

GYLOR

AGE: 30 EYES: Blue HAIR: Blonde HEIGHT: 7'3" WEIGHT: 415 lbs KIN: Risi (Asgerdi) SEX: _____ SKIN: Ruddy DRESS: earth tone clothing DEMEANOR: Helpful TRUE ATTITUDE: Helpful
LVL: 2 VOCATION: Envoy/Envoy CULTURE: High Ranges XP: 22
STATS: Br: 3 Dx: 2 St: 3 Ws: 2 In: 4 Ch: 2 Re: 2 TSR: 16 RSR: 11 WSR: 11 Mana: 30 Drive: 2 Heroic Path: 0 Mv: 27
HITS: 41 DM: 3 AR: B9/S6/P5/E7/SL0 Sh: Target
ATTACKS: 9 Parrying Dagger (7s/8p); 9 Baton (9b); 9 Dagger (7s/8p); 3 Thrown Dagger (8p; Rng: 10); 11 Holy Blast (10ee; 1 Mana; Rng: 50)
COMBAT SKILLS (2 DP): Blades [1] 4; Brawl [6] 9; Polearms [1] 4; Ranged [1] 3; Intimidation [1] 5;
ADVENTURING SKILLS (2 DP): Athletics [1] 4; Hunting [2] 4; Nature [3] 7; Ride [3] 5; Wandering [3] 7;
ROGUERY SKILLS (2 DP): Deceive [1] 3 (7); Perception [5] 9; Stealth [2] 2;
KNOWLEDGE SKILLS (6 DP): Arcana [7] 11; Crafts (Woodworking) [3] 7; Cultures [5] 7; Healing [5] 9; Influence [7] 9(13); Lore [5] 7;
SPELL LORES (6 DP): Armor of Faith [4]11; Divine Light [4]11; Faith Healing [3]10; Holy Blast [5]12; Holy Detections [2]9; Holy Symbol [4]12;
MISC. SKILLS: Armor (0 DP) [2] 5; Body (2 DP) [5] 8; Mana (2 DP) [4] 8;
LANGUAGES (2 DP): Varni S3/W3; Æglits S3/W0; Gaelsh S2/W2; Zabon S2/W2;
SPECIAL SKILLS: <ul style="list-style-type: none"> • Arcane Scholar (Gain +1 Bonus to cast all Spells from the School of Magery, gain +1 Mana Point per level) • Piety (May make at least a <i>Very Hard Perception</i> roll to notice phenomena related to other planes. Success Levels can be spent to gain more information about the source)
SPECIAL ABILITIES: <ul style="list-style-type: none"> • Magical Affinity (3 BP — Gain +1 Mana per level, gain +2 to one spell, gain +1 to all other spells known) • Religious Adept (3 BP — Gain +4 to Influence/Deceive others of same religion (in parenthesis), May cast <i>Armor of Faith</i> at 5th Tier with casting roll or Mana cost once per day) • Blood Guilt (-1 BP — Causing death or injury to sentient being causes -4 to all actions for 2d10 days) • 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) • Terrible Fearlessness (-1 BP — Must make WSR against own level of rush heedless into combat) • Imposing (Kin: +2 bonus to Intimidation, -1 to Stealth) • Long Reach (Kin: All weapons treated as one Size larger than normal, up to Longest for length; does not affect Initiative) • Sure Grip (Kin: May use Hand and a Half weapons as 1-Handed weapons with no penalty) • Size (Large: +5 Base Move (added in); -1 Stealth (added in); +1 Weapon Damage (added in))
PASSIONS: <ul style="list-style-type: none"> • Motivation: Being a devout worshipper of Belnos, I want to destroy evil anywhere it is found. • Nature: I protect those in need and help where I can. • Allegiances: My vows to Belnos are the most important thing to me. My brother is a close second, followed by friends and other family.

Gylor and their twin sibling Ghyrn were born on a night where there was a comet shooting across the sky, a very rare occurrence in Anwyn. They grew up together in their small village to the northeast of Na-Rukag. During their early years, the twins were inseparable, and often got in trouble with their elders.

Gylor spent a few years training to become a Cleric of Belnos while their sibling worked various jobs. Upon completing their training, Gylor decided to make a pilgrimage to the main temple of Belnos in Hyb Rasil. Ghyrn decided to tag along and see the city as well.

While studying at the temple, Gylor uncovered a small group of Arwyn worshippers and destroyed them with Ghyrn's help. Gylor then spent a few more months studying at the temple before one of the more experienced priests saw some omens that said Gylor needed to travel to the Esker Highlands.

Gylor collected their and the two have recently joined a group of adventurers who are working their way to Mirrhyc before they head to the Esker Highlands.

EQUIPMENT:			
Tools of the Trade:			
<ul style="list-style-type: none"> • Padded Gambeson (B8/S5/P4/E6; -2MvP; Cold(2), Flammable) • Arming Cap (B1/S1/P1/E1) • Spellbook • Holy Symbol (+1 to casting rolls; wooden) • Parrying Dagger (6s/7p; Agile, Backstab, Parry(3), Swift; +2 Disarm/Lock) • Baton (8b; Agile, Backstab, Swift) • Dagger (6s/7p; Rng:10; Agile, Backstab, Swift) • Buckler (+1 DM) 	<ul style="list-style-type: none"> • 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:			
<ul style="list-style-type: none"> • Equipment belt • 2 belt pouches • 1 Dagger/Scabbard 			
Clothing:			
<ul style="list-style-type: none"> • Cloak • Soft Leather boots • extra set of clothing (not including outfit worn) 			
Money:			
<ul style="list-style-type: none"> • 10 bronze pieces, 9 copper pieces 			
Standard Pack:			
<ul style="list-style-type: none"> • 50' of Superior Rope • 1 canvas sack • 2 weeks of iron rations 			
NOTES:			
DAMAGE RECEIVED			
Hits	Bleeding	Pain	Stun

GYLOR'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.

Flavor — This is a trivial illusion that alters the flavor of a single dish to any flavor desired. This does not change the nutritional content nor make it edible. The more food within the dish the weaker the flavor and it cannot flavor anything if there is more than enough for a dozen people. The flavor lasts for an hour.

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.

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.

Refresh — This allows a caster to restore something to freshness. It can undo, at most, about 1 week's worth of natural aging of an object. This can cause a wilted flower to come back to bloom; remove a spoiled taint from milk, and other things of that nature. Using this Cantrip will always cause the caster 1 Hit point of damage as it uses the caster's own life force to restore the item. It takes a full minute for the effect of this cantrip to be accomplished.

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.

Unravel - This Cantrip can be used to untie a knot in a rope, or to unravel threads in a seam, providing that the seam contains a loose or broken thread. It takes a full minute for the effects of this cantrip to be completed.

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.

GYLOR'S KNOWN SPELLS

ARMOR OF FAITH †

Tier: 1 **CM:** —

Range: Self **Vs:** —

Duration: 1 round/rank

Caster clothes himself in an aura of his deity's power, granting him a +1 to his *Defensive Modifier (DM)* and to all of his *Armor Ratings* (except SL).

Scaling Options

- +2 Tiers for each +1 increase, up to a maximum of +5 total
- +2 Tiers for +1 to *Armor Rating (SL)*, up to a maximum of +5 total
- 4 CM for 1 minute/rank duration

FAITH HEALING †

Tier: 1 **CM:** —

Range: Touch **Vs:** —

Duration: —

This allows the caster to heal two of the following:

- 1 Hit of Bleeding
- 2 from Pain or injury
- 1 hit per rank in this spell

Scaling Options

- +1 Tier for each +1 Bleeding stopped
- +1 Tier for each -2 modifier healed
- +1 Tier each +1 hit per rank healed

HOLY BLAST

Tier: 1 **CM:** —

Range: 50 **Vs:** DM

Duration: —

Caster channels the power of his deity, into a bolt of energy, dealing 10ee Hits of damage.

Scaling Options

- +1 Tier for each +2 Hits of base damage
- +3 Tiers for double damage and double SL against foes from the Infernal Planes.
- 1 CM per +10' range
- 3 CM to do double damage against foes from the Infernal Planes.

GYLOR'S KNOWN SPELLS

DIVINE LIGHT †

Tier: 1 **CM:** —

Range: 50' **Vs:** —

Duration: 1 minute/rank

Caster creates a 10' radius globe of light. This spell may also be used to dispel a magical source of darkness.

Eternal Flame: creates a 7' diameter globe of flame (20' radius of light). While held, it grants +1 to all Saves. Remains lit for as long as caster does not use hands (for combat, casting or other actions).

Guardian Flame: When placed on end of a staff, will provide 20' radius that Infernal/Undead creatures of the caster's level or below cannot enter; this lasts as long as the caster concentrates (Half Action each round)

Temple Flame: If placed within a temple brazier, it will burn forever without need for fuel, and all followers of the deity within 100' receive +2 on Saves; may only be extinguished by caster or his deity.

Scaling Options

- +1 Tier for 10 minutes/rank duration
- +2 Tiers for each additional +1 to Saves from *Eternal Flame* or *Temple Flame*
- +2 Tiers for 1 hour/rank duration
- +3 Tiers for *Eternal Flame*
- +3 Tiers for *Guardian Flame*
- +4 Tiers for *Temple Flame*

HOLY DETECTIONS †

Tier: 2 **CM:** —

Range: Self **Vs:** —

Duration: —

Caster is able to detect the presence of Celestial beings (Good) or Infernal/Undead beings (Evil) within a 100' radius around him. This is chosen at the time of casting. This only gives direction and distance, not the nature of the beings.

Determine Nature: Allows the caster to determine what the detected beings are as well.

Detect Lie: This scaling option has a duration of 1 minute, and allows the caster to determine the truth of one statement made by another individual, so long as the caster understands their language. If the individual is committing a *lie of omission* the caster will be able to detect this on a straight 2d10 roll of 15 or higher.

Scaling Options

- +1 Tier to *Determine Nature*
- +2 Tiers to *Detect Lies*
- 2 CM for each additional +1 minute duration for *Detect Lies*

HOLY SYMBOL

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.

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