

Character Name: Gavril Lorrant
Race/Archetype: Human
Player Name: Scott Wilkes



CHARACTERISTICS									Characteristics Notes		
Val	Char	Base	Cost	PA	PL	Pts.	Roll		Percent Encumbered:	10	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 <u>5</u> Total DCV <u>5</u> Calculated from COMBAT INFORMATION on Page 2		
16	CON	10	2	0	0	12	12-				
17	BODY	10	2	0	0	14	12-		Encumbrance Modifiers Perception Roll <u>12</u> DCV/DEX Roll: 0 Base ECV <u>3</u> Movement: -- Base Presence Attack <u>3.5d6</u> END Cost/Turn: 0		
14	INT	10	1	0	0	4	12-				
8	EGO	10	2	0	0	-4	11-				
18	PRE	10	1	0	0	8	13-				
16	COM	10	1/2	0	0	3	12-		EXPERIENCE POINTS Total Points <u>212</u> Base points <u>75</u> Spent <u>212</u> Disad points <u>75</u> Unspent <u>0</u> Earned Points <u>62</u>		
8	PD (STR/5)	4	1	0	0	4					
4	ED (CON/5)	3	1	0	0	1					
3	SPD (1+DEX/10)	2.5	10	0	0	5					
7	REC (STR/5)+(CON/5)	7	2	0	0	0			Resistant PD _____ Total PD <u>8</u> Resistant ED _____ Total ED <u>4</u> Phases: <u>4 8 12</u>		
32	END (CONx2)	32	1/2	0	0	0					
33	STUN BODY+(STR/2)+(CON/2)	34	1	0	0	-1					
8.6	Essence										
						Total Characteristics Cost:		64			

SKILLS, PERKS, AND TALENTS			MARTIAL ARTS, POWERS, AND EQUIPMENT						
Cost	Name	Roll	Cost	AP	Name	Power/Equipment	Wt	End	
9	Talent: Ambidexterity		5	19	<i>Shimmer</i>	+2 OCV; Costs END (-1/2), OIF (-1/2),		1	
	(No Off Hand Penalty)				<i>Sabre</i>	Independent (-2), Real Weapon (-1/4)			
3	Acrobatics	11-				<i>Plus</i>			
	Acting	8-				HKA 1d6; Linked (-1/2), OIF (-1/2),		3	
	Climbing	7-				Independent (-2), Real Weapon (-1/4)			
	Concealment	8-				<i>Blade heats to incandescence, making</i>			
	Conversation	8-				<i>it harder to counter and resulting in</i>			
	Deduction	8-				<i>1d6 extra energy (heat) damage</i>			
5	Fast Draw (Blades)	13-	2	10	<i>Sciath</i>	+2 DCV; Costs END (-1/2), OIF (-1/2),		1	
3	Battlefield Surgery	12-			<i>Dirk</i>	Independent (-2), Real Weapon (-1/4)			
3	High Society	13-				<i>Sciath is semi-sentient; he does not</i>			
1	LS: Domhane (Native, L)					<i>communicate, but moves almost of</i>			
3	Lockpick	12-				<i>his own accord to intercept melee or</i>			
	Persuasion	8-				<i>missile attacks against his wielder</i>			
4	PS: Seamster	13-			MA: <i>TyraKalari</i>				
4	PS: Teacher	13-	10	10	<i>Cath Scil</i>	CSL: +2 All HTH			
3	Seduction	13-	12	12	<i>Cath Scil</i>	CSL: +4 Blades			
	Shadowing	7-	1		<i>ScianÚsáid</i>	WE: Blades			
3	SE: Scholar		4	4	<i>DamáisteOllmhór</i>	+1 Damage Class			
2	1) KS: Fencing	13-	5	5	<i>Stailc Cosaint</i>	Defensive Strike			
2	2) KS: Domhane History	13-	3	3	<i>Stailc Coir</i>	Offensive Strike			
2	3) KS: Domhane Heroes	13-	3	3	<i>Caitheamh Comhrac</i>	Martial Throw			
2	4) KS: <i>TyraKalari</i>	13-	5	5	<i>Ceangailarm</i>	Weapon Bind			
2	5) KS: Domhane Legends	13-	2	4	<i>Lann Éalú</i>	Martial Disengage: Blades Only (-1/4),			
3	SE: Traveler				<i>Blade Escape</i>	Only to escape Weapon Bind (-3/4)			
2	1) AK: Cities	13-	6	15	<i>Míodóg Folaithé</i>	KA 1d6; OIF - Weapons of Opportunity		3	
2	2) AK: Trocaire	13-			<i>Covert Dagger</i>	(-1/2), Only with Maine Gauche (-1/2),			
2	3) AK: Clún	13-				One Recoverable Charge/Enc. (-1/2)			
2	4) AK: Radharc	13-				<i>Gavril can use his Maine Gauche for</i>			
2	5) AK: Tóir gan Toradh	13-				<i>a surprise attack one time for any given</i>			
3	Sleight of Hand	12-				<i>encounter to add 1d6 Killing Damage to</i>			
84	Total Skill, Perks, & Talents Cost		64	Total Power/Equipment Cost			Total Wt:	32	

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

DISADVANTAGES

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)	

Value	Disadvantage	Roll
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 of Heat Damage to attacks

Sciath adds +2 DCV when used as a *Maine Gauche*

COMBAT INFORMATION

Base OCV	5	Base DCV	5
Adjustment	+/-	Adjustment	+/-
Total OCV	5	Total DCV	5

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

[illegible]

Movement SFX	<u>Scarred Leg</u> causes slowed movement
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Movement SFX

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
Martial Disengage	Var.	0	0	+15 STR vs. Wpn Bind

<u>Category</u>	<u>Equipment</u>	<u>Wt.</u>
Miscellaneous Gear	4 Foils (2 Blunt), 10 Daggers, 4 Stiletos	14.80
(All Packed)	Clothing for a Variety of Occasions	4.00
	Lots of Big Showy Hats	2.00
	Costume Jewelry to Match Clothing	1.00
	Picnic Basket (Mess Kit, Fine Food Stock)	4.00
	2 Wine Skins (Full)	4.00
	Books (History, Heraldry, Heroic Tales)	25.00
	Large Umbrella/Parasol	2.00
	Laundry Supplies (Soap, Starch, Brush,	10.00
	Press, Mending Supplies)	
	Fox Hunting Horn, Polo Mallet,	3.00
	Bird Hunting Calls	
	2 Bed Rolls	2.00
	Mosquito Netting	0.10
	Folding Camp Chair	3.00
	Lantern (Scented Oils)	1.90
	Oilskin Cloak	1.00
	Rope (50', x2)	5.00
	Grappling Hook	1.80

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

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

QUOTE

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.

CHARACTER PORTRAIT

GAVRIL LORANT



GAIRÉILE CÚRTEOLA