary attack power	Quarterstaff	4N	d6

### Attack SFX

## COMBAT INFORMATION

Base OCV	7	Base DCV	7
Adjustment	+/-	Adjustment	+/-
<b>Total OCV</b>	<b>7</b>	<b>Total DCV</b>	<b>7</b>
Combat Skill Levels:	All HTH (2)		

## 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
<b>Targeting Shot</b>					<b>OCV</b>	<b>Hit Location</b>	
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	3	"	0	3	3
V Leap	2	"	0	2	2
			0		
			0		
<b>Total Cost:</b>			<b>0</b>		

### Movement SFX

### Movement SFX

## DEFENSES

	Amount	Defense SFX
Physical Defense	3	None
Resistant Physical Defense	2-3	Armor
Energy Defense	3	None
Resistant Energy Defense	2-3	Armor
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	2	Hood
6	Hands	1	1/2	1/2	-6		
7-8	Arms	2	1/2	1/2	-5	3	Bracers
9	Shoulders	3	1	1	-5	2	Vest
10-11	Chest	3	1	1	-3	2	Vest
12	Stomach	4	1 1/2	1	-7	2	Vest
13	Vitals	4	1 1/2	2	-8	2	Vest
14	Thighs	2	1	1	-4	2	Vest
15-16	Legs	2	1/2	1/2	-6	3	Greaves
17-18	Feet	1	1/2	1/2	-8	2	Boots

## 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 Disarm	1/2	-1	+1	+10 STR Disarm Roll
Martial Strike	1/2	+0	+2	Wpn + 2 DC Strike
Offensive Strike	1/2	-2	+1	Wpn + 4 DC Strike

**BACKGROUND**

Cerallos was born in the tiny province of Duffuar, high in the mountains near to Ait Naofa. Because his features have something of a Fae cast to them, he was left by his parents to die exposed to the harsh elements of the mountains. Fortunately, he was found by lobairt, a monk living an ascetic life on the border of Ait Naofa. lobairt took Cerallos in, and raised him as best he knew how. Cerallos learned his letters from lobairt, as well as his skills for survival in the harsh mountains of Domhan.

About 6 months ago, bandits came upon lobairt's cave while Cerallos was out hunting for the two of them, and slew him -- the peaceful monk offered no resistance other than to try to convince the bandits of the ill in their actions. When Cerallos returned to the cave to find his beloved mentor dead, his grief was terrible to behold. He swore a mighty blood feud oath against the bandits who slew his friend, painted his face with the traditional religious sigils of Holy Bloodfeud, and set out to avenge his teacher's murder. For the last 6 months, Cerallos has hunted and killed 5 of the 6 bandits, but one continues to elude him. He's tracked this bandit, Fiarlan Ras, to the countryside of Rath Diamhair, but lost him in the chaos following the recent occupation of that province by the forces of Queen Mathair.

Unfortunately for Cerallos, his abrupt disappearance following the death of their Holy Man indicated to the villagers that he was the one responsible for the murder. They dispatched their own hunter to bring Cerallos to justice, and he's been tracking Cerallos just as Cerallos has been tracking the true killers. Cerallos has had a few close encounters with this hunter, Lorg Ceart, and has been unable to convince him of his innocence. Having no wish to kill Ceart for his mistaken beliefs, Cerallos has barely managed to escape injury or death in their previous encounters.

**PERSONALITY**

At this time, Cerallos is motivated (for the most part) by vengeance, though with the passage of time his grief has abated somewhat. He was brought up by lobairt with good values, and retains these teachings. He once again recognizes that there are other concerns in the world, and is willing to address these concerns as long as they run parallel to his primary mission. While not exactly humorless, his continuing grief and his mission make Cerallos somewhat grim. To others, he appears more focused than most -- driven is how most would describe him.

**MONEY**

25 SP

**QUOTE**

**POWERS/TACTICS**

Cerallos is a scout, and a good one. He prefers to use his mobility to his advantage in a fight, and would rather strike from concealment and move away whenever possible. He has a variety of weapons, and can use all of them, but his preferred weapons are his swords.

**APPEARANCE**

Average height and stocky, Cerallos has the swarthy coloring of his mountain kin. His features have a slight Fae cast (slightly pointed ears, somewhat slanted eyes, and a face just a little longer than would be expected for one of his build), prompting others to view him with suspicion or hatred. He dresses in pants and a long vest, both of heavy leather, a linen shirt, and a heavy cloak with a hood. His weapons are prominently displayed, with the exception of some of his knives which he takes pains to keep concealed.

