

Character Name:

Deasaigh Fíoru

Alternate Identities:

Aighm

Player Name:

Christopher Clark



CHARACTERISTICS

Characteristics Notes

| Val | Char | Base | Cost | PA | PL | Pts. | Roll |
|------------------------------------|-----------------------------|------|------|----|----|-----------|------|
| 12 | STR | 10 | 1 | 0 | 0 | 2 | 11- |
| 20 | DEX | 10 | 3 | 0 | 0 | 30 | 13- |
| 11 | CON | 10 | 2 | 0 | 0 | 2 | 11- |
| 13 | BODY | 10 | 2 | 0 | 0 | 6 | 12- |
| 15 | INT | 10 | 1 | 0 | 0 | 5 | 12- |
| 10 | EGO | 10 | 2 | 0 | 0 | 0 | 11- |
| 15 | PRE | 10 | 1 | 0 | 0 | 5 | 12- |
| 30 | COM | 10 | 1/2 | 0 | 0 | 15 | 15- |
| 2 | PD (STR/5) | 2 | 1 | 0 | 0 | 0 | |
| 2 | ED (CON/5) | 2 | 1 | 0 | 0 | 0 | |
| 3 | SPD (1+DEX/10) | 3 | 10 | 0 | 0 | 0 | |
| 4 | REC (STR/5)+(CON/5) | 4 | 2 | 0 | 0 | 0 | |
| 22 | END (CONx2) | 22 | 1/2 | 0 | 0 | 0 | |
| 25 | STUN (BODY+(STR/2)+(CON/2)) | 25 | 1 | 0 | 0 | 0 | |
| Total Characteristics Cost: | | | | | | 65 | |

Percent Encumbered: 8 END (1)

HTH damage 2.5d6 Lift 132 kg

| | | | |
|------------------|----------|------------------|----------|
| Total OCV | 7 | Total DCV | 7 |
|------------------|----------|------------------|----------|

Calculated from COMBAT INFORMATION on Page 3

Encumbrance Modifiers

| | | | |
|----------------------|-----|----------------|----|
| Perception Roll | 12 | DCV/DEX Roll: | 0 |
| Base ECV | 3 | Movement: | -- |
| Base Presence Attack | 3d6 | END Cost/Turn: | 0 |

Resistant PD 3 Total PD 5

Resistant ED 3 Total ED 5

Phases: 4 8 12

EXPERIENCE POINTS

| | | | |
|---------------------|------------|--------------------|-----------|
| Total Points | 135 | Base points | 75 |
| Spent | 135 | Disad points | 55 |
| Unspent | 0 | Earned Points | 5 |

SKILLS, PERKS, AND TALENTS

MARTIAL ARTS, POWERS, AND EQUIPMENT

| Cost | Name | Roll |
|-----------|---|------|
| 6 | Talent: Combat Luck | |
| | 3 rPD/3 rED | |
| | Acting | |
| 3 | Climbing | 13- |
| | Concealment | 13- |
| | Conversation | 8- |
| | Deduction | 8- |
| | Healing | 8- |
| 3 | High Society | 12- |
| | 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 | |

| Cost | Name | Power/ Equipment | Wt | End |
|--------------------------------------|---------------------|---|------|-----------|
| 5 | Ta'Laurieal | +10 STR (10); OIF (-1/2), Independent (-2), Only | 1.20 | 2 |
| | (WindSinger) | As Bow (-1/4), Real Weapon (-1/4) (2) | | |
| | VH Longbow | PLUS Multiform - Bata (8), Trigger (Command | | |
| | (20) | Word, +1/4) (10); OIF (-1/2), Independent (-2), | | |
| | | Real Weapon (-1/4) (3) | | |
| 9 | Fós (Still) | 5d6 STR Drain (50); OIF (-1/2), Independent (-2), | 0.12 | 5 |
| | Paralytic Arrows | Real Weapon (-1/4), Recoverable Charges | | |
| | (50) | (3 Charges/3 Months, -1 3/4) (9) | | |
| 18 | CSL: +6 w/ All Bows | | | |
| 32 Total Power/Equipment Cost | | | | |
| Total Wt: | | | | 11 |

BACKGROUND

Deasaigh Fíoru 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, Fíoru 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, Fíoru 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.

Fíoru 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 Fíoru 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, Fíoru 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 Fíoru has not yet learned to read them.

Fíoru 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 -- Fíoru 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 Fíoru 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, Fíoru 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. Fíoru will never, under any circumstances, remove his scarf where another might get a glimpse of his face.

Fíoru 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, Fíoru 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, Fíoru 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, Fíoru 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. Fíoru 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.

