

Name: Po
Alternate Id:

Val	Char	Base	Cost
8	STR	10	-2
18	DEX	10	16
14	CON	10	4
18	INT	10	8
11	EGO	10	1
10	PRE	10	0
6	OCV	3	15
8	DCV	3	15
3	OMCV	3	0
4	DMCV	3	3
4	SPD	2.0	20
5/8	PD	2	3
5/8	ED	2	3
5	REC	4	1
30	END	20	2
8	BODY	10	-2
20	STUN	20	0
8m	RUN	12	-4
0m	SWIM	0	0
4m	LEAP	4	0

STR Roll 11-	Run:	8m
DEX Roll 13-	Swim:	0m
CON Roll 12-	Leap:	4m
INT Roll 13-		
EGO Roll 11-		
PER Roll 13-/15-		

Complications	Pts
Negative Reputation: Sign Of Ill Omen, Frequently	10
Physical Complication: Small (Infrequently; Barely Impairing)	5
Psychological Complication: Hoards Shiny Things (Common; Moderate)	10
Psychological Complication: Likes To Prank People (Common; Moderate)	10
Psychological Complication: Unfamiliar With Big Cities And Culture (Common; Moderate)	10
Vulnerability: 1 1/2 x BODY Blunt Attacks (Common)	10

XP
0

Base Points : 200
Complications Total + 55
Experience Spent + 7
Total Cost = 207

KP
24

Spirit Storm

Pts. Skill/Perk/Talent/Power END

- 2 Acrobatics 13- (3 Active Points); Only With Flight (-1/2)
- 2 Animal Handler (Birds) 11-
- 15 Bind Spirit 19-
- 3 Healing 13-
- 3 Inventor 13-
- 3 Scholar
- 1 1) KS: Carving (2 Active Points) 11-
- 2 2) KS: Flora and Fauna (3 Active Points) 13-
- 1 3) KS: Herbal Remedies / Potions (2 Active Points) 11-
- 1 4) KS: Jewelry Making (2 Active Points) 11-
- 1 5) KS: Spirits (2 Active Points) 11-
- 1 6) PS: Shaman (2 Active Points) 11-
- 3 Stealth 13-
- 2 Survival (Temperate/Subtropical) 13-
- 3 Tracking 13-
- 2 WF: Blades, Bows

Raven Kin Racial Abilities

- 2 1) **Bird Eyes**: +2 PER with Normal Sight
- 2 2) **Bird Eyes**: +4 versus Range Modifier for Normal Sight
- 2 3) **Bird Eyes**: Increased Arc Of Perception (240 Degrees) with Normal Sight
- 10 4) **Small**: +2 DCV
- 4 5) **Small**: +2 with Stealth
- 15 6) **Wings**: Flight 18m, Reduced Endurance (1/2 END; +1/4) (22 Active Points); Restrained (-1/2)
- 14 **Cursey Boo Boo**: Drain DEX, OCV, DCV 1 1/2d6, Reduced Endurance (1/2 END; +1/4), Expanded Effect (x3 Characteristics or Powers simultaneously) (+1), Delayed Return Rate (points return at the rate of 5 per Minute; +1) (49 Active Points); OAF (Spirit Fetish; -1), Gestures (Requires both hands; -1/2), Requires A Roll (Bind Spirit Skill roll; -1/2), Incantations (-1/4), Side Effects (Spirit Whim (1.5d6 END Drain); -1/4)
- 12 **Spirit Renewal**: Healing Simplified 2 1/2d6, Reduced Endurance (1/2 END; +1/4), Ranged (+1/2) (44 Active Points); OAF (Spirit Fetish; -1), Gestures (Requires both hands; -1/2), Requires A Roll (Bind Spirit Skill roll; -1/2), Incantations (-1/4), Side Effects (Spirit Whim (3d6 EB); -1/4)
- 10 **Spirit Refresh**: Healing END 2d6, Reduced Endurance (1/2 END; +1/4), Ranged (+1/2) (35 Active Points); OAF (Spirit Fetish; -1), Gestures (Requires both hands; -1/2), Requires A Roll (Bind Spirit Skill roll; -1/2), Incantations (-1/4), Side Effects (Spirit Whim (3d6 EB); -1/4)
- 5 **Object Mask**: Sight Group and Detect Images, Persistent (+1/4), Reduced Endurance (0 END; +1/2) (23 Active Points); OAF (Spirit Fetish; -1), Can Only Be Used To Cover Existing Objects Of A Small Size (-1), No Range (-1/2), Gestures (Requires both hands; -1/2),

Base OCV: 6 Base DCV: 8
Adjustment+ Adjustment+
Final OCV: Final DCV:

Levels:

Combat Maneuvers

Name	Phase	OCV	DCV	Effect
Bind	1/2	+0	+0	Bind,STRvsSTR
Block	1/2	+0	+0	Block,Abort
Brace	0	+2	1/2	+2OCVvsRngMod
Disarm	1/2	-2	+0	Disarm,STRvsSTR
Dodge	1/2	---	+3	Abort
Flail	1/2	-1	+0	No DCV for shield
Grab	1/2	-1	-2	Grab two limbs
Grab By	1/2	-3	-4	Move and Grab
Haymaker	1/2*	+0	-5	+4DC to attack
Move By	1/2	-2	-2	STR/2+v/10
Move Through	1/2	-v/5	-3	STR+v/6
Set	1	+1	+0	Ranged attacks only
Set Vs. Charge	1	+0	+0	Weapon+v/6
Strike	1/2	+0	+0	STR or weapon
Unhorse	1/2	-1	+0	Unhorse,STR/5+v/10

Range (m)	0-8	9-16	17-32	33-64	65-128
RMod	0	-2	-4	-6	-8

DEX: 18	SPD: 4	ECV: 3 - 4
Phases: 3, 6, 9, 12		
5/8 PD (3 rPD)	5/8 ED (3 rED)	MD: 0
END: 30	STUN: 20	BODY: 8

Roll	STUNx	NSTUN	BODYx	To Hit	DEF
3-5 Head	x5	x2	x2	-8	---
6 Hand	x1	x1/2	x1/2	-6	---
7-8 Arm	x2	x1/2	x1/2	-5	---
9 Shldr	x3	x1	x1	-5	---
10-11 Chest	x3	x1	x1	-3	---
12 Stmch	x4	x1.5	x1	-7	---
13 Vital	x4	x1.5	x2	-8	---
14 Thigh	x2	x1	x1	-4	---
15-16 Leg	x2	x1/2	x1/2	-6	---
17-18 Feet	x1	x1/2	x1/2	-8	---

Height: 0.86 m Hair: Black
Weight: 23.00 kg Eyes: Black

Personality: Dark humored prankster; spiritual, needs/wants to heal the land/earth/spirit world

Powers/Tactics: Avoid combat, cause mischief/grief to friends/foe alike, animal/tree/life/spirit friend

Background: The war did offer a variety of opportunities for fun and mischief, of which Po took great enjoyment throughout his juvenile years and even into his adult life. Po was son of a Shaman, and showed signs of being a Shaman himself. Among the traits that Raven-kin note for spiritualism is one's affinity to the Common Ravens. Po got on very well with the Common Ravens, and with his mischief behavior, which was grand even by Raven-kin standards, he was very popular among the Ravens. Unfortunately, Po's mischief led to a dark fate for him and his family.

Po worked with his father, learning the Shaman craft, making jewelry and trinkets from found shiny and objects often for trade among other kin and each other. Raven-kin magic was a carefully guarded secret.

	Requires A Roll (Bind Spirit Skill roll; -1/2), Incantations (-1/4), Side Effects (Spirit Whim (3d6 Flash); -1/4)		Raven-kin's like to stay off of people's radars as threats and in general Raven-kin felt that if they were too "showy" with their spirit abilities, then they would become targets or be sought out. Happiness was avoiding others.
3	Spirit Sight: Detect Spirits A Large Class Of Things 13-/15- (Sight Group), Discriminatory (15 Active Points); OAF (Spirit Fetish; -1), Costs Endurance (-1/2), Gestures (Requires both hands; -1/2), Requires A Roll (Bind Spirit Skill roll; -1/2), Incantations (-1/4), Side Effects (Spirit Whim (3d6 Flash); -1/4), Extra Time (Full Phase, Only to Activate, -1/4)	3	As Po matured into an adult, he married his soul mate (Raven-kin marry for life) and worked on starting a family.
	Broad Sword: (Total: 35 Active Cost, 13 Real Cost) Killing Attack - Hand-To-Hand 1d6+1, Reduced Endurance (0 END; +1/2) (30 Active Points); OAF (Broad Sword; -1), STR Minimum 13 (-1/2), Real Weapon (-1/4) (Real Cost: 11) plus +1 OCV (5 Active Points); OAF (Short Sword; -1), Only When Using Sword (-1/2) (Real Cost: 2)	0	During this time, the war started getting uncomfortably close to Po's extended family "estate" (they all had homes nearby each other, almost like a bird village, but not too close to each other.)
	Dagger: (Total: 20 Active Cost, 8 Real Cost) Killing Attack - Hand-To-Hand 1d6-1, Reduced Endurance (0 END; +1/2) (15 Active Points); OAF (Dagger; -1), Real Weapon (-1/4), STR Minimum 8 (-1/4) (Real Cost: 6) plus +1 OCV (5 Active Points); OAF (Short Sword; -1), Only When Using Sword (-1/2) (Real Cost: 2)	0	During the end of the war, at _____, during a stormy siege, Po saw a great opportunity for a whopper of a prank. Po's wife was home with their egg, and bringing back food was boring "work." While out scavenging one day, Po caught sight of the preparations for a battle.
	Light Bow: Killing Attack - Ranged 1d6, Reduced Endurance (0 END; +1/2) (22 Active Points); OAF (Bow and Arrows; -1), STR Minimum 8 (STR Min. Cannot Add/Subtract Damage; -3/4), Required Hands Two-Handed (-1/2), Real Weapon (-1/4), Concentration (1/2 DCV; -1/4)	0	The Albion army was preparing to storm a Kaldonian stronghold. Siege engines were created by the Albions, tearing apart some good forestry, which didn't make Po too thrilled. Po saw this as a good opportunity to have an excellent prank and punish the people hurting the forest.
	Leather Armor: (Total: 12 Active Cost, 6 Real Cost) +3 PD, Resistant (+1) (6 Active Points); OIF (Hardened Leather Armor; -1/2), Real Armor (-1/4) (Real Cost: 3) plus +3 ED, Resistant (+1) (6 Active Points); OIF (Hardened Leather Armor; -1/2), Real Armor (-1/4) (Real Cost: 3)	0	Po gathered some of his friends and later, in the dead of night, a hoard of Ravens descended on the siege engines and freyed ropes, loosened fittings, and in general set up the siege engines for failure once stress was applied to them.
	Healing Potion: Healing Simplified Healing 1d6 (10 Active Points); 2 Boostable Charges which Never Recover (-3 1/4), OAF (Potion Bag; -1), Gestures (-1/4)	[2 bc]	The next day, Common ravens darkened the sky to witness the fun. Enough so that both armies witnessed and took note. Both sides took the raven presense as an ill omen, as Ravens are known to feed on the dead. Clearly an epic battle was going to ensue and there would be a lot of death.
	Sling With Enchanted Freezing Stones: (Total: 37 Active Cost, 7 Real Cost) Killing Attack - Ranged 1d6-1, +1 Increased STUN Multiplier (+1/4), Reduced Endurance (0 END; +1/2) (17 Active Points); OAF (Slings And Stones; -1), STR Minimum 6 (STR Min. Cannot Add/Subtract Damage; -3/4), Side Effects, Side Effect occurs automatically whenever Power is used (-1 OCV; -1/2), Real Weapon (-1/4) (Real Cost: 5) plus Entangle 2d6, 2 PD/2 ED (20 Active Points); 4 Charges which Never Recover (-3), OAF (Slings And Stones; -1), STR Minimum 6 (STR Min. Cannot Add/Subtract Damage; -3/4), Only Affects Area Hit By Stone (-1/2), Vulnerable (Fire or Heat; -1/2), Side Effects, Side Effect occurs automatically whenever Power is used (-1 OCV; -1/2), Real Weapon (-1/4), Can Be Deflected (-1/4), Linked (Killing Attack - Ranged; -1/4) (Real Cost: 2)	[4 nr]	As the siege engines rolled forward, and the armies engaged, one by one siege engines failed. The loud cacophany of "caws" and calls from the Ravens also was noticed from the field. Again, ill fate was noted. Despite the trouble with the siege engines, there was trechery afoot in the Kaldonian stronghold and spies took the gate, opening the stronghold for the Albion army. Due to the failure of the siege engines, only one port of entry was made into the stronghold, which led to many many deaths. At the end of the day, the Kaldonians were defeated, survivors snuck away to tell tales of the day, and the Albions dwelled upon their day.
			In good humor after an excellent prank (and easy food opportunities), Po went out to visit a mistress of his to celebrate and tell the tale of such a great prank and engage in a bit of hanky-panky his wife wasn't in the mood for.
			Meanwhile, General _____ The results were devastating to the nearby Raven and Raven-kin population. Eager archers descended into the forest, looking for Ravens. In an effort to flush out ravens, trees were oiled and a large fire was set. As Ravens (and other creatures) fled the area, they were targeted and killed by dozens of soldiers, it was a slaughter.
			With his mistress, Po suddenly felt pulled in a thousand directions and heard/felt the sound of hundreds of spirits crying out in pain and agony. He fell writhing and screaming and appeared to his mistress as if he was having a seizure. In actuality he was feeling the pain and suffering of many and was rendered immobile. As he regained control of himself, he raced home to investigate. As he neared, the wind shifted and Po caught the smell of fire. His fears were quickly becoming founded as he neared his home. There was a fire and hundreds of archers amongst the treeline. As he got nearer he was sighted and suddenly he was busy
45 + Skills Cost			
79 : Powers Cost			
83 + Characteristics Cost			

207 = Total Cost

dodging a hail of arrows. He barely made his escape. Afraid of pursuit, he had to run and ensure he went away from other Raven-kin.

In the days that followed, he was unable to approach for fear of attack and he had no idea of what befell his family. When he was finally able to return, he found no sign of bodies of friends or family. He had no idea if any made it away or if they were all killed. his home was burned down, and there was no sign of his wife or unborn child.

Po spent the following months searching and never finding signs of his family. During this time he found no more humor in his soul for fun spirited pranks, instead he started to enjoy causing misfortune on others to match his dark mood. His spirit powers, responding to this change in his spirit, shift slightly and he fine tunes the ability to curse/cause misfortune on others. Never had he heard of others if his race use such a spiteful spell, but somehow he finds it fitting.

He felt guilty for having survived whatever befell his village as more and more he came to realize everyone must be dead. He feared, somehow deep down that he may have caused the devastation to his friends and family, but for the life of him he had no idea how, but his dad always told him that others didn't share their sense of humor, especially when it was at the cost of themselves...

A year to the day after the dreadful event, Po "woke" into a spirit dream, where he was visited by his wife. He now knew that she was dead for sure. His wife's spirit told him he must move on, abandon his search and find others to help them heal the land from its great hurt. She tells him that despite the past he has to move on and leave about what has happened and go forth and make amends with the world. Shrouded in guilt, haunted with a deep sense of the macabre, Po abandones his search for family and friends and seeks undeserved redemption. He does not know what he must do, but he feels compelled to seek out others and make a change. Remembering the devastation to his homeland, seeing in his search the devastation upon the whole land, he knows that spiritually the world is at hurt and he is ultimately a Shaman, and responsible for the health of the land. Embracing fully his Shaman profession for the first time ever (taking it seriously), he goes forth to search for ways he can heal the land.