

Character Name: Cyl Escunar Tóramh
Race/Archetype: Human
Player Name: Siniša Hajnal (Neurotic)



CHARACTERISTICS								Characteristics Notes			
Val	Char	Base	Cost	PA	PL	Pts.	Roll	Percent Encumbered: 11		END (2)	
12	STR	10	1	0	0	2	11-	HTH damage	2.5d6	Lift 132 kg	
12	DEX	10	3	0	0	6	11-	<div>Total OCV 4Total DCV 4 Calculated from COMBAT INFORMATION on Page 2</div>			
17	CON	10	2	0	0	14	12-				
17	BODY	10	2	0	0	14	12-	<div>Encumbrance Modifiers DCV/DEX Roll: 0 Movement: -- END Cost/Turn: 0</div>			
15	INT	10	1	0	0	5	12-				
20	EGO	10	2	0	0	20	13-	Perception Roll	12		
20	PRE	10	1	0	0	10	13-	Base ECV	7		
12	COM	10	1/2	0	0	1	11-	Base Presence Attack	4d6		
2	PD (STR/5)	2	1	0	0	0		Resistant PD		Total PD 2	
3	ED (CON/5)	3	1	0	0	0		Resistant ED		Total ED 3	
2.2	SPD (1+DEX/10)	2.2	10	0	0	0		Phases:	6 12		
5	REC (STR/5)+(CON/5)	5	2	0	0	0		EXPERIENCE POINTS			
34	END (CONx2)	34	1/2	0	0	0		Total Points	257	Base points 75	
32	STUN BODY+(STR/2)+(CON/2)	32	1	0	0	0		Spent	257	Disad points 120	
18.5	Essence	Total Characteristics Cost:					72	Unspent	0	Earned Points	62

SKILLS, PERKS, AND TALENTS			MARTIAL ARTS, POWERS, AND EQUIPMENT					
Cost	Name	Roll	Cost	AP	Name	Power/Equipment	Wt	End
5	Talent: <i>AnamThreisithe</i>				Clothing	Black, heavily embroidered, high quality	1.00	
	Reinforced Soul				Quarterstaff	White Bone, Rune engraved	0.75	
	Power Defense (10)				Knife	Large, high quality steel	0.40	
	Only vs. Special Undead				Backpack	Metal back supports and many external	2.00	
	Attacks/Powers (-1)					pockets and ties		
	Acting	8-			Healer's Kit	Herbs, poultices, non-magical potions,	0.75	
	AK: <i>Tóir gan Toradh</i>	8-				Acupuncture Kit (Bone/Steel Needles)		
	Climbing	8-				Tea (Mildly Narcotic), Scalpels, etc.		
	Concealment	8-			Travelling Diary	Leather Bound	1.50	
3	Conversation	13-			Quill and Ink		0.40	
2	+2 Detect Lie Only (-1)	15-			<i>Coimirceoir deMarbh</i>	Various religioius regalia, prayer books,	2.75	
	Deduction	8-			Kit	etc. for performance of Burial Prep/Rites		
3	Forensic Medicine	12-			Drying Herbs/Plants	Hung about the outside of the pack		
5	Healing (Paramedic)	13-			Soft Leather Armor	Full Set, worn by Gler'Kadaal when active	3.50	
1	LS: Domhani (L)				Fighting Claws	Carried as the back supports on the pack,	1.00	
3	Persuasion	13-				stored in sheathes along the backpad.		
3	PS: Coimirceoir deMarbh	12-						
3	PS: Chef/Cooking	12-						
	Shadowing	8-						
	Stealth	8-						
1	TF: Equines	8-						
1	WF: Quarterstaff							
3	SE: Scholar							
2	1) KS: Spirits/Undead	12-						
2	2) KS: Ritual Magic	12-						
2	3) KS: Herbalism	12-						
					MA: <i>BeyaKalari</i>			
			1		<i>FoireannÚsáid</i>	WE: Quarterstaff		
			4		<i>StadCath</i>	Martial Block		
			4		<i>Dí-armáil Cath</i>	Martial Disarm		
			3		<i>StailcNéaróg</i>	Nerve Strike (Humanoid Only, -1/4)		
			3		<i>Coscubadh</i>	Legsweep		
39	Total Skill, Perks, & Talents Cost		146	Total Power/Equipment Cost			Total Wt:	14

SKILLS, PERKS, AND TALENTS			MARTIAL ARTS, POWERS, AND EQUIPMENT					
Cost	Name	Roll	Cost	AP	Name	Power/Equipment	Wt	End
			25	25	<i>Gler'Kadaal</i>	Multiform		2
			5	5	Resistant to Disease	Life Support - Immunity to Bacterial Infections and Diseases assoc. w/ Corpses		
						<i>Cyr's training and lifetime exposure to death has made him immune to most diseases associated with corpses</i>		
			4	15	<i>TapaSláinte</i>	Regen BODY 1d6 (10); Persistent (+1/2);		1
					Rapid Healing	Self Only (-1/2); Extra Time - 1 BODY/Hr (-2 1/4); Must rest full Hour (-1/2)		
						<i>Gler's runes provide limited Regeneration to Cyr through their spiritual link.</i>		
			15	15	<i>Bain Ciall Fáinne</i>	Enhanced Senses (Perceive Spirits/Auras)		
					Read Aura	Passive; Discriminatory; Detect Truth		
						<i>Cyr perceives spiritual activity as easily as material, and can determine the 'state of rest/unrest' of spirits (including Detect Truth) w/ PER roll.</i>		
			11	50	<i>Síocháin Deonaigh</i>	+50 PRE; Only for PRE Attacks (-1); Only		5
					The Granting of Peace	Creature, double for each +5 of Effect; -1 Extra Time (Full Phase; -1/2); Costs END (-1/4)		
						<i>plus</i>		
			9	37		+25 PRE, Effects Daoine deBith (+1/2);		4
						Only for PRE Attacks (-1); Extra Time (Full Phase, -1/2); Costs END (-1/4);		
						Limited Effect (One Creature, double for each +5 of Effect, -1); Only to Impose Peace (-1/4)		
						<i>Cyr draws on his own spiritual power to encourage the spirits of others to find peace; most powerful against spirits of the deceased, but effective against the living as well.</i>		
			8	50	<i>Cneá Tógála</i>	Simplified Healing (5d6); Requires EGO roll		5
					Draw Wounds	-3/4); Extra Time (6 Hours, No Other Actions, -3 3/4); Concentration (0 DCV Throughout, -1); OAF (Bone Needles/ Incense/Herbs, -1)		
						<i>or</i>		
						Simplified Healing (5d6); Requires EGO roll		15
						-3/4); Extra Time (1 Turn, -1 1/4); Concentration (0 DCV Throughout, -1); Increase END (x2, -1), Side Effect (Cyr takes Damage equal to what he Heals, -1)		
						<i>Cyr can take damage suffered by others into his own body. The ritual form of this power allows him to heal himself simultaneously; the 'hurried' form requires no preparation but must be healed naturally.</i>		
			12	15	<i>ÍonCroí</i>	+3 ECV (Defense Only)		
			25	120	<i>CathMéadú</i>	Aid CHAR: STR 5d6, BOD 5d6, Move 2d6		24
					Battle Boost	1 Charge/Month (-3), Costs 2xEND after depleted (-3/4)		

DISADVANTAGES

Value	Disadvantage	Roll	Value	Disadvantage	Roll
10	Amhrán - Psych Dsdvntg, Uncommon, Strong		15	Umhal: Must obey <i>BreithRí</i> (Psych Limitation, Uncommon, Total)	
20	Ceangail Tinneas (Binding Pain) - Physical Limitation (-1 to all Skill Rolls); Greatly Impairing, All the Time	6-	15	Seirbhís: Must serve best interests of <i>BreithRí</i> (Psych Limitation, Common, Strong)	
10	Hunted (by Gler'Kadaal's enemies) - More Powerful, Appear Very Infrequently		15	Muinín: Must be bonded to <i>BreithRí</i> (Dependence, Common, 4d6 EGO, 1/Day)	
10	Compassionate Healer - Psych. Disad. Common; Moderate (EGO Chk +5)				
15	Code Against Killing - Psych. Disad. Common; Strong (EGO Chk)	8-			
10	Accidental Change (Combat/Contest); Common, Infrequent				
			120	Total Disadvantages Value	

ATTACKS

Primary attack power	Quarterstaff	4	d6
Secondary attack power			d6
Tertiary attack power			d6
Quaternary attack power			d6

Attack SFX

COMBAT INFORMATION

Base OCV	4	Base DCV	4
Adjustment	+/-	Adjustment	+/-
Total OCV	4	Total DCV	4
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		
Resistant Physical Defense		
Energy Defense		
Resistant Energy Defense		
Mental Defense	+3 ECV	vs. EGO Attacks Only
Flash Defense ()		
Power Defense	10	vs. Undead Spec. Atks.
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		
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		

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
StadCath	1/2	+2	+2	Block, Abort
Dí-armáil Cath	1/2	-1	+1	Disarm, +10 STR Roll
StailcNéaróg	1/2	-1	+1	2d6 NND
Coscubadh	1/2	+2	-1	STR +1d6; Target Falls

BACKGROUND

Cyr Esconar Tórranh was born in Tóir gann Toradh, the easternmost city state in Domhan, in the capitol city of the same name. His parents were the Coimreoir deMarb (the Keepers of the Dead) for the royal family and King Aidrian, the ruler of Tóir gann Toradh. The position was hereditary, and as the only child of Gofraigh and Ailish Tórranh, Cyr Esconar was expected to move into the role on reaching his majority. Therefore he spent his formative years steeped in the learning of his parents' trade. Despite the reputation of their profession, Cyr Esconar's parents were kind and generous – truly good people – and loving toward their only child. He also possessed these good qualities.

Tóir gan Toradh was the only city state in Domhan to employ – or even have real knowledge of – Coimiceoir, who served both in a funerary capacity and as advisors to the royal family. Traditionally, they were able to communicate with the dead for the answering of questions and for foretelling the future, although both of the latter functions were fraught with peril. The dead have no love for the living and are tricky and evasive in their answers, and the future – which changes constantly as people act in the present – is impossible to predict with great accuracy. Due to their supernatural abilities and their ties to the dead, the Coimiceoir deMarbh were looked upon with superstition and distaste by the majority of the population.

Now, King Aidrian was a dark and brooding man and not a popular ruler. He was harsh, and exacted most of the 'wealth' from his very poor people by taxing both their goods and their income. Some five years ago, the peasants of Tóir gan Toradh rose up against their King. In a ploy to quell the riots at the least cost to himself, Aidrian spread the word about that his actions were at the behest of his Coimirceoir deMarbh, whose advice to him was part of a design on their part to bring an army of the dead into the realm of the living in order to conquer his 'kingdom.'

Ever ready to succumb to superstition, the ignorant populace believed the King and vented their fury on Gofraidh and Ailish Tórramh. Unbeknownst to the King, 14 year old Cyr Esconar was staying with his best friend Amhrán – the King's son – and escaped the horrible fate suffered by his parents, who were burned alive by the mob. When he became aware of the troubles outside the palace, he tried to get to his parents side. Amhrán, a perceptive youth who shared none of the negative characteristics of his father, prevented Cyr Esconar from rushing to certain death at the side of his parents and told the newly made orphan of the King's plotting.

Unfortunately, Cyr Esconar was unable to escape the palace before Aidrian learned of his whereabouts. He was captured and imprisoned, and scheduled to be executed as well for the crimes of his parents (as a further sop to the peasantry). Filled with grief and rage, alone in the damp, musty cell under the palace grounds, young Cyr Esconar called out to the dead and was answered. A spirit manifested in the cell with him, and Cyr Esconar compelled the ghost to aid him in escaping the dungeon and the palace. Many in the palace – guards and staff, innocent and guilty – died that night as a result of Cyr Esconar's vengeful spirit.

The young man went into hiding, but never left Tóir gan Toradh. He stayed in the city, close to the palace, plotting his revenge on the King. His all encompassing grief consumed him, compelled him to study further the ways of summoning and manipulating the dead. While never able to duplicate the feat that allowed him to escape, he learned much.

When Cyr Esconar was 16, three years ago, he found his chance for vengeance. Máthair moved her campaign of unification from Meighdane into Tóir gan Toradh. The King raised his army of peasants and sent out his guard to fight, but his resistance didn't last long. As soon as most of Aidrian's protection was stripped away, Cyr Esconar found his way into the palace. No longer the slight youth of two years previous, he found his way to the King and exacted his vengeance. Aidrian died horribly, but not quickly.

On his death, the grief and rage induced haze cleared from young Cyr Esconar's mind and he perceived what he had done. Now filled with horror at his own actions, the budding necromancer thought to end his life by jumping from the window of the King's fifth floor chamber. He was stopped by Máthair herself, leading her army through the palace to lay claim to Tóir gan Toradh as a new province of her budding kingdom.

Perceiving the both the grief and the underlying qualities of Cyr Esconar, Queen Máthair gave him over to the care of her Bairdeir and her personal physician. He accompanied the Queen back to Tearmann, where he spent and extensive time in the care of her staff recovering from his psychic and spiritual wounds. He has now recovered his compassion and his value for life, those paradoxical qualities of the best Coimircéir deMarbh that most people never come to understand.

His friend Amhrán, no longer the son of a King, also accompanied Queen Máthair to Tearmann. Though never held accountable or blamed in any way for the actions of his father, he never recovered from the trauma of those times. Now torn emotionally between loyalty to his dead father and guilt over his father's actions, Amhrán has lost the spark, the vitality of youth, and has become sad and brooding. As part of his healing journey, Cyr Esconar has taken responsibility for Amhrán. He looks after the young man, remembering the debt of life owed to Amhrán. This has led to some conflict within Cyr Esconar's circle of friends in Tearmann, who are not as understanding as he of Amhrán's mood and quickly lose patience with Cyr Esconar's insistence on maintaining the friendship and rescuing Amhrán from the consequences of his many scrapes and tempers.

Now 19 years old, Cyr Esconar has given his allegiance completely to the Queen, and has completed Baird  r training. Amhr  n has completed most of his training as well, though he struggled mightily. He and Cyr are riding circuit – Cyr as Baird  r and Amhr  n as trainee – as they enter the game . . .

PERSONALITY

MONEY

QUOTE

POWERS/TACTICS

APPEARANCE

CHARACTER PORTRAIT