

Name: Cillian

Alternate Id:

Val	Char	Base	Cost
13	STR	10	3
18	DEX	10	16
13	CON	10	3
18	INT	10	8
8	EGO	10	-2
10	PRE	10	0
6	OCV	3	15
6	DCV	3	15
3	OMCV	3	0
3	DMCV	3	0
4	SPD	2.0	20
6/9	PD	2	4
6/9	ED	2	4
6	REC	4	2
30	END	20	2
10	BODY	10	0
24	STUN	20	2
14m	RUN	12	2
1m	SWIM	0	1
4m	LEAP	4	0

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

Complications	Pts
Dependent NPC: Random Young Thief Infrequently (Incompetent)	15
Distinctive Features: Detects As Magic (Not Concealable; Noticed and Recognizable; Detectable Only By Detect Spirit)	5
Hunted: Magic Group To Study Powers Infrequently (Mo Pow; Mildly Punish)	10
Psychological Complication: Robin Hood Complex (Common; Strong)	15
Psychological Complication: Overconfident In Thiefy Situations (Common; Moderate)	10

XP  
0

Base Points : 200

Complications Total + 55

Experience Spent + 1

Total Cost = 201

KP  
45

Spirit Storm

Pts.	Skill/Perk/Talent/Power	END
3	+1 with Blades	
6	+1 with all Agility Skills	
3	Acrobatics 13-	
0	KS: Hometown 8-	
3	Breakfall 13-	
3	Charm 11-	
3	Casing 13-	
3	Climbing 13-	
3	Concealment 13-	
3	Contortionist 13-	
0	Deduction 8-	
5	Defense Maneuver I-II	
3	Fast Draw 13-	
0	Healing 8-	
0	PS: Thief 8-	
0	Language: Ape Kin (basic conversation) (1 Active Points)	
1	Language: Rat Kin (basic conversation)	
3	Lockpicking 13-	
3	Shadowing 13-	
3	Sleight Of Hand 13-	
3	Stealth 13-	
3	Streetwise 11-	
4	WF: Common Melee Weapons, Common Missile Weapons	

#### Elemental Spirit Powers

- 18 1) **Air Shift:** (Total: 48 Active Cost, 18 Real Cost) Telekinesis (6 STR), Fine Manipulation, Invisible Power Effects (Inobvious to Sight Group; +1/4) (24 Active Points); Extra Time (Full Phase, -1/2), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2) (Real Cost: 12) **plus** Telekinesis (6 STR), Fine Manipulation, Invisible Power Effects (Inobvious to Sight Group; +1/4) (24 Active Points); 1 Continuing Charge lasting 1 Turn (-1 1/4), Extra Time (Full Phase, -1/2), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), Costs Endurance (-1/2) (Real Cost: 6)
- 11 2) **Fire Fingers:** (Total: 27 Active Cost, 11 Real Cost) Killing Attack - Ranged 1d6, Penetrating (+1/2) (22 Active Points); Increased Endurance Cost (x2 END; -1/2), No Range (-1/2), Concentration (1/2 DCV; -1/4) (Real Cost: 10) **plus** Area Of Effect (8m Cone; +1/4) for up to 22 Active Points of Fire Touch (5 Active Points); 1 Charge (-2), Costs Endurance (-1/2), Increased Endurance Cost (x2 END; -1/2), Concentration (1/2 DCV; -1/4) (Real Cost: 1)
- 9 3) **Stone Senses:** (Total: 25 Active Cost, 9 Real Cost) Penetrative with Sight Group (15 Active Points); Only Through Earth/Stone (-1), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2) (Real Cost: 6) **plus** Penetrative with Normal Hearing (10 Active Points); Only Through Earth/Stone (-1), 1 Continuing Charge lasting 5 Minutes (-3/4), Concentration,

Base OCV: 6 Base DCV: 6

Adjustment+ Adjustment+

Final OCV: Final DCV:

Levels: +1 with Blades

#### 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 - 3
Phases: 3, 6, 9, 12		
6/9 PD (3 rPD)	6/9 ED (3 rED)	MD: 0
END: 30	STUN: 24	BODY: 10

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:** 1.68 m **Hair:** Dirty Blond  
**Weight:** 64.00 kg **Eyes:** Blue  
**Appearance:** Age 14. Dirty face and shoulder length Dirty Blonde hair.

**Background:** Cillian's always had direction. He may not know why he's going there, but he always keeps moving...sometimes looking for his past, sometimes running from those strangers currently looking for him, sometimes just looking ahead for something new. He grew up under the care of an elderly couple. At the age of 4, they had found him wandering the forest with nothing but a scrap of paper in his loin cloth with the name Cillian on it. He always wondered if it was supposed to be his name or someone else's, but since he grew up using it, he decided it was his. His elderly guadians died when he was only 8, and Cillian was forced to take to the streets. He grew up in the streets, wandering from town to town, trying to avoid the war wherever he could. For a couple years he thought maybe he could find his parents, but with no leads or clues as to where to even start looking, his search didn't lead to much. He knew he had to steal to survive most

	Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), Linked (Stone Sight; -1/2) (Real Cost: 3)	
7	4) <b>Breath Water Gift:</b> (Total: 15 Active Cost, 7 Real Cost) Life Support (Expanded Breathing (Water)) (5 Active Points); Nonpersistent (-1/4) (Real Cost: 4) <b>plus</b> Usable Simultaneously (up to 4 people at once; +3/4) for up to 5 Active Points of Water Breathing, Time Limit (1 Hour; +1 1/2) (10 Active Points); 1 Charge (-2) (Real Cost: 3)	[1]
3	<b>Trackless Stride:</b> Flight 10m (10 Active Points); Gliding (-1), Only When In Contact With A Horizontal Surface (-1/2), Costs Endurance (-1/2)	2
	<b>Broad Sword:</b> (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) <b>plus</b> +1 OCV (5 Active Points); OAF (Short Sword; -1), Only When Using Sword (-1/2) (Real Cost: 2)	0
	<b>Dagger:</b> (Total: 20 Active Cost, 8 Real Cost) Killing Attack - Hand-To-Hand 1d6-1 (1d6 w/STR), Reduced Endurance (0 END; +1/2) (15 Active Points); OAF (Dagger; -1), Real Weapon (-1/4), STR Minimum 8 (-1/4) (Real Cost: 6) <b>plus</b> +1 OCV (5 Active Points); OAF (Short Sword; -1), Only When Using Sword (-1/2) (Real Cost: 2)	0
	<b>Light Crossbow:</b> (Total: 50 Active Cost, 12 Real Cost) Killing Attack - Ranged 2d6, Reduced Endurance (0 END; +1/2) (45 Active Points); OAF (Light Crossbow and Bolts; -1), STR Minimum 12 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-1/2), Extra Time (Delayed Phase, -1/4), Real Weapon (-1/4) (Real Cost: 11) <b>plus</b> +1 OCV (5 Active Points); OAF (Light Crossbow and Bolts; -1), Only For Light Crossbow (-1/2), Only For Range Modifiers (-1/2), Extra Time (Delayed Phase, -1/4) (Real Cost: 1)	0
	<b>Leather Armor:</b> (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) <b>plus</b> +3 ED, Resistant (+1) (6 Active Points); OIF (Hardened Leather Armor; -1/2), Real Armor (-1/4) (Real Cost: 3)	0
	<b>The Great Oak Necklace:</b> Power Defense (10 points) (10 Active Points); Only Against Nombrian Magic (-1 1/2), IIF (Necklace; -1/4)	0
	<b>Healing Potion:</b> Healing Simplified Healing 1d6 (10 Active Points); 4 Boostable Charges which Never Recover (-2 3/4), OAF (Potion Bag; -1), Gestures (-1/4)	[4 bc]
	<b>Sling With Enchanted Freezing Stones:</b> (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) <b>plus</b> Entangle 2d6, 2 PD/2 ED (20 Active Points); 4 Charges which Never Recover (-3), OAF (Slings And Stones; -1), STR	[4 nr]

the time, but as that got easier and easier over time, he realized he had more to offer those around him. He began to help other kids that had been left to the streets like himself...teaching them how to survive there, but also teaching them to only take the minimum to survive, any extra was given to those less fortunate than themselves.

About 6 months ago, near the end of the Spirit War, strange things started happening around him. At first he thought he had angered the spirits as items around him would move or he would get flashes of sewers when walking down a street. However, over the past few months he learned that if he concentrated on what he wanted to do, he could actually control the items to move, see through stone, and even breath under water. He knew this was a strange thing, so Cillian kept these powers to himself, only using them when required. He also began to use these skills to take more risks, stealing bigger and better things, but always giving away what he's taken, because he "knows" that's what is right. These thefts not only gave him a reputation among the other street dwellers, but more and more towns Cillian found himself having to leave because of people asking questions about him.

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)

**58 + Skills Cost**

**48 : Powers Cost**

**95 + Characteristics Cost**

**201 = Total Cost**