

**Character Name:** Dr. Jack Halo      **Age:** ??  
**Occupation:** Life-mage  
**Species:** Celestial  
**Alignment:** Order      **d6 Class:** Arcane  
**Weight:** 195  
**Height:** 6'      **Gender:** "Male"  
**Move** 10



<b>Reflexes</b>	2D+1	<b>Presence</b>	3D
acrobatics		animal handling	
p brawling	3D	p charm	3D+1
climbing		command	
contortion		con	
dodge		disguise	
p flying	3D+1	intimidation	
jumping		persuasion	
p melee combat	3D	p willpower	3D+2
riding			
sneak			

<b>Coordination</b>	2D+2	<b>Knowledge</b>	3D
lockpicking		business	
marksmanship	3D	demolitions	
missile weapons		forgery	
piloting		languages	
p sleight of hand	3D	p medicine	5D
p throwing	3D+1	navigation	
		p scholar	3D+1
		security	
		tech	

<b>(w) Physique</b>	2D	<b>Perception</b>	3D
lifting		gambling	
running		hide	
stamina		investigation	
swimming		p Know-how	3D+1
		repair	
		p search	3D+1
		p streetwise	3D+1
		p survival	3D+1
		tracking	

<b>(s) Magic</b>	2D
alteration	5D Vitomancy
apportation	
conjunction	
divination	

- Spells**
- First Aid (O/OBO)** (MBBS 111)  
 - DC 17 - Up one wound level  
 - use water or cloth
- Deafen (O/OBO)** (SCS 15)  
 -DC 15 - 6D sonic damage. Targets stunned  
 -requires destroying a small drum
- Cowardice** (SCS 15)  
 - DC 15, willpower vs. DC 20  
 -requires chuicken liver, feathers, yellow dye (all are destroyed)

<b>Funds</b>	3D	<b>Char. Pts</b>	7
<b>Strength Dmg.</b>	2D	<b>Fate Pts</b>	2

<b>Body Pts</b>	35	<b>Taken</b>	
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Wound Level	Body Pts Range	
Stunned	28	21
Wounded	21	14
Severely Wnd	14	7
Incap.	7	4
Mortally Wnd	3	0
Dead (0)	0	



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### Advantages:

**Racial Adv.:** Flight (6) (with concealable wings); Longevity (3); Contacts (R1): The Divine Order of Divine Order; Special Nature: Holy. Any thing Evil natured must make opposed will power check or feel sickened by your presence.

**Personal Adv.:** Arcane Knowledge (folk);

### Disadvantages

**Achilles Heel**(R3) - Vulnerability: Chaos Magic (+2D to damage causing Chaos spells); **Prejudice** (R2) - you are an Unnatural, and must hide your true nature. Quirk (R2) - you are driven to help the helpless. Quirk (R2) - You prefer to resort to non-lethal means defeating an opponent if that opponent is a human, however, you do not force others to this view.

### Equipment:

.22 Delken Pistol (damage 1D\*; ammo 6, range 10/15/40)(with runeslugs); Runeslugs with *Sleep of the Dead* spell (Dc 19 vs *stamina* or *willpower*); enchanted Dagger (+1D+1 normal damage; +2D vs. Chaotic creatures); Glowstone torch; field medical bag;

### Description:

Chaos and Order are at odds in this world of Marl, but where does Good and Evil fit in this? The Divine sent you down to be His eyes and ears in the coming battle. Order is good, but is it Good Order? The Divine has seeded the forces of Order with members of your unit to give them His divine blessing. You are a non-lethal warrior of the Good Order and keep your true nature as secret as possible. The Divine Order of Divine Order is a cult/religion that knows of your unit's existence and are a haven for your kind. They have temples in almost every city and are accepted as one of the more mainstream religions.

You received an alert that something was afoot in Albredura, a mining city in slow decline. A letter from an unknown source requires your services and you are to go to a tele-mage's shop to receive instructions. Going to the home of a guy that can teleport things with a blink makes you nervous.