

Character Name: Cerrallos
Race/Archetype: Human (Mostly)
Player Name: Jeremy Blaylock



CHARACTERISTICS								Characteristics Notes				
Val	Char	Base	Cost	PA	PL	Pts.	Roll	Percent Encumbered: 10		END (3)		
16	STR	10	1	0	0	6	12-	HTH damage	3d6	Lift 230 kg		
20	DEX	10	3	0	0	30	13-	Total OCV 7		Total DCV 7		
13	CON	10	2	0	0	6	12-	Calculated from COMBAT INFORMATION on Page 2				
15	BODY	10	2	0	0	10	12-	Encumbrance Modifiers				
15	INT	10	1	0	0	5	12-	Perception Roll	12	DCV/DEX Roll: 0		
12	EGO	10	2	0	0	4	11-	Base ECV	4	Movement: --		
14	PRE	10	1	0	0	4	12-	Base Presence Attack	3d6	END Cost/Turn: 0		
10	COM	10	1/2	0	0	0	11-					
3	PD (STR/5)	3	1	0	0	0		Resistant PD		Total PD 3		
3	ED (CON/5)	3	1	0	0	0		Resistant ED		Total ED 3		
3	SPD (1+DEX/10)	3	10	0	0	0		Phases:	4 8 12			
6	REC (STR/5)+(CON/5)	6	2	0	0	0		EXPERIENCE POINTS				
26	END (CONx2)	26	1/2	0	0	0		Total Points 212	Base points 75			
30	STUN BODY+(STR/2)+(CON/2)	30	1	0	0	0		Spent 212	Disad points 75			
12.5	Essence	Total Characteristics Cost:				65		Unspent 0	Earned Points 62			

SKILLS, PERKS, AND TALENTS			MARTIAL ARTS, POWERS, AND EQUIPMENT						
Cost	Name	Roll	Cost	AP	Name	Power/Equipment	Wt	End	
9	Ambidexterity (0 OHP)		20	20	<i>Cath Scil</i>	CSL: +3 All HTH			
4	Animal Handler (Canines)	13-	6	6	<i>Cath Scil</i>	CSL: +2 Blades			
3	Breakfall	13-							
3	Climbing	13-			<i>MA: BeyaKalari</i>				
	Concealment	8-	3	3	<i>ScianÚsáid</i>	WE: Blades			
	Conversation	8-	4	4	<i>Dí-armáil Cath</i>	Martial Disarm			
	Deduction	8-	4	4	<i>Stailc Cath</i>	Martial Strike			
5	Healing (Paramedics)	13-	5	5	<i>Stailc Coir</i>	Offensive Strike			
	KS(AK): Dufhuar	8-	10	10	<i>Comhrac dó Arm</i>	Two Weapon Fighting (HTH)			
6	KS(CuK): Domhani Rel.	15-							
2	KS: <i>BeyaKalari</i> (MA)	11-							
7	PS: Priest	16-							
	Shadowing	8-			Long Vest	Heavy Leather	2.31		
3	Stealth	13-			Hood	Soft Leather	0.14		
5	Tracking	13-			Bracers	Boiled Leather	0.83		
					Greaves	Boiled Leather	0.21		
1	WF: Blades				Boots	Heavy Leather	0.09		
1	WF: Off Hand				Short Swords (2)	1d6K (STR Min 10)	2.20		
1	WF: Polearms/Spears				Broadsword	1d6+1K (STR Min 12)	1.20		
1	WF: Staffs				Javelin	1d6+1K (STR Min 8) Can Be Thrown	0.80		
1	WF: Thrown Weapons				Knife	1/2d6K (STR Min 4) Can Be Thrown	0.40		
7	Weaponsmith:	14-			Daggers (2)	1d6-1K (STR Min 6) Can Be Thrown	1.60		
	Muscle Powered HTH				Stilletos (2)	1/2d6K AP (STR Min 5) Can Be Thrown	1.40		
	Muscle Powered Rngd				Quarterstaff	4d6N (STR Min 10) +1 OCV	1.00		
					Silk Rope: 100'		3.00		
					Belt Pouch (2)		0.60		
					Travel Rations (1 wk)		2.00		
					Waterskin (Full)		4.00		
					Weapon Belt/Baldric		0.30		
					Carry Sack (Quick Release Fastener		0.30		
59	Total Skill, Perks, & Talents Cost		23	23	Ruarc	Animal Companion (See <i>Ruarc</i> Sheet)			
			88	Total Power/Equipment Cost			Total Wt:	22	

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

DISADVANTAGES

Value	Disadvantage	Roll
20	PhotoDependent - Cerallos depends on Sunlight for his ability to recover from injury/fatigue.	
	Each hour after sunset he loses 1 point of REC (minimum 0). He regains his lost REC at the rate one point for every fifteen minutes after sunrise.	
	This is reduced to one point every 30 minutes on overcast days, and one point every hour if he is underground or kept totally out of the sun.	
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)	

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	+/-
Total OCV	7	Total DCV	7
Combat Skill Levels:	+3 All HTH, +2 All Blades		

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	3	"	0	3	3
V Leap	2	"	0	2	2
		"	0		
		"	0		
Total Cost:			0		

Movement SFX

Movement SFX

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)	
75	Total Disadvantages Value	

DEFENSES

	Amount	Defense SFX
Physical Defense	3	Dexterity
Resistant Physical Defense	2-3	Armor
Energy Defense	3	Dexterity
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 Dufhuar, high in the mountains near to Ait Naofa. Because his features have something of a *Daoine deBith* 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 *Daoine deBith* 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.

CHARACTER PORTRAIT

