

Name: Oren

Alternate Id:

Val	Char	Base	Cost
20	STR	10	10
10	DEX	10	0
20	CON	10	10
13	INT	10	3
10	EGO	10	0
18	PRE	10	8
4	OCV	3	5
5/7	DCV	3	10
3	OMCV	3	0
3	DMCV	3	0
4	SPD	2.0	20
14/18	PD	2	6
11/18	ED	2	6
8	REC	4	4
40	END	20	4
13	BODY	10	3
35	STUN	20	8
10m	RUN	12	-2
1m	SWIM	0	1
4m	LEAP	4	0

STR Roll 13-	Run:	10m
DEX Roll 11-	Swim:	1m
CON Roll 13-	Leap:	4m
INT Roll 12-		
EGO Roll 11-		
PER Roll 12-/14-		

Complications	Pts
Dependent NPC: Oren's Ward Very Frequently (As powerful as the PC; Useful Noncombat Position or Skills; Will Be One Of The PC/NPC)	0
Distinctive Features: Armored Body (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)	5
Physical Complication: -2 Range Mods & Visual Perception Rolls (Infrequently; Greatly Impairing)	15
Psychological Complication: Honor Bound (Common; Total)	20
Psychological Complication: Must Protect His Ward (Common; Strong)	15

XP Base Points : 200
0 Complications Total + 55

Experience Spent + 0
Total Cost = 198

KP
20

Spirit Storm

Pts.	Skill/Perk/Talent/Power	END
8	+1 with HTH Combat	
6	+2 with Conversation, Oratory, and Persuasion	
6	+2 with Hammer, Maul & Mace Skill Levels	
0	AK: The Kingdoms 8-	
2	Armorsmith (Metal Armors) 11-	
0	Climbing 8-	
0	Concealment 8-	
3	Conversation 13-	
0	Deduction 8-	
0	Healing 8-	
1	Mechanics 8-	
5	Oratory 14-	
3	Persuasion 13-	
3	Scholar	
1	1) KS: Bodyguard (2 Active Points) 11-	
1	2) KS: Mercenary Companies (2 Active Points) 11-	
1	3) KS: Royal Houses (2 Active Points) 11-	
2	4) PS: Military Leader (3 Active Points) 12-	
3	Shadowing 12-	
0	Stealth 8-	
3	Tactics 12-	
5	Teamwork 12-	
3	Trading 13-	
4	WF: Common Melee Weapons, Siege Engines	
2	Weaponsmith (Maces And Hammers) 12-	
4	Mercenary Company Commander: Positive Reputation: Leader of a Famous Mercenary Band (A small to medium sized group) 8-, +4/+4d6	
11	Contact: Queen Of Tokaji Provence (Contact has access to major institutions, Contact has extremely useful Skills or resources, Contact has significant Contacts of his own, Very Good relationship with Contact) 13-	
	Armadillo Kin Racial Package	
6	1) Natural Armor: +3 PD, Resistant (+1) (6 Active Points)	
6	2) Natural Armor: +3 ED, Resistant (+1) (6 Active Points)	
5	3) Roll Into Ball: (Total: 18 Active Cost, 5 Real Cost) +4 PD, Resistant (+1) (8 Active Points); Side Effects, Side Effect occurs automatically whenever Power is used (Movement reduce to 1" & limited visibility; -1), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), Costs Endurance (-1/2), Restrained (-1/2) (Real Cost: 2) plus +4 ED, Resistant (+1) (8 Active Points); Side Effects, Side Effect occurs automatically whenever Power is used (Movement reduce to 1" & limited visibility; -1), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), Restrained (-1/2), Costs Endurance (-1/2) (Real Cost: 2) plus Stretching 2m (2	5

Base OCV: 4 Base DCV: 5/7
Adjustment+ Adjustment+
Final OCV: Final DCV:

Levels: +1 with HTH Combat, +2 with Hammer, Maul & Mace Skill Levels

Name	Phase	OCV	DCV	Effect
Bind	1/2	+0	+0	Bind, STR vs STR
Block	1/2	+0	+0	Block, Abort
Brace	0	+2	1/2	+2 OCV vs Rng Mod
Disarm	1/2	-2	+0	Disarm, STR vs STR
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	+4 DC 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: 10 SPD: 4 ECV: 3 - 3
Phases: 3, 6, 9, 12
14/18 PD (10 rPD) 11/18 ED (10 rED) MD: 0
END: 40 STUN: 35 BODY: 13

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: 1.79 m Hair: N/A
Weight: 135.00 kg Eyes: Brown

Background: Oren's people were not inclined to war, but were well suited for it. Culturally, this became an opportunity, and while most nations were in a constant state of turmoil throughout this era of strife, Oren's people flourished. And although they became mercenaries in the truest sense of the word, they were mercenaries with a conscience – they choose the good fight, didn't rape or pillage, and became known as fair adversaries. Because they didn't pillage, they were expensive – but nations paid, and paid well.

A byproduct of decades of war was a well-trained veteran core. Individual soldiers made enough money to retire early. With less than a decade of service, a soldier could retire and live comfortably for the rest of his life. It was this veteran core that bred an elite class of bodyguard. With military discipline, combat experience and their natural ability to protect from physical harm, they were unmatched by any other kin as elite bodyguards.

Active Points); Linked (Cover Up; -1/2), Only To Ball Up Target (-1/2), Restrainable (-1/2), Always Direct (-1/4), no Noncombat Stretching (-1/4) (Real Cost: 1)

1 4) **Four-Point Leap:** Leaping +6m (4m forward, 5m upward) (3 Active Points); Upward Movement Only (-1), Increased Endurance Cost (x2 END; -1/2)

1 5) **Slow Metabolism:** Life Support (Eating: Character only has to eat once per week)

3 6) **Digger:** Tunneling 2m through 5 PD material (12 Active Points); Gestures, Requires Gestures throughout (Requires both hands; -1), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), Limited Medium (Earth) (-1/2), Restrainable (-1/2), Takes 1 Turn per 1" Tunneling (-1/2)

4 7) **Find Grubs:** +2 PER with Smell/Taste Group

War Maul: Killing Attack - Hand-To-Hand 1 1/2d6, +1 Increased STUN Multiplier (+1/4), Reduced Endurance (0 END; +1/2) (44 Active Points); OAF (-1), STR Minimum 19 (-3/4), Required Hands Two-Handed (-1/2), Real Weapon (-1/4)

Granite Head Forge Hammer: (Total: 66 Active Cost, 24 Real Cost) Killing Attack - Hand-To-Hand 1 1/2d6, +1 Increased STUN Multiplier (+1/4), Reduced Endurance (0 END; +1/2) (44 Active Points); OAF (Massive Hammer; -1), Real Weapon (-1/4), STR Minimum 18 (-1/4) (Real Cost: 18) plus Variable Special Effects (Limited Group of SFX; Heats Up And Affects ED; +1/4), Remove Real Weapon Limitation (+1/4) for up to 45 Active Points of Massive Hammer (22 Active Points); OAF (Massive Hammer; -1), 4 Charges (-1), Costs Endurance (-1/2), Incantations (User must call for the power of Granite Head forge.; -1/4) (Real Cost: 6)

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)

Plate Armor Breastplate: (Total: 28 Active Cost, 12 Real Cost) +7 PD, Resistant (+1) (14 Active Points); OIF (Hardened Leather Armor; -1/2), Only Protects Locations 10-13 (-1/2), Real Armor (-1/4) (Real Cost: 6) plus +7 ED, Resistant (+1) (14 Active Points); OIF (Hardened Leather Armor; -1/2), Only Protects Locations 10-13 (-1/2), Real Armor (-1/4) (Real Cost: 6)

Helmet of Charging: (Total: 30 Active Cost, 13 Real Cost) +5 STR (5 Active Points); OIF (-1/2), Side Effects, Side Effect occurs automatically whenever Power is used (-5 Int and Enraged in Combat 8-, 14-; -1/2), Only in Combat (-1/4) (Real Cost: 2) plus +5 OCV (25 Active Points); OIF (-1/2), Side Effects, Side Effect occurs automatically whenever Power is used (- DCV for every +OCV Taken; -1/2), Only in Combat (-1/4) (Real Cost: 11)

Round Shield: +2 DCV (10 Active Points); OAF (Round Shield; -1), Shield

Their military revolved around mercenary companies, not the traditional rank and file. Each company had a specialty – be it siege, sapping, etc. Oren’s father commanded a company who specialized in siege warfare, which in turn, Oren commanded. This was a very famous company that was well regarded, often finding itself at the heart of much of the war’s most important battles.

When his father retired, Oren took command of the company and led it to great fame. After a decade, Oren passed the mantle to his younger brother and retired. Unlike his father, Oren hadn’t married, and decided to travel to the outer kingdoms, away from the heart of the war – and became a bodyguard. Because of his success and fame as a military leader he was able to accept the contract of his choosing.

He became the bodyguard of << young, 11 year old prince of XYZ kingdom>>, and for the next 4 years protected his ward with the same intensity and commitment as commanding his mercenary company. At first the household thought him a terror, but eventually he became part of the family, and prince XYZ’s closest confidant.

When prince XYZ reached adulthood in his 15th year he warranted his own compliment of guards, and a company of men. At the same time, Oren’s younger brother was killed in battle, and the company reached out to him to lead them to what turned out to be the final battle of the war as defenders of The Great Oak.

During this battle, there was a great push to end all conflict and many actions were taken within the Great Houses to force capitulation. Part of the pogrom was to show the royal families that nobody was safe, nobody was untouchable – and prince XYZ, Oren’s ward, was assassinated.

Oren’s world had taken a dire turn – his brother slain, his company decimated and his ward and good friend assassinated. Oren knew that if events had transpired differently, he would have been with his ward, and he would have saved him from a bitter end. It’s been a few months since the end of the war, Oren has been trying to find new purpose and then receives a calling... a calling he is compelled to answer << the rest is all you John>>

Does Not Add Protection To All Foes If
There Are Multiple Attackers (-1/4)

77 + Skills Cost

26 : Powers Cost

95 + Characteristics Cost

198 = Total Cost