

Deasaigh Fíoru

Aighm

Christopher Clark



CHARACTERISTICS

Characteristics Notes

Val	Char		Base	Cost	PA	PL	Pts.	Roll	Percent Encumbered:	8	END (1)
12	STR	10	1	0	0	2	11-	HTH damage	2.5d6	Lift 132 kg
20	DEX	10	3	0	0	30	13-	Total OCV 7 Total DCV 7		
11	CON	10	2	0	0	2	11-	Calculated from COMBAT INFORMATION on Page 3		
13	BODY	10	2	0	0	6	12-	Encumbrance Modifiers		
15	INT	10	1	0	0	5	12-	Perception Roll	12	DCV/DEX Roll: 0
10	EGO	10	2	0	0	0	11-	Base ECV	3	Movement: --
15	PRE	10	1	0	0	5	12-	Base Presence Attack	3d6	END Cost/Turn: 0
30	COM	10	1/2	0	0	15	15-			
2	PD	(STR/5)	2	1	0	0	0		Resistant PD	3	Total PD 5
2	ED	(CON/5)	2	1	0	0	0		Resistant ED	3	Total ED 5
3	SPD	(1+DEX/10)	3	10	0	0	0		Phases:	4 8 12	
4	REC	(STR/5)+(CON/5)	4	2	0	0	0		EXPERIENCE POINTS		
22	END	(CONx2)	22	1/2	0	0	0		Total Points	135	Base points 75
25	STUN	BODY+(STR/2)+(CON/2)	25	1	0	0	0		Spent	135	Disad points 55
Total Characteristics Cost:								65	Unspent	0	Earned Points 5

SKILLS, PERKS, AND TALENTS

MARTIAL ARTS, POWERS, AND EQUIPMENT

Cost	Name	Roll	Cost	Name	Power/ Equipment	Wt	End
6	Talent: Combat Luck		5	Ta'Laurieal	+10 STR (10); OIF (-1/2), Independent (-2), Only	1.20	2
	3 rPD/3 rED			(WindSinger)	As Bow (-1/4), Real Weapon (-1/4) (2)		
	Acting			VH Longbow	PLUS Multiform - Bata (8), Trigger (Command		
3	Climbing	13-		(20)	Word, +1/4) (10); OIF (-1/2), Independent (-2),		
					Real Weapon (-1/4) (3)		
	Concealment	13-	9	Fós (Still)	5d6 STR Drain (50); OIF (-1/2), Independent (-2),	0.12	5
	Conversation	8-		Paralytic Arrows	Real Weapon (-1/4), Recoverable Charges		
	Deduction	8-		(50)	(3 Charges/3 Months, -1 3/4) (9)		
	Healing	8-					
3	High Society	12-	18	CSL: +6 w/ All Bows			
	LS: Domhani (L)						
5	Persuasion	13-					
3	PS: Tree Farmer	12-					
3	Shadowing	12-					
3	SE: Traveller						
	1) Maighdean	11-					
1	2) Clún	11-					
1	3) Tearmann	11-					
1	4) Ráth Diamhair	11-					
3	Stealth	13-					
2	Survival (Mountains)	12-					
1	WF: All Bows						
1	WF: Staves						
2	Weaponsmith	12-					
38	Total Skill, Perks, & Talents Cost		32	Total Power/Equipment Cost	Total Wt:	11	

[illegible]

DISADVANTAGES

Value	Disadvantage	Roll	Value	Disadvantage	Roll
15	Red Sash				
	Distinctive Features (Not Concealable)				
15	Phobia - Facial Exposure: Will Not Remove Sash				
	Psychological Limitation (Uncommon, Total)				
15	Baránthúil - Mother of Leannán	8-			
	DNPC (Incompetent, Infrequent)				
10	Leannán - Former Lover	8-			
	DNPC (Competent, Infrequent)				
			55	Total Disadvantages Value	

ATTACKS

Primary attack power	Ta'Laurieal	2+1(K)	d6
Secondary attack power	Bata (Fighting Sticks)	3(N)	d6
Tertiary attack power			d6
Quaternary attack power			d6
Attack SFX	Paralytic Arrows		

COMBAT INFORMATION

Base OCV	<u>7</u>	Base DCV	<u>7</u>
Adjustment	+/-	Adjustment	+/-
Total OCV	<u>7</u>	Total DCV	<u>7</u>
Combat Skill Levels:	+6 w/ All Bows		

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		
			0		
Total Cost:			0		

Movement SFX

Movement SFX	

DEFENSES

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

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

BACKGROUND

Deasaigh Fioru was born on the northern coast of Maighdean some 23 years ago. He is the son of an unusual woman -- a farmer who worked her land without the aid of a husband or other family, and he grew up working the land with her. Early in life, Fioru discovered his incredible skill with the bow and arrow, and took on most of the hunting for his mother and himself.

One day while out hunting along the coastal cliffs, Fioru came upon a small network of caves in the cliffside. He entered the caves, and discovered a peculiar tree growing in the oddly colored soil within. Some experimentation revealed to him that he could create arrows from the wood of this tree which would, when he focused his concentration on them in a peculiar way as he fired them, rob their target of strength.

Fioru never knew his father -- his mother would never speak of him to her son or to anyone else. When she deemed him of age, however, she presented Fioru with a bow his father left for him. This bow was much larger and heavier than the lad could normally have pulled, but when he held it in his hands it seemed marvelously light and well balanced. The bow is two meters long, and inscribed with runes all along its length. After months of study and research, Fioru deciphered some of the runes, and on reading them aloud discovered that his marvelous bow could transform itself to a pair of fighting sticks which are similarly weighted and balanced. There are many other runes inscribed in the bow, but Fioru has not yet learned to read them.

Fioru is a phenomenally beautiful man, and was much sought after by the girls in his village. He eventually gave his heart to one such lass, named Leannán. However, as their relationship progressed, his true love began to scorn him for his lack of ambition -- Fioru wanted only to stay in their little village, work the land, and raise a family he could be proud of and grow old with. Their relationship ended when Leannán revealed to Fioru that she was only attracted to him because of his looks and the possibility that those looks could get him (and her with him) out of their little backwater and into a "proper city." Heartbroken at the scorn of his lover, Fioru fled his village in shame -- thus ironically depriving both himself and Leannán of their hearts' desires. Resolving never again to fall prey to such superficiality, he donned a red scarf to hide his beauty. Fioru will never, under any circumstances, remove his scarf where another might get a glimpse of his face.

Fioru put his skill with the bow to good use making a new life for himself. He became an assassin for hire, specializing in long range kills: a sniper. He spent several years hiring himself out to anyone with the money to buy his services, and built quite a reputation. In fact, in several places where his reputation is known, his arrival in a town signals a frantic scrambling of the upper class to improve their security in fear that they are the target of his latest assignment.

For a long time, Fioru returned to his small village infrequently and in secret, and only for the purpose of gathering wood from his tree to make his special arrows. The only person who was aware of his visits was his mother, who passed away two years ago. However, about a year ago, Fioru learned that Leannán's mother Baránthúil had become very ill. In the course of dealing with this difficulty, Leannán has become a much "better" person. The illness left Baránthúil unable to care for herself. While his psychological trauma from her previous hurt to him is such that he cannot reveal it to Leannán, Fioru has discovered that he does still love her and would go to any lengths to aid either her or her mother.

PERSONALITY

Deasaigh's life has made him somewhat hardbitten and cynical. He is sarcastic, but in a way many people find charming and endearing.

Underneath his crusty exterior continues to beat the heart of a romantic -- despite his last few years as an assassin for hire, he does truly have a good soul.

MONEY

21 SP

4 CP

QUOTE

POWERS/TACTICS

Fíoru prefers not to enter combat if he can avoid it; when he must engage in a fight he prefers to keep it at as great a distance as possible. If he can, he will arrange to take his enemies out before they are aware of his presence, by attacking from a concealed location at a distance, moving to a new location, and attacking again. When he must engage in a fight, either alone or with companions, he chooses a location that allows him to support his team or to end the fight with the minimum exposure of his person to actual hand to hand fighting.

If forced to enter melee, Fíoru will transform Ta'Laurieal to *Bata* and defend himself as best he can until he can get a chance to remove himself to a safer location.

APPEARANCE

Fíoru is almost two meters tall (about 6') and weighs 89 kg (190 lbs.) He has dark blond hair just long enough to pull back in the heat, and strikingly green eyes. No one has seen his entire face since his late adolescence, but it is rumored to be extraordinarily beautiful.

He wears a long kilt like outfit that covers him from waist to ankles, and sandals. He usually goes shirt-less in the heat of his country, but is never without his flowing red sash -- it covers the lower part of his face and drapes over his shoulder, hanging almost to his knees. Fioru never removes this sash when there is the possibility his face could be seen, even going so far as to take all of his meals in private.

