

Chunel Toron (King Of Melderyn)

Value	Characteristic	Points
13	STR	3
18	DEX	24
18	CON	16
18	BODY	16
18	INT	8
11	EGO	2
18	PRE	8
12	COM	1
8	PD	5
8	ED	4
4	SPD	12
7	REC	0
36	END	0
34	STUN	0
	Total	99



Points	Powers	END
20	8d6 Lightning Bolt (Energy Blast); Range: 250; Versus: ED; Active Points: 50; Reduced END: Half, ¼; Engraved Silver and Lead Rings (Focus): Obvious Inaccessible, -½; Gestures: Instant Power, -¼; Incantation: Instant Power, -¼; Requires Magic Skill Roll: -½	4
10	Weather Disaster (Earthquake / Flood / Winds / Tsunami) (Telekinesis) (STR 15); Range: 275; Manipulation: Coarse, +0; Active Points: 55; Reduced END: Half, ¼; Area Effect (Line): 14" long, +1; Variable Special Effect of Any Weather Power: Certain Group, +¼; Concentrate: Throughout & ½ DCV, -½; Extra Time: full phase, -½; Small version of effect trying to duplicate (Focus): Obvious Accessible, -1; Gestures: Constant Power, -½; Incantation: Constant Power, -½; Requires typical weather for result: Infrequently, -1; Requires Magic Skill Roll: -½	4
12	Weather Manipulation (Change Environment) (8" rad.); Active Points: 50; Effect: Variable, +1; Reduced END: Zero, ½; Concentrate: 0 DCV, -½; Extra Time: 1 turn, -1; Extra Time Required: Only At Startup, ½; Tiny Silver Weather Vane (Focus): Obvious Accessible, -1; Gestures: Instant Power, -¼; Incantation: Instant Power, -¼; Starts at 0 range / Can spread out after started: Slightly, -¼; Requires Magic	0

	Skill Roll: -1/2	
42	Total Powers	

Points	Skills, Talents, Perks	Roll
3	AK: Melderyn	13-
3	Bureaucratics	13-
2	Common Melee Weapons	
2	Common Missile Weapons	
3	High Society	13-
10	King	
3	KS: Harn Nobility	13-
3	KS: Weather Magic	13-
13	Magic Skill	18-
3	Oratory	13-
3	Riding	13-
1	Survival	8-
3	Tactics	13-
1	Weaponsmith; Weapon Category: Muscle-powered Weapons	8-
6	+2 level w/Weather Powers	
59	Total Skills, Talents, Perks	

Cost	Equipment
0	Broad Sword (1d6+1K, OCV: +1); DC: 4; STUNx: 0; STR Min: 13; Weight: 0
0	Normal Shield (DCV +2); Weight: 4; STR Min: 13
0	Plate and Chain (Coverage: Full, PD 7, ED 7); Weight: 28
0	Short Sword (1d6K, OCV: +1); DC: 3; STUNx: 0; STR Min: 10; Weight: 0
0	Total Equipment (32 kg)

75+	Disadvantages
20	Code of Chivalry (Common, Total)
10	Feels Responsible for Subjects (Common, Moderate)
10	Public Identity
10	Watched by Those Want Crown (14-); Capabilities: As Powerful, 10; Non-combat Influence: Extensive, +5; Geographical Area: Limited, -5; Actions: Only Watching, ×1/2; Punishment: Harsh, 0
50	Total Disadvantages

COSTS: **Char.** **Powers** **Total** **Total** **Disadv.** **Base** **Exp.**
 99 + 101 = 200 200 = 50 + 75 + 75

OCV	DCV	ECV	Mental Def.	PD/rPD	ED/rED	Phases
6	6	4	0	15/7	15/7	3, 6, 9, 12