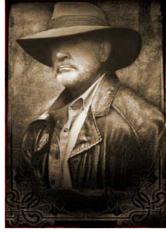
Age: 300+ Character Name: Allister Calormane Occupation: Wilderness Guide Species: Saaratan fey d6 Class: Basic Alignment: Order Weight: 200 6'3" Height: Gender: Male Move 10 3D+1 (W) Presence (5) Reflexes 3D animal handling 3D+1 acrobatics 4D brawling charm p climbing 4D command contortion con dodge 4D+1 disguise intimidation flying jumping persuasion melee combat 3D+2 willpower 3D+2 riding sneak Coordination 2D+2 Knowledge 2D+2 lockpicking business 4D demolitions marksmanship forgery missile weapons piloting languages sleight of hand medicine throwing 3D+1 navigation 3D+1 p scholar security tech **Physique** 3D+1 Perception 3D+2 lifting gambling running 3D+2 p hide 4D+2 stamina investigation 4D swimming P Know-how repair p search 4D streetwise p survival 4D+1 p tracking 4D+1





Magic alteration apportation conjuration divination	
Spells	

Funds	Char. Pts
2D	5
Strength Dmg.	Fate Pts
2D	1
20	1

Body Pts	38	Taken

Wound Level	Body Pts Range		
Stunned	30	23	
Wounded	22	15	
Severely Wnd	15	8	
Incap.	7	4	
Mortally Wnd	3	0	
Dead (0)	0		

Character Name: Allister Calormane

Advantages:

Racial Adv.: Immortality(7); Immunity (1)

Personal Adv. Sense of Direction (2) - +1D to navigation and tracking

Disadvantages

Racial Disady.: Enemy (R2): choatic Saaratan Fey; Achilles Heal(R2): Decapitation kills you;

Personal Disadv.: Poverty (R1): You have what you carry; Bad Luck (R2): on a Crit. Fail., something bad happens; Prejudice (R2): you are an Unnatural, you must hide your true nature.

Equipment:

Backpack, binoculars, general camping gear, first-aid kit (non-magical), Knife (+1D), Machete (+2D), Degan "Guardian" Rifle (damage 5D+2, ammo 6, 20/75/200), .38 Gelvash Revolver(damage 4D, ammo 6, range10/25/40), Bullwhip (+1D+1), short sword(+1D+2)

Description:

You are considered a fey even though you can easily pass as human. Other called your species elves. Your nation was once called Saaratan and now it is gone, destroy a thousand years ago in the Godwar. Few new it existed, and fewer have missed it. You only heard stories from your parents, who were someof the few refugees from the chaotic onslaught. Now, you wonder the the world of Marl, in search of others of your kind. You heard that Chaos had corrupted some of your kind and now there is a "Gathering" - an on going war between te ancestors of the Saaratan survivors - some loyal to Order while some loyal to Chaos. Your race is virtually immortal. And it is said that chaotic Saaratans gain power from the draining of the soul of a order saaratan and the only way to gain that power is to cut off the head. And on the flip side of that, Order feels the only way to release those trapped souls is to return in kind. There are a bunch of sword-swinging immortals running around and you want no part of it. You use as little magic as possible to keep a low profile, since magic has been known to attract attention to your kind.

So you spend most of your time in the place most people don't go - in the Wilderness. The city is a good place to get the stuff you need, but you feel most comfortable in the Wild. But when in the city, the dark underground, tunnels and lost dungeons are also a common place you can be found. Exploration of the lost and unknown fascinates you.

The odd letter about a job in Albredura intrigues you. You have heard about the outer and Inner Haunts of the mining city as well as the ruins of Drelmar. What secrets would they hold. Also, they have been mining copper for over 2 centuries up there-what secrets have they uncovered?

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