

Character Name:

Gavril Lorant

Alternate Identities:

Player Name:

Scott Wilkes



CHARACTERISTICS

Characteristics Notes

Val	Char	Base	Cost	PA	PL	Pts.	Roll	Percent Encumbered:	11	END (4)
18	STR	10	1	0	0	8	13-	HTH damage	3.5d6	Lift 303 kg
15	DEX	10	3	0	0	15	12-	Total OCV 7		
16	CON	10	2	0	0	12	12-	Total DCV 8		
17	BODY	10	2	0	0	14	12-	Calculated from COMBAT INFORMATION on Page 3		
14	INT	10	1	0	0	4	12-	Encumbrance Modifiers		
8	EGO	10	2	0	0	-4	11-	Perception Roll	12	DCV/DEX Roll: 0
18	PRE	10	1	0	0	8	13-	Base ECV	3	Movement: --
16	COM	10	1/2	0	0	3	12-	Base Presence Attack	3.5d6	END Cost/Turn: 0
8	PD (STR/5)	4	1	0	0	4		Resistant PD		Total PD 8
4	ED (CON/5)	3	1	0	0	1		Resistant ED		Total ED 4
3	SPD (1+DEX/10)	2.5	10	0	0	5		Phases:	4 8 12	
7	REC (STR/5)+(CON/5)	7	2	0	0	0		EXPERIENCE POINTS		
32	END (CONx2)	32	1/2	0	0	0		Total Points	155	Base points 75
33	STUN BODY+(STR/2)+(CON/2)	34	1	0	0	-1		Spent	155	Disad points 75
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
9	Talent: Ambidexterity		5	Shimmer	+2 OCV (4); Costs Endurance (-1/2), Independent	1.10	2
	(No Off Hand Penalty)			Sabre	(-2), OIF (-1/2), Real Weapon (-1/4), Linked		
3	Acrobatics	11-		(19)	(-1/2) (1)		
	Acting	8-			PLUS 1d6 HKA (15); Independent (-2), OIF (-1/2),		
	Climbing	7-			Real Weapon (-1/4) (4)		
	Concealment	8-			Shimmer's blade heats to incandescence, resulting		
	Conversation	8-			in a shimmering effect which makes harder to		
	Deduction	8-			counter, and does extra energy (heat) damage		
5	Fast Draw (Blades)	13-	2	Sciath	+2 DCV (10); Costs Endurance (-1/2), Independent		1
	Healing	8-		Dirk	(-2), OIF (-1/2), Real Weapon (-1/4)		
3	High Society	13-		(10)	Sciath is semi-sentient -- he does not communi-		
1	LS: Domhane (Native, L)				cate in any way, but moves almost of his own		
3	Lockpick	12-			accord to intercept melee/missile attacks tar-		
	Persuasion	8-			getting his wielder.		
4	PS: Teacher	13-	1	Blood Flick	Flash (1d6 vs. Sight Sense Group)(5); Attack in		1
3	Seduction	13-		(5)	previous Phase must do BODY (-1/2); Requires		
	Shadowing	7-			Attack Roll (-1/2); Does Not Affect Desolidified		
3	SE: Scholar				(-1/4); Limited Range (1", -1/4); Charges (1/Target		
2	1) KS: Fencing	13-			Not Recoverable, -2)		
2	2) KS: Domhane History	13-			The phase following a successful melee attack,		
2	3) KS: Domhane Heroes	13-			Gavril may flick the blood off of his sword and		
2	4) KS: TyraKalari	13-			into his opponents eyes. This requires a succes-		
2	5) KS: Domhane Legends	13-			ful Attack roll at -4 OCV.		
3	SE: Traveler			TyraKalari (MA)			
1	1) AK: Cities	12-	1	WE: Blades			
1	2) AK: Trocaire	12-	4	+1 Damage Class			
1	3) AK: Clún	12-	5	Defensive Strike			
	4)		3	Weapon Bind			
	5)		3	Martial Throw			
3	Sleight of Hand	12-	5	Offensive Strike			
3	Riding: Horses	11-	5	CSL: +1 w/ HTH	+1 OCV, +1 DCV, or Increased Damage		
60	Total Skill, Perks, & Talents Cost		34	Total Power/Equipment Cost		Total Wt:	33

DISADVANTAGES					
Value	Disadvantage	Roll	Value	Disadvantage	Roll
10	Physical Limitation (Scarred Leg; -1" to Move, -1 to skills requiring use of left leg, Frequently, Slightly Impairing)				
5	Distinctive Features (Limp/Scar, Easily Concealed)				
15	DNPC (Body Servant; Incompetent, Useful Non-Combat Skills, Occasionally) - Diddious	11-			
10	Hunted (Cuckold Club; Less Powerful, Extensive NonCombat Influence, Appears Frequently, Desires to Mildly Punish - Fine, Whip)	11-			
20	Psychological Limitation (Heroic Code; Common, Total Commitment)				
15	Psychological Limitation (Womanizer; Common, Strong Commitment)				
			75	Total Disadvantages Value	

ATTACKS			
Primary attack power	Shimmer	1K	d6
Secondary attack power	Sciath	1-1K	d6
Tertiary attack power	Crossbow	1 1/2K	d6
Quaternary attack power			d6
Attack SFX	Shimmer can add 1d6K Heat Damage and +2 OCV		

COMBAT INFORMATION			
Base OCV	5	Base DCV	5
Adjustment	+/-	Adjustment	+/-
Shimmer	2	Sciath	2
			1
Total OCV	7	Total DCV	8
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	"	-1	-2	5	10
Swim	2	"	-1	-1	1	2
H Leap	4	"	-1	-1	3	3
V Leap	2	"		0	2	2
		"		0		
		"		0		

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

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
Offensive Strike	1/2	-2	+1	Weapon +4 DC Strike
Defensive Strike	1/2	+1	+3	Weapon Strike
Martial Throw	1/2	0	+1	STR +v/5 Strk; Trg. Falls
Weapon Bind	1/2	-1	-1	Grb Arms/Wpn;+10 STR

BACKGROUND

Gavril Lorant was born in the province of Trócaire, the son of a middle class merchant and his artisan wife. He has three older brothers and a younger sister, all still at home and carrying on the family business. Gavril's father was determined that all of his children would be given a chance at the finest education he could procure, to help insure their success in the world.

However, Gavril was always driven by a desire to travel and see the world. The boundaries of his small city seemed cloying to him, and his need to get away eventually drove him to leave school and start making his own way in the world. He took the family retainer, packed up his clothes and toys, and hired himself out as a tutor to the young children of a merchant family in the next town west from his own. That lasted for about three months – when the lord of the manor found Gavril in bed with his wife, he was quite irate, and Gavril learned (at the cost of some of his mobility) to be more certain that his cuckolds would indeed be away until his desires were satisfied before pursuing them.

Since that time, he's been making his way from city to city, finding such teaching jobs as he can, and staying in any one place only until his philandering is discovered and he has to leave for his next destination (usually about two steps ahead of the lynch mob).

Gavril had been teaching the fencing arts and history to the heir of a local lord in Ráth Diamhair when the Queen's army invaded and made short work of incorporating that province into her growing kingdom. Now stuck behind the borders of a country where the destabilization of the local government has made his sort of work difficult to find, he's been making his way toward the border of Clún.

PERSONALITY

Gavril's personality matches his combat style. He is flamboyant, and not at all shy. In general, he gets along with most everybody, has a good sense of humor and an easy way about him.

However, there is one area which almost always gets him in trouble: the ladies. Gavril is hunted by the immediate male relatives of girls he's seduced the length and breadth of the two provinces he's traveled extensively. Station doesn't really matter to him -- he's just as likely to seduce the local tavern wench as the highborn daughter he's been hired to tutor, as long as she suits his taste.

MONEY

3 SP

QUOTE

"Hold, Sir! My intentions toward your sister are honorable, I assure you!"

POWERS/TACTICS

Gavril is an excellent swordsman, with a flashy style and lots of different tricks and maneuvers he likes to showcase. However, his bad leg hampers him somewhat, and since his injury he's also learned to temper his showman's style with caution and intelligence.

Thus, if he's in an adventuring situation where he needs to conserve his resources he'll usually try to take as many opponents out with his crossbow as possible before the melee is joined. However, he can still be goaded into a one on one contest in order to save face or preserve his 'dignity.'

APPEARANCE

Gavril is well built and quite good looking. He dresses flamboyantly, but somehow manages to carry off clothing choices that would look ridiculous on almost anyone else.

His hair is blond, his eyes are blue, and he keeps himself either clean shaven or with a stylish VanDyke style beard.

He is able to disguise the fact that he has a limp for short periods of time, but usually uses it as a springboard into conversation or seduction.