

Character Name:

Scáth Míoltóg

Alternate Identities:

Midge, Shade

Player Name:

Mike Leibrock



CHARACTERISTICS

Characteristics Notes

Val	Char	Base	Cost	PA	PL	Pts.	Roll	Percent Encumbered:	8	END (1)
5	STR	10	1	0	0	-5	10-	HTH damage	1d6	Lift 50 kg
25	DEX	10	3	0	0	60	14-	Total OCV 8 Total DCV 10		
5	CON	10	2	0	0	-10	10-	Calculated from COMBAT INFORMATION on Page 3		
5	BODY	10	2	0	0	-10	10-	Encumbrance Modifiers		
20	INT	10	1	0	0	10	13-	Perception Roll	13	DCV/DEX Roll: 0
15	EGO	10	2	0	0	10	12-	Base ECV	5	Movement: --
5	PRE	10	1	0	0	-5	10-	Base Presence Attack	1d6	END Cost/Turn: 0
15	COM	10	1/2	0	0	3	12-	Resistant PD		
5	PD (STR/5)	1	1	0	0	4		Total PD 5		
5	ED (CON/5)	1	1	0	0	4		Resistant ED		
4	SPD (1+DEX/10)	3.5	10	0	0	5		Phases: 3 6 9 12		
5	REC (STR/5)+(CON/5)	2	2	0	0	6		Total ED 5		
10	END (CONx2)	10	1/2	0	0	0		EXPERIENCE POINTS		
10	STUN BODY+(STR/2)+(CON/2)	11	1	0	0	-1		Total Points	155	Base points 75
Total Characteristics Cost:							60	Spent	155	Disad points 75
								Unspent	0	Earned Points 5

SKILLS, PERKS, AND TALENTS

MARTIAL ARTS, POWERS, AND EQUIPMENT

Cost	Name	Roll	Cost	Name	Power/ Equipment	Wt	End
4	Extraordinary Speed & Shadow Cloak (Combat Luck - 3PD/3ED; Restrained (-1/2))		7	Shadow Wings	Flight 5" (Restrained, -1/2)		1
3	Acrobatics	14-			Midge is followed/surrounded by an amorphous shadow that both protects him from attack and enables him to fly. These Shadow Wings can be restrained, depriving him of both his ability to fly and his Resistant ED.		
	Acting	8-					
	Climbing	8-	15	Faeborn Healer	Simple Healing 5d6 (Requires a Healing Skill Roll at -1/5 Active Points, -1; Limited Uses (3/Day), -3/4; Increased Endurance Cost (x2 END), -1/2)		10
7	Tiny Size: Concelament (11 Active Pts; Self Only (-1/2))	17-			Midge's powers of Healing are very draining -- not only do they cost Endurance, he can only use them 3x/Day before his ability to heal (and to a certain extent, he himself) is totally exhausted.		
	Conversation	8-					
	Deduction	8-					
3	Fast Draw (Lorg Croi)	14-	4	Lorg Croi (Heart Seekers)	Killing Attack - Ranged 1d6+1 (Independent, -2; STR Min (5), STR Min Cannot Add/Subtract		2
3	Linguist				Damage, -3/4; OIF, -1/2; Range Based on STR, -1/4; Real Weapon, -1/4; Beam, -1/4)		
5	1) Domhane (L)				The Lorg Croi are a set of four tiny throwing knives always carried in Crios, an enchanted bandolier. The knives carry an enchantment that causes them to strike with great force, inflicting more damage than weapons of this size normally would, the bandolier calls each knife back to its sheath 11 Segments after it is thrown		
	2) Sióg (Native)						
	3)						
	4)						
	5)						
10	Healer: Paramedics	17-					
	Persuasion	8-					
	PS: Diplomat	11-					
3	Scholar						
5	1) KS: Herbalism & Healing Lore	16-	6	+2 w/ MPRW			
	2)		10	+2 DCV (Tiny Size)			
	3)						
	4)						
	5)						
64	Total Skill, Perks, & Talents Cost		42	Total Power/Equipment Cost		Total Wt:	4

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

DISADVANTAGES

ATTACKS	DEFENSES
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Primary attack power	<i>Lorg Croí</i>	1(+1)	d6
Secondary attack power	Quarterstaff	2N	d6
Tertiary attack power			d6
Quaternary attack power			d6

Base OCV	8	Base DCV	8
Adjustment	+/-	Adjustment	+/-
		CSL: +2 w/ DCV	2
Total OCV	8	Total DCV	10
Combat Skill Levels:			
+2 w/ any Muscle Powered Ranged Weapon (3 Pt)			

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	

Type	Base	Add	Cost	Combat	Non-Combat
Run	6	"	-10	6	12
Swim	2	"	-1	2	4
H Leap	1	"	-0.5	1	1
V Leap	1	"	1	1	1
Flight	5	"	0	5	10
		"	0		
			-11		

Movement SFX

	Amount	Defense SFX
Physical Defense	5	None
Resistant Physical Defense	3	Preternatural Quickness
Energy Defense	5	None
Resistant Energy Defense	3	Shadow Cloak
Mental Defense		
Flash Defense (_____)		
Power Defense		
Other:		

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

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

Midge is (or was, at least) a lesser member of the Unseelie Fae. He is basically a kind hearted soul, and thus did not fit well with either the Seelie or Unseelie Fae, and eventually took it on himself to leave the court. The Queen of the Unseelie Court did not take his desertion well (she's very possessive), and has commanded her subjects to hunt him down and return him to her for Many Years of Torture.

When he left, Midge fled to the royal palace in Tearmann. He's been there for about 25 years now, hiding in whatever abandoned rooms or spaces he can find, feeding on the emotions of the residents of the palace, and observing the practices of the rulers of this territory.

Midge "acquired" *Lorg Croí*, his magical daggers, just before leaving the court, and the queen was none too happy about the loss of her weapons, either.

Midge has developed quite an admiration for Queen Máthair, and fully supported her quest to unite the territories of Domhan. Now that her task is accomplished, he's decided to venture out into the world again and see what changes her benevolent rule has accomplished.

PERSONALITY

As do most of the Fae, Midge feeds on strongly felt human emotions rather than physical food. Unfortunately, he's too kind hearted (and too unthreatening) to elicit what would normally be the easiest emotions for the Fae to bring out -- fear or anger. In order to feed himself, he's become somewhat of a joker (practical and otherwise) -- he is able to feed on the irritation, or the joy/humor, brought about by his good natured clowning.

After 25 years, the emotional tone around Mathair's palace has become a little stale for Midge, so he decided to renew his life of adventuring. He left the palace and started a journey through the lands of Domhan, fairly quickly making his way to Rath Diamhair. However, once out of the palace, he was reminded that life on the road is no easy thing to endure. He also found that, while the country is unified under the rule of Mathair, she's got a long way to go before all the people of her land accept her unconditionally. In Rath Diamhair, the civil unrest is profound enough that curfews and a strong military presence are still required, and once inside the country, Midge found it difficult to leave.

MONEY

QUOTE

"Aw, come on! That was really funny, right?"

POWERS/TACTICS

Midge prefers to stay out of hand to hand combat whenever he can. He carries a small arsenal of tiny throwing knives (no more than darts to a full sized human) which he throws with great skill. If forced to enter melee, he uses a "quarterstaff" that is only a foot and a half long (a baton to a full sized human).

His diminutive stature and fast reflexes make him very difficult to hit, and his 'Shadow Cloak/Shadow Wings' naturally move to intercept energy attacks against him. These two factors are all that have allowed him to survive as long as he has, as he is not physically sturdy enough to absorb much damage -- one or two good hits will put him out of the fight (and maybe his life).

APPEARANCE

Midge is only a foot and a half tall, and his coloring is entirely composed of different shades of gray and black. He is followed/surrounded by an amorphous, shifting shadow that sometimes wraps him like a cloak and sometimes follows him like a pair of wings. He dresses in simple homespun breeches and loincloth and a loose shirt, all of black and gray.

