

Darum the Gray

Value	Characteristic	Points
13	STR	3
20	DEX	30
14	CON	8
13	BODY	6
28	INT	21
11	EGO	2
18	PRE	8
16	COM	3
6	PD	3
6	ED	3
3	SPD	0
6	REC	0
28	END	0
27	STUN	0
	Total	87



Points	Powers	END
5	Analyze Magic Item (Detect w/ Discriminatory at +4 Roll); Costs END: -1/2; Concentrate: 1/2 DCV, -1/4; Extra Time: 1 turn, -1; Incantation: Instant Power, -1/4; Requires Magic Skill Roll: -1/2; Active Points: 16	
10	Cloaked Eyes (Invisibility) (Normal Sight); Active Points: 30; Reduced END: Zero, 1/2; Concentrate: 1/2 DCV, -1/4; Sewn Silk Scarf (Focus): Inobvious Accessible, -1/2; Fragile Focus: -1/4; Gestures: Instant Power, -1/4; Incantation: Instant Power, -1/4; Requires Magic Skill Roll: -1/2	0
13	2d6 Darum's Needle (RKA); Range: 260; Reduced END: Half, 1/4; Extra Time: full phase, -1/2; Extra Time Required: Only At Startup, 1/2; Small Silver Needle and Thread (Focus): Obvious Accessible, -1; Fragile Focus: -1/4; Gestures: Instant Power, -1/4; Incantation: Instant Power, -1/4; Beam Attack: -1/4; No Knockback: -1/4; Requires Magic Skill Roll: -1/2; Invisible to Sight: One Sense Group, +1/2; Active Points: 52	4
3	Immune to Disease	
13	Library Book (Clairsentience) (Normal Sight); See: Present, +0; Dimensions: Current, +0; Range: 800,000"; Reduced END: Zero, 1/2; Concentrate: Throughout & 0 DCV, -1; Extra Time: 5 min., -2; Magic Book (Focus): Obvious Accessible, -	0

	1; Focus Applicability: Universal; Focus Breakability: Breakable; Gestures: Constant Power, -1/2; Independent: -2; Only To Look At Books In His Library: Almost Completely, -2; Requires Int Roll To Remember Book: -1/4; Active Points: 127	
2	Running (+1", 7", NC: 14"); Non-Combat Multiplier: ×2, +0; Has Turn Mode: No, +0	1
10	10" Secret of Earthmaster Site Travel (Teleportation) (Long Range 160,000"); Active Points: 115; Concentrate: 0 DCV, -1/2; Extra Time: full phase, -1/2; Components to Build Circle (Extremely Hard to Acquire): Extremely Hard to Acquire, -1/2; Jarinic Rune Circle (Focus): Obvious Accessible, -1; Fragile Focus: -1/4; Gestures: Instant Power, -1/4; Incantation: Instant Power, -1/4; Increased END: ×10, -4; Only to Travel Between Earthmaster Sites: Almost Completely, -2; Requires Magic Skill Roll: -1/2; Increased Range: ×16000, +70; Mass Multiplier: ×8, +15; Fixed Locations: 10; Floating Locations: 0; Focus Mobility: Immobile, -1	40
56	Total Powers	

Points	Skills, Talents, Perks	Roll
3	AK: Earthmaster Sites	15-
3	Artifacts / Books / Literature (Scholar)	
1	Bows	
3	Climbing	13-
5	Extensive Research Library (Perk)	
3	High Society	13-
3	KS: Earthmaster Magic	15-
3	KS: Harnic History	15-
3	KS: Legends	15-
3	KS: Literature	15-
3	KS: Magical Items	15-
4	Language: Harnese (Completely Fluent w/accnt); Literacy: Literate (if not standard), 1	
2	Language: Jarinese (Basic Conv.); Literacy: Literate (if not standard), 1	
3	Lightsleep	
7	Magic Skill	17-
3	PS: Spell Researcher	15-
3	Seduction	13-
3	Stealth	13-

3	Survival	11-
1	Swords	
62	Total Skills, Talents, Perks	

Cost	Equipment
0	Boiled Leather (Coverage: Full, PD 3, ED 3); Weight: 7
0	Broad Sword (1d6+1K, OCV: +1); DC: 4; STUNx: 0; STR Min: 13; Weight: 0
0	Dagger (1d6K, OCV: +1); DC: 2; STUNx: 0; STR Min: 8; Weight: 0 ; Can Be Thrown
0	Heavy Bow (1½d6K); OCV: 0; R Mod: 0; DC: 5; STUNx: 0; STR Min: 13; Shots: 1; Weight: 0
0	Total Equipment (7 kg)

75+	Disadvantages
5	Age (40+)
10	Reputation of Extreme Vengeance (8-, Extreme)
10	Sindarin Features (Distinctive Features); Concealability: Concealable, 10; Reaction: Noticed and Recognizable, +0
5	Sindarin Package Bonus (Uncommon, Moderate); Situation: Uncommon, +5; Intensity: Moderate, +0
15	Vengeful (Common, Strong)
10	Watched by Those Want Council Seat (14-); Capabilities: As Powerful, 10; Non-combat Influence: Extensive, +5; Geographical Area: Unlimited, -0; Actions: Only Watching, ×½; Punishment: Mild, -5
55	Total Disadvantages

COSTS: **Char.** **Powers** **Total** **Total** **Disadv.** **Base** **Exp.**
 87 + 118 = 205 205 = 55 + 75 + 75

OCV	DCV	ECV	Mental Def.	PD/rPD	ED/rED	Phases
7	7	4	0	9/3	9/3	4, 8, 12