

Gray Guardian Warrior - Archer

Value	Characteristic	Points
13	STR	3
18	DEX	24
15	CON	10
11	BODY	2
13	INT	3
18	EGO	16
20	PRE	10
8	COM	-1
6	PD	3
6	ED	3
3	SPD	2
6	REC	0
30	END	0
26	STUN	0
	Total	75

Points	Powers	END
5	Doesn't Eat, Excrete or Sleep	
3	Immune to Aging	
2	Running (+1", 7", NC: 14"); Non-Combat Multiplier: ×2, +0; Has Turn Mode: No, +0	1
15	10d6 Search Out Enemy; Attack Roll Bonus: 0; Active Points: 50; Concentrate: ½ DCV, -¼; Only Find Those Seek Triad or Watch: Half, -1; Power Lost If Moved From Watch: Seriously, -½; Requires Magic Skill Roll: -½	10
25	Total Powers	

Points	Skills, Talents, Perks	Roll
6	+2 level w/Bows	
2	Common Melee Weapons	
2	Common Missile Weapons	
2	KS: Three Team Guardian Combat	11-
13	Magic Skill	17-
25	Total Skills, Talents, Perks	

Cost	Equipment
0	Brigandine (Coverage: Full, PD 4, ED 4); Weight: 10
0	Broad Sword (1d6+1K, OCV: +1); DC: 4; STUNx: 0; STR Min: 13; Weight: 0
0	Heavy Bow (1½d6K); OCV: 0; R Mod: 0; DC: 5; STUNx: 0; STR Min: 13; Shots: 1; Weight: 0
0	Total Equipment (10 kg)

75+	Disadvantages
10	Ashen Gray Skin (Distinctive Features); Concealability: Concealable, 10; Reaction: Noticed and Recognizable, +0
20	Life Devoted To Watch (Common, Total)
5	Lost The Ability To Speak (Infrequently, Slightly)
10	Loyal To Larani (Common, Moderate)
5	Reputation as Gray Guardian Warriors (8-)
50	Total Disadvantages

COSTS: **Char.** **Powers** **Total** **Total** **Disadv.** **Base**
 75 + 50 = 125 125 = 50 + 75

OCV	DCV	ECV	Mental Def.	PD/rPD	ED/rED	Phases
6	6	6	0	10/4	10/4	4, 8, 12