

Ybisi of Netoshi "Metal Mage of Melderyn"

| Value | Characteristic | Points |
|-------|----------------|-----------|
| 23 | STR | 16 |
| 11 | DEX | 3 |
| 18 | CON | 16 |
| 18 | BODY | 16 |
| 18 | INT | 8 |
| 8 | EGO | -4 |
| 18 | PRE | 8 |
| 8 | COM | -1 |
| 10 | PD | 7 |
| 8 | ED | 4 |
| 4 | SPD | 19 |
| 9 | REC | 0 |
| 36 | END | 0 |
| 39 | STUN | 0 |
| | Total | 92 |

| Points | Powers | END |
|--------|--|-----|
| 2 | Running (+1", 7", NC: 14"); Non-Combat Multiplier: $\times 2$, +0; Has Turn Mode: No, +0 | 1 |
| 7 | 4d6 Ybisi's Edge (HKA Aid) (Fade/5 hours, Max. 24); Range: 0; Affects: Single Power, +0; Active Points: 40; Concentrate: 0 DCV, - $\frac{1}{2}$; Extra Time: 1 turn, -1; Focus (Runed Weapon): Obvious Accessible, -1; Gestures: Instant Power, - $\frac{1}{4}$; Incantation: Instant Power, - $\frac{1}{4}$; Requires Magic Skill Roll: - $\frac{1}{2}$; Takes 2 hours to setup weapon to accept spell effect: Seriously, - $\frac{1}{2}$; Increased END: $\times 2$, - $\frac{1}{2}$ | 16 |
| 13 | 2d6 Ybisi's Light Attack Blessing (RKA); Range: 0; Active Points: 90; Usable By Others: Simultaneous Use, + $\frac{1}{2}$; Usable by Others Number: 32, + $1\frac{1}{4}$; Charges: +32, + $\frac{1}{4}$; Concentrate: 0 DCV, - $\frac{1}{2}$; Extra Time: full phase, - $\frac{1}{2}$; Focus (Runed Weapon): Obvious Accessible, -1; Gestures: Instant Power, - $\frac{1}{4}$; Incantation: Instant Power, - $\frac{1}{4}$; Must be used on first strike with weapon: Half, -1; 32 charges must be split to 1 charge for each user: Half, -1; No Range: - $\frac{1}{2}$; Only on creature of darkness: Seriously, - $\frac{1}{2}$; Requires Magic Skill Roll: - $\frac{1}{2}$ | 0 |
| 7 | 4d6 Ybisi's Tough Steel (Armor Aid) (Fade/5 hours, Max. 24); Range: 0; Affects: Single Power, +0; Active Points: 40; Concentrate: 0 DCV, - $\frac{1}{2}$; Extra Time: 1 turn, -1; Focus (Runed Armor): Obvious Accessible, -1; Gestures: Instant | 16 |

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|-----------|---|--|
| | Power, -¼; Incantation: Instant Power, -¼; Increased END: ×2, -½; Takes 2 hours to setup item to take spells effect: Seriously, -½; Requires Magic Skill Roll: -½ | |
| 29 | Total Powers | |

| Points | Skills, Talents, Perks | Roll |
|-----------|--|------|
| 16 | +2 level w/All Combat | |
| 1 | Bureaucratics | 8- |
| 2 | Common Melee Weapons | |
| 2 | Common Missile Weapons | |
| 3 | First Aid | 13- |
| 1 | Flails | |
| 10 | +2 level w/HTH Combat | |
| 3 | Inventor | 13- |
| 3 | KS: Metal Magic | 13- |
| 7 | Magic Skill | 15- |
| 3 | Mechanics | 11- |
| 3 | PS: Blacksmith | 14- |
| 1 | Riding | 8- |
| 1 | Streetwise | 8- |
| 1 | Survival | 8- |
| 1 | Trading | 8- |
| 11 | Weaponsmith; Weapon Category: Muscle-powered Weapons | 15- |
| 69 | Total Skills, Talents, Perks | |

| Cost | Equipment |
|----------|---|
| 0 | Broad Sword (2d6K, OCV: +1); DC: 4; STUNx: 0; STR Min: 13; Weight: 0 |
| 0 | Full Plate (Coverage: Full, PD 8, ED 8); Weight: 40 |
| 0 | Large Shield (DCV +3); Weight: 7; STR Min: 18 |
| 0 | War Hammer (2d6K, OCV: -1); DC: 4; STUNx: +1; STR Min: 8; Weight: 0 ; 1½ Handed |
| 0 | Total Equipment (47 kg) |

| 75+ | Disadvantages |
|-----|--|
| 5 | Distinctive Feature (Scars on hands and arms); Concealability: Easily, 5; Reaction: Noticed and Recognizable, +0 |
| 15 | DNPC (Apprentice Weaponsmith) (Normal, 11-); Skills: Normal, +0 |

| | |
|------------|--|
| 10 | Enraged in Combat (Battle Rage) (8-, 11-); Circumstances: Very Common, +15 |
| 20 | Honorable (Common, Total) |
| 15 | Hunted by Evil Fighting Religious Sects (8-); Capabilities: As Powerful, 10; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Actions: Hunting, ×1; Punishment: Harsh, 0 |
| 10 | Loud Mouth Ass (Common, Moderate) |
| 15 | Love To Craft Weapons (Very Common, Moderate) |
| 15 | Reputation as a Master Weaponsmith (14-) |
| 10 | 2d6 Unluck |
| 115 | Total Disadvantages |

COSTS: **Char.** **Powers** **Total** **Total** **Disadv.** **Base**
 92 + 98 = 190 190 = 115 + 75

| OCV | DCV | ECV | Mental Def. | PD/rPD | ED/rED | Phases |
|-----|-----|-----|-------------|--------|--------|-------------|
| 4 | 4 | 3 | 0 | 18/8 | 16/8 | 3, 6, 9, 12 |

Notes: Ybisi will start with the following spells running:

- 1) Ybisi's Light Attack Blessing on men-at-arms
- 2) Ybisi's Edge on Military Flail
- 3) Ybisi's Edge on Short Sword
- 4) Ybisi's Tough Steel on Armor

Ybisi's Base DCV is:

4 Dex

-4 Weight

+3 DCV Shield

3 Base DCV