

NUIHC

(ODAVI/NOMAD/MYSTIC) (100)

| | | |
|---|--------------------|---------------------------------------|
| Hits: 32 | Wnds: 9/5/3 | CrTs: 9/11/13/15/17/19 |
| DT: 15 | AR: 0 | Move: 10' Fate Pts: 3 |
| Primary Stats: | | Secondary Stats: |
| Chr: 0 | Res: 4 | Aura: 2 Reflexes: 5 |
| Con: 5 | Spd: 3 | Init: 5 Stamina: 9 |
| Dex: 2 | Str: 5 | Insight: 4 Will: 6 |
| Int: 2 | Wis: 2 | Might: 9 Lift: 450 lbs |
| Skills: (stats not added) | | Attacks: (stats already added) |
| Acrobatics | 1 | 4 Quarterstaff (12, 3AP, +2 init) |
| Athletics | 3 | 4 Mystic Arc (8, 4AP, Spell) |
| Casting (Mysticism: Res) | 3 | 6 Kick (8, 3AP, +1 Init) |
| Crafts (Woodcarving) | 2 | 7 Legsweep (7, 3AP, +3 init) |
| Crafts (Leatherworking) | 1 | 6 Strike (7, 2AP, +2 init) |
| Foraging (Plains/Hills) | 2 | 6 Throw (8, 2AP, +2 init) |
| Healing | 1 | (see notes for Martial Arts attacks) |
| Influence (Trading) | 1 | Skills (continued): |
| Magecraft | 1 | Stealth 3 |
| Magelore (Herbals) | 1 | Survival (Plains/Hills) 2 |
| Martial Arts (Wushu) | 3 | Targeting 3 |
| Perception | 2 | Tracking 2 |
| Riding (Horses) | 2 | Two-Handed (Staves) 2 |
| Size: 5'5" tall, 175 lbs | | |
| Special Skills & Abilities: | | |
| <ul style="list-style-type: none"> • Sense Magic: +4 to Aura rolls to sense active magic • Cantrips: 4 Cantrips known • Nightvision: 300' (see core rules for details) • Keen Scent: +4 to tall Tracking/Perception rolls based on scent • Mental Fortitude: +3 to all Will based rolls to resist outside influences (fear/charm spells, skills, or abilities, etc.) • Innate Spell: Able to cast Awareness using Will stat, may scale up during casting, and requires Fatigueto be expended • Weapon's Master: +1 to all Martial Arts (Wushu) rolls (not added in) • Chivalrous: Always gives sentient foes initiative on first round of combat, allow foes to regain dropped weapons, never fight from horseback if foe on foot, etc. • Physical Investment: Spells (excluding Innate Spells) require double the normal amount of Fatigue to cast | | |

Nuihc grew up among the nomadic Orc tribes of Xondaz, up in the northern regions of Tir Caledi. The rolling hills and plains of his homeland was backed up by imposing Dwarf Mountains, and thus they often received harsh weather coming in from the coast.

The Odavi are a fierce people, the product of their homeland, but they are also very honorable. Nuihc was even more so than most of his people. His *qaba*, or tribe, took in this old man that they found 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 rest of his life, and on his death bed asked Nuihc to take a few of his 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:

- Quarterstaff (& pouch with 20 stones)
- Crystal Pendant (Casting Focus)
- Spell Book (carried in pack)

Standard Pack:

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

At Belt Items:

- Equipment belt
- 2 belt pouches
- 1 Dagger

Clothing:

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

Money:

- 6 silver pieces
- 1 bronze pieces
- 20 copper pieces

Languages:

- Common
- Odavi (Orchish)

NOTES:

DAMAGE TAKEN

| HITS/FATIGUE | BLEEDING | PENALTIES | |
|--------------|-----------|----------------|-------|
| | | WOUNDS | OTHER |
| | | | |
| | | ROUNDS OF STUN | |
| | STAGGERED | SHAKEN | DAZED |
| | | | |

NUIHC'S CANTRIPS & SPELLS

CANTRIPS

Cool - This reduces the temperature of any one object by up to 50 degrees over the course of a minute. This cannot freeze an object, nor take it below the freezing point of water.

Heat - This allows the caster to increase the heat of an object by up to 50 degrees over the course of a minute. This increase in temperature cannot raise the temperature above the boiling point of water. Nor can it affect more than the contents of a large cooking pot.

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 must be dry, and it 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, about 1 weeks of natural aging of an object. Using this cantrip will always cause the caster 1 Fatigue 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.

SPELLS

MYSTIC ARC (M_J 2/M_N 3/N 4)

CTN: 16 **Fatigue:** 1
Vs: DT **Range:** 5'
Duration: —

Description: Caster focuses his mental energy into a telekinetic slashing attack that does an amount of Base Damage equal to 4 + the caster's Resolve. See p. 72 for more information on Attack Spells.

| Casting Options | CTN | Ftg |
|-----------------------------------|-----|-----|
| Increase Base Damage (per +1 hit) | +3 | +1 |
| Increase Arc (per +45°) | +2 | +1 |
| Ranged Arc (per +10' & -2 Hits) | +2 | +1 |
| Bolt Attack (to +50') | +2 | +1 |
| Increase Bolt Range (per +50') | +2 | +1 |

SENSE HIDDEN (M_J 2/M_N 3/N 4)

CTN: 15 **Fatigue:** 1
Vs: — **Range:** Self
Duration: 1 round/rank (C)

Description: Caster enhances his sensitivity to minute details, allowing him to easily detect such things as hidden or concealed doorways or compartments, hidden switches or triggers, invisible or ethereal foes, or any other type of hidden object or person that is within 10' of himself. Caster can only check a single 10' wide area as a Half Action, and he may not move faster than a walk while this spell is active, or he will not be able to detect anything.

| Casting Options | CTN | Ftg |
|---------------------------------------|-----|-----|
| Increase Detection Rate (Snap Action) | +3 | +1 |
| Increase Movement Speed (Running) | +3 | +1 |
| Increase Duration (1 minute/rank) | +4 | +2 |
| Increase Duration (10 minutes/rank) | +6 | +2 |

INNATE SPELL

AWARENESS (M_J 2/M_N 3/N 4)

CTN: 17 **Fatigue:** 1
Vs: — **Range:** Self
Duration: 1 minute/rank (C)

Description: Caster is able to sense the presence of thinking, sentient beings within a 50' radius around him. This spell lasts for entire duration, but only works if the caster is concentrating by spending a Snap Action on it. If the caster stops concentrating, he loses the ability to sense others until he begins concentrating again. Caster may stop concentrating and begin again any number of times within the duration of this spell.

The amount of information gained is based on how long the caster spends concentrating. With 1 round of concentration, the caster knows how many sentient beings are within the radius (this includes himself and any friends), but not where or what they are doing. With 2 rounds of concentration, the caster will know how many beings there are and get a general idea of their direction and distance. With 3 rounds of concentration, the caster will also know their general actions (i.e. casting a spell, but not which spell).

| Casting Options | CTN | Ftg |
|-------------------------------------|-----|-----|
| Cast in 1 round | +2 | +1 |
| Fast Cast (cast as Half Action) | +7 | +3 |
| Increase Radius (per +10' radius) | +1 | +1 |
| Increase Duration (10 minutes/rank) | +6 | +2 |

WUSHU COMBAT MOVES

Disarm: Character makes an attack roll using Dex as the Stat, if it hits, it does no damage and foe makes a Might Save. If foe fails the Save, his weapon goes flying 1-10' in a random direction. The TN of the Save is increased by +1 for every 3 points over foe's DT the Disarm (attack) roll was. It requires 2 AP to use this Move.

Legsweep: This attack deals no Scaled Damage, but if the attack is successful, the foe must make a Reflexes Save or be knocked prone. It requires 3 AP to use this Move.

Quickfire Attack: This Combat Move allows the character to gain +1 to their Init in exchange for each -1 to their AB for their attack this round. This Move can be used with any Strike or Kick attack. The exchange of points cannot exceed the number of ranks in Wushu. The AP requirement of the Move that this is used with is increased by 1 AP.

Throw: Upon a successful attack, the foe must make a Reflexes Save or be knocked prone. It requires 2 AP to use this Move.

Unarmed Block: The character uses his AB to make a Save against the incoming attack. The TN of this Save is 10 + the foe's Attack Bonus (AB). Success means that the character takes no damage. Failing this Save means that the character takes damage normally. This Combat Move is also known as an Interrupt, meaning that it can be used as an Abort Action. It requires 3 AP to use this Move.