

NUIHC

AGE: 24 EYES: Brown HAIR: Orange HEIGHT: 5'10" WEIGHT: 225 lbs KIN: Odavi (Orc) SEX: _____ SKIN: Ruddy DRESS: sturdy clothing DEMEANOR: Stoic, dour TRUE ATTITUDE: Joyful, Curious
LVL: 2 VOCATION: Mystic/Mystic CULTURE: Nomad XP: 22
STATS: Br: 3 Dx: 2 St: 5 Ws: 2 In: 1 Ch: 0 Re: 4 TSR: 16 RSR: 11 WSR: 13 Mana: 28 Drive: 2 Heroic Path: 0 Mv: 22
HITS: 34 DM: 5 (2+3 Martial Arts) AR: B14/S13/P10/E13/SL1 Sh: none
ATTACKS: 9 Sai (8b/7p); 9 Punch (8ma); 9 Kick (10ma); 9 Grapple (8g); 9 Sweep/Throw (10u); 3 Short Bow (10p, Rng: 65); 9 Dagger (6s/7p); 3 Thrown Dagger (6s/7p, Rng: 10); 10 Mystic Bolt (10ee; Rng: 50)
COMBAT SKILLS (2 DP): Blades [1] 4; Blunt [1] 4; Brawl [6] 9; Polearms [1] 4; Ranged [1] 3;
ADVENTURING SKILLS (2 DP): Athletics [4] 7; Hunting [1] 3; Nature [1] 2; Ride [3] 5; Wandering [4] 5;
ROGUERY SKILLS (2 DP): Acrobatics [4] 5; Perception [5] 7; Stealth [3] 5;
KNOWLEDGE SKILLS (8 DP): Appraisal [2] 4; Arcana [6] 10; Crafts (Leather-working) [2] 3; Cultures [3] 5; Healing [4] 5; Influence [2] 2; Lore [4] 6; Meditation [8] 12;
SPELL LORES (6 DP - Mysticism): Awareness [2] 8; Body Control [4] 10; Cloaking [2] 8; Focal [4] 10; Mystic Barrier [3] 9; Mystic Bolt [4] 10; Telekinesis [3] 9;
MISC. SKILLS: Armor (0 DP) [1] 4; Body (0 DP) [2] 7; Mana (2 DP) [4] 8;
LANGUAGES (2 DP): Zabon S3/W3; Æglits S3/W0; Ainu S2/W2; Varni S2/W2;
SPECIAL SKILLS: <ul style="list-style-type: none"> • Arcane Scholar (Gain +1 Bonus to all known Spells, gain +1 Mana Point per level) • Martial Arts (Gains +3 to DM, may Parry while unarmed, gain +1 Damage to Unarmed attack for every 3 ranks in Brawl, max of +5) • Sixth Sense (May make a Perception roll to determine presence, not actual location, creatures or objects that are invisible, illusions, and those actively using any shape-changing ability, as well as emanations from magical triggers)
SPECIAL ABILITIES: <ul style="list-style-type: none"> • Chivalrous (-1 BP — always gives sentient foes the init on first round (often using a <i>Full Parry</i> as well), will never fight from horseback if foe on foot, and always allow foe to pick up dropped weapon; if asked, will always grant quarter, accepting surrender & treating foes honorably) • Eloquence (1 BP — You have a natural aptitude for spell casting. All Spells with a Tier equal to your level or less may be cast as a <i>Half Action</i>) • Tough Skin (3 BP — Gain B5/S5/P5/E5/SL1) • Unusual Training (1 BP — Gained the Special Skill, Martial Arts; trained by his mentor) • Bloodhound (Kin: Gain +5 to <i>Hunting</i> and <i>Tracking</i> rolls, Gain +2 to <i>Perception</i> rolls) • Flame-Hardened (Kin: +6 to Saves and DM against flame and heat attacks) • Night Sight (Kin: See up to 100' in Dim Light, the first 50' as if Well Lit)
PASSIONS: <ul style="list-style-type: none"> • Motivation: My mentor travelled the world before his injuries stopped that. I want to continue his mission of exploration and adventure. • Nature: Honor is everything. Without Honor, one is not deserving of life. • Allegiances: By my Honor, I will never betray those that I call my friends and companions.

Nuihc (pronounced *noo-ik*) grew up among the nomadic Odavi (Orc) tribes of Xondaz, in the northern regions of Tir Caledi. The rough, rolling hills and plains of his homeland was backed by the imposing Dwarf Mountains, and it also often received harsh weather coming in from the coast.

During their youth, a mishap high in the Dwarf Mountains caused Nuihc to fall into a strange, glowing pool in a crumbling cavern. They escaped just before the cave collapsed, and was buried forever. They later discovered that their skin was nearly as tough as boiled leather.

Now, the Odavi are a fierce, but very honorable people. Nuihc's *qaba*, or tribe, took in this old man that they found severely injured along the borders of their lands. Nuihc's family nursed him back to health and in repayment, he taught Nuihc everything that he knew.

The stranger stayed with the *qaba* for the few remaining years of his life, and on his death bed asked Nuihc to take his few possessions to his family in Utara, far to the southwest. Nuihc did so and has wandered the lands ever since, eventually joining a group of honorable adventurers on their journeys.

EQUIPMENT:

Tools of the Trade:

- Padded Gambeson (B8/S5/P4/E6; -2MvP; Cold(2), Flammable)
- Soft Leather Pants (B1/S2/P1/E1; -1 MvP)
- Dagger (6s/7p; Agile, Backstab, Swift; Rng: 10)
- Sai (x2; 8b/7p; Agile, Backstab, Martial, Parry(3), Swift)
- Short Bow (10p; Rng: 65; Load(1), Quick Load)
- Quiver (12 arrows)
- Focal (Crystal Pendant; +1 to spell casting)

Standard Pack:

- 50' of Superior Rope
- 1 canvas sack
- 2 weeks of iron rations
- 1 small steel mirror
- 1 waterskin (filled)
- 1 flask of oil (padded)
- 1 small lantern
- 1 set of Flint & Steel
- 1 Bedroll

At Belt Items:

- Equipment belt
- 2 belt pouches

Clothing:

- Cloak
- Soft Leather boots
- extra set of clothing (not including outfit worn)

Money:

- 12 bronze pieces

NOTES:

DAMAGE RECEIVED

Hits	Bleeding	Pain	Stun

NUIHC'S CANTRIPS

Clean — Caster is able to remove all dirt and grime from a single object, such as a cloak, robe, or even a pair of boots. It takes a full minute for this to be accomplished.

Cool — This reduces the temperature of one object by 50 degrees over 1 minute. Cannot take object below freezing point of water.

Dry — This removes the surface dampness from a 5' radius area, or it can be used to completely remove all water from a single object, such as a cloak or other item of clothing. It takes a full minute for the effect of this cantrip to be accomplished.

Heat — This increases the temperature of one object by 50 degrees over 1 minute. This cannot increase the temperature of the object by more than 50 degrees over its starting temperature. Once the object has reached its desired temperature, it will then begin to cool naturally if continuous heat is not applied. Multiple uses will not raise the object's temperature more than 50 degrees over its natural temperature.

Ignite/Douse — This allows the caster to ignite any one object within 10' that is designed for burning, such as a candle, torch, lantern, or even a pile of kindling that has been prepped for starting a fire. The target object must be dry, and this Cantrip cannot be used as any sort of attack. The reverse of this Cantrip allows the caster to put out any one flame of the sort that could be lit using this Cantrip.

Sew — This Cantrip causes a seam or tear to be sewn up as if sewn by somebody who was very good at sewing. This cantrip can sew up to 5' of seams in cloth or up to 1' worth

of seams in leather. The resulting seams will be neat and sturdy, but completely mundane in nature. The caster must have the material to be used in the sewing the material (i.e. thread, sinew, etc.), and it takes a full minute for the sewing to be completed.

Smokeflash — This Cantrip causes a puff of smoke to appear within 10' of the caster. It is large enough to hide a normal sized Human for a single round. The puff of smoke will fill its given volume and remain for one round and then dissipate normally. The caster may make this smoke be any color that he desires.

Sort — This cantrip will magically sort a small pile, not greater than a foot in diameter, of objects into distinct piles separate from one another. This does not stack or pile them neatly, it simply separates the items from each other. The objects cannot be smaller than a pebble or tiny gem.

Sparks — This cantrip is used to either make sparks jump between the caster's fingertips or to make his eyes look like they are filled with crackling electrical energy. The effects will last for 1 round.

Zap — This Cantrip is used to exterminate pests, such as a mouse, or some bees, gnats or other bugs, within a 1 foot radius area. The area will stay clear of such mundane pests for up to an hour. Alternatively, the caster could use this cantrip to form a shield around himself, about 1 inch from his body that will repel all such pests for an hour.

NUIHC'S KNOWN SPELLS

AWARENESS †

Tier: 2 **CM:** —

Range: Self **Vs:** —

Duration: 1 minute/rank (C)

Caster is able to sense the presense of thinking, sentient beings within a 1 mile radius around him. The spell lasts for the duration, but the caster can only detect the presences while concentrating (*Half Action*), it does not reveal the nature of the presences.

Scaling Options

- +1 Tier to require Free Action rather than Half Action to sense presences
- +2 Tiers to reveal nature of presences
- 1 CM for each +10' to the radius
- 4 CM for 10 minute/rank duration

CLOAKING †

Tier: 1 **CM:** —

Range: Self **Vs:** —

Duration: 1 minute/rank

Caster and objects on his person appear as a shadowy form. This grants him a +1 to Stealth rolls.

Veil: Caster is able to adopt the outward appearance of any human or humanoid Kin, up to 7' tall.

Invisibility: Caster becomes invisible to all. He cannot attack or cast spells without losing the invisibility.

Scaling Options

- +1 Tier for each +1 to Stealth (+5 max)
- +2 Tiers for Veil
- +2 Tiers to allow Veil to include voice and/or be of a specific person
- +5 Tiers for *Invisibility*
- 4 CM for 10 minutes/rank duration

MYSTIC BOLT †

Tier: 1 **CM:** —

Range: 50' **Vs:** DM

Duration: —

Caster shoots a bolt of mystic energy at target, dealing 10ee Hits of damage.

Scaling Options

- +1 Tier for each +2 Hits of base damage
- 1 CM for each +10' range
- +1 Tier for each -2 modifier healed
- +1 Tier each +1 hit per rank healed

NUIHC'S KNOWN SPELLS

BODY CONTROL †

Tier: 1 **CM:** —

Range: Self **Vs:** —

Duration: varies

Caster is able control his body in ways that many other cannot.

At its most basic, the caster is able to survive natural temperature extremes of heat or cold without taking harm. This has no affect upon heat or cold attacks of any type.

Sustain Self: Caster is able to survive without food or water for 1 day per rank in this spell.

Heal Self: Caster is able to heal up to 4 Hits, 1 Bleed, or a -1 from Pain or injury for every 2 ranks in this spell. Caster may mix-n-match the healing in whatever fashion they like.

Transcend Pain: Caster is able to program him body to complete a single task, that cannot include casting or combat. He takes no damage while completing this task. This could include things like walking through a hail of arrows or grasping a red hot object and removing it from a fire. While the caster is immune to damage when performing this task, his equipment is not.

Scaling Options

+1 Tier to *Sustain Self*

+1 Tier to *Heal Self*

+3 Tiers to *Transcend Pain*

FOCAL

Tier: 1 **CM:** —

Range: Touch **Vs:** —

Duration: Permanent

Caster is able to enchant a wooden or leather item that he has crafted himself, that is no larger than a quarterstaff.

Alternatively, the Caster may enchant a crystal that is worn as a pendant or as part of another piece of jewelry.

When cast, this spell grants the item a +1 bonus to one of several options as follows:

Attack Bonus: Grants a +1 to the caster's AB when using the item;

Casting Bonus: The caster gains a +1 to casting spells;

Damage Bonus: Grants a +1 to the damage dealt with the item;

Mana Battery: The item adds 1 bonus Mana to any spell cast, as long as that spell requires 2 or more Mana to cast.

The item cannot have more than 5 bonuses added to it in total, no matter how they are spread across the options.

Should the item be destroyed, the caster will be at -4 for 1 week, then -3 for 1 week, then -2 for 1 week, and finally -1 for one week. The caster will not be able to create a new one until this negative modifier is completely gone.

Scaling Options

+2 Tiers to add a second bonus

+4 Tiers to add a third bonus

+6 Tiers to add a fourth bonus

+8 Tiers to add a fifth bonus

MYSTIC BARRIER

Tier: 2 **CM:** —

Range: 10' **Vs:** —/WSR

Duration: 1 minute/rank

Caster created a 2' radius Circle of Protection that creatures and beings may not enter. If cast around a creature or being, they must make a WSR or be unable to leave it.

Scaling Options

+1 Tier for +1' radius to the circle

-4 CM for 10 minutes/rank duration

TELEKINESIS

Tier: 1 **CM:** —

Range: 50' **Vs:** —

Duration: 1 round/rank

Caster is able to use his mind to move one object of up to 10 lbs, at a rate of 10' per round.

Hurling: Caster is able to throw an object, weighing no more than half the weight limit (i.e. if spell can move 10 lbs, can hurl a 5 lb object) at a foe (vs their DM). Treat as an *Improvised Weapon* (p. 129).

Scaling Options

+1 Tier for every +10 lbs

+1 Tier for multiple objects that whose total weight does not exceed limits

+1 Tier for *Hurling* an object

-2 CM for 1 minute/rank duration