



Character Name: Allister Calormane **Age:** 300+
Occupation: Wilderness Guide
Species: Saaratan fey **d6 Class:** Basic
Alignment: Order
Weight: 200
Height: 6'3" **Gender:** Male
Move 10

(S) Reflexes <input type="text" value="3D+1"/>	(W) Presence <input type="text" value="3D"/>
acrobatics _____	p animal handling <input type="text" value="3D+1"/>
p brawling <input type="text" value="4D"/>	charm _____
p climbing <input type="text" value="4D"/>	command _____
contortion _____	con _____
p dodge <input type="text" value="4D+1"/>	disguise _____
flying _____	intimidation _____
jumping _____	persuasion _____
p melee combat <input type="text" value="3D+2"/>	p willpower <input type="text" value="3D+2"/>
riding _____	_____
sneak _____	_____
_____	_____
Coordination <input type="text" value="2D+2"/>	Knowledge <input type="text" value="2D+2"/>
lockpicking _____	business _____
p marksmanship <input type="text" value="4D"/>	demolitions _____
missile weapons _____	forgery _____
piloting _____	languages _____
sleight of hand _____	medicine _____
p throwing <input type="text" value="3D+1"/>	p navigation <input type="text" value="3D+1"/>
_____	scholar _____
_____	security _____
_____	tech _____
_____	_____
Physique <input type="text" value="3D+1"/>	Perception <input type="text" value="3D+2"/>
lifting _____	gambling _____
p running <input type="text" value="3D+2"/>	p hide <input type="text" value="4D+2"/>
stamina _____	investigation _____
swimming _____	p Know-how <input type="text" value="4D"/>
_____	repair _____
_____	p search <input type="text" value="4D"/>
_____	streetwise _____
_____	p survival <input type="text" value="4D+1"/>
_____	p tracking <input type="text" value="4D+1"/>
_____	_____

Magic <input type="text"/>
alteration _____
apportation _____
conjuraton _____
divination _____
Spells

Funds <input type="text" value="2D"/>	Char. Pts <input type="text" value="5"/>
Strength Dmg. <input type="text" value="2D"/>	Fate Pts <input type="text" value="1"/>

Body Pts <input type="text" value="38"/>	<input type="text" value="Taken"/>
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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 Disadv.: Enemy (R2): chaotic 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 some of 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?

