

ZHORAN

AGE: 30 EYES: Green HAIR: Auburn HEIGHT: 4'2" WEIGHT: 76 lbs KIN: Ethori (Gnome) SEX: _____ SKIN: Ruddy DRESS: Forest tones DEMEANOR: Curious TRUE ATTITUDE: Curious
LVL: 1 VOCATION: Scout/Scout CULTURE: Underhill XP: 10
STATS: Br: 1 Dx: 3 St: 1 Ws: 3 In: 2 Ch: 2 Re: 3 TSR: 9 RSR: 12 WSR: 12 Mana: 9 Drive: 2 Heroic Path: 0 Mv: 18
HITS: 24 DM: 6 (3+1 sh + 2 - see Notes) AR: B5/S8/P6/E7/SL0 Sh: Buckler
ATTACKS: 8 Sykir (5s/6p); 7 Sling Shot (8b, Rng 25); 8 Dagger (5s/6p); 7 Thrown Dagger (6p, Rng: 10);
COMBAT SKILLS (4 DP): Blunt [3] 4; Brawl [5] 6; Ranged [4] 7;
ADVENTURING SKILLS (6 DP): Athletics [4] 5; Hunting [4] 7; Nature [4] 6; Ride [3] 7; Wandering [7] 9;
ROGUERY SKILLS (4 DP): Deceive [1] 4; Gimmickry [2] 5; Perception [7] 9; Stealth [7] 11;
KNOWLEDGE SKILLS (4 DP): Acumen [1] 4; Appraisal [1] 4; Arcana [2] 5; Cultures [3] 6; Healing [3] 5; Influence [1] 3; Lore [3] 6;
SPELL LORES (0 DP - Magery): Image Warping [2] 7; Levitation [2] 7;
MISC. SKILLS: Armor (2 DP) [2] 3; Body (2 DP) [5] 6; Mana (0 DP) [0] 3;
LANGUAGES (2 DP): Tauro S3/W3; Æglits S3/W0; Gaelsh S2/W1; Teangi S2/W1; Lihasa S2/W1;
SPECIAL SKILLS: <ul style="list-style-type: none"> • Alertness (Gain +2 <i>Perception</i> for Assessment rolls, may make <i>Perception</i> rolls while asleep without normal -4 modifier) • Reconnoiter (<i>Perception</i> roll to determine number/type of beings (sentient/animal) with 100' radius outdoors, 30' radius indoors)
SPECIAL ABILITIES: <ul style="list-style-type: none"> • Blade Bravo (4 BP — Use <i>Dexterity</i> instead of <i>Brawn</i> for daggers, parrying daggers, short swords, smallswords, scimitars and rapiers; learned Fencing art of <i>Sykyri</i>, gives +2 DM when using parrying dagger and buckler together) • Cold Skin (-1 BP — Skin is cold to the touch. Zhoran is sometimes mistaken for dead or undead by those who do not know better, and who touch his skin.) • Dark Sight (<i>Kin</i>: Can see in moon light as if Well Lit; in star light or Dimly Lit area, can see up to 75'; treating the first 30' as Well Lit, can see 10' in total darkness, can see double distance plus 10' in enclosed spaces with artificial light sources as Well Lit) • Magically Inclined (<i>Kin</i>: Gain +2 to all Spellcraft rolls) • Gnomish Magic (<i>Kin</i>: Gain 4 ranks in 2 Spell Lores, ranks split as desired) • Size (<i>Small</i>: -5 Base Move (added in); +1 <i>Stealth</i> (added in); -1 <i>Weapon Damage</i> (added in); +2 AB/DMvs. foes ≥ size Large (not added in))
PASSIONS: <ul style="list-style-type: none"> • Motivation: I want to explore the world and see new places. • Nature: I am curious about everything, and this sometimes gets me into trouble. • Allegiances: I am loyal to my friends and family.

Zhoran is a Gnome from a small Ethori city-state called Zhubroch nestled in the western foothills of the Coastal Mountains along the southern coast of the Tir Tuath region of Anwyn.

Their village was on the edge of the wilderness and Zhoran often wandered the area surrounding their home.

Zhoran also spent some time learning a combat style known as *Sykyri* from a Dvargr warrior from Nidrhein who had retired to the foothills of the mountain north of Zhubroch. During this time, Zhoran also heard many tales of adventure from this old warrior, which helped spark their wanderlust.

When they came of age, Zhoran left home to explore the wider world, and in their travels, they have met several people who have become friends and they now travel together looking for adventure.

EQUIPMENT:	
Tools of the Trade:	Standard Pack:
<ul style="list-style-type: none"> • Soft Leather Byrnie (B2/S4/P3/E4; -2MvP) • Leather Skullcap (B1/S1/P1/E1) • Reinforced Leather Bracers (B1/S1/P1/E1) • Soft Leather Pants (B1/S2/P1/E1; -1 MvP) • Sykir [Parrying Dagger] (6s/7p; <i>Agile</i>, <i>Backstab</i>, <i>Parry</i>(3), <i>Swift</i>) • Sling Shot (9b; Rng: 25; <i>Load</i>(1), <i>Quick Load</i>) • Pouch (24 stones) • Dagger (x2; 6s/7p; <i>Agile</i>, <i>Backstab</i>, <i>Swift</i>; Rng: 10; <i>one in boot sheath</i>) • Buckler (+1 DM) 	<ul style="list-style-type: none"> • 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:
	<ul style="list-style-type: none"> • Equipment belt • 2 belt pouches
	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"> • 5 bronze pieces

NOTES:
Defensive Modifier is 6 (3 Dex + 1 from Buckler + 2 from Combat Style: *Sykyri*). If Parrying, DM is increase 3 + whatever amount is used to Parry.

DAMAGE RECEIVED			
Hits	Bleeding	Pain	Stun

ZHORAN'S CANTRIPS

Cool— This allows the caster to reduce the temperature of any one object, such as a bowl or a small cask of liquid, over the course of one minute. The caster may reduce the object's temperature by up to 50 degrees, compared to the ambient temperature. However, this cannot cause the object to freeze or reduce the temperature below the freezing point of water. Once cooled, the object will warm up as any other object normally would.

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 allows the caster to increase the heat of an object by up to 50 degrees, from its starting temperature, over the course of one 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. 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.

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.

ZHORAN'S KNOWN SPELLS

IMAGE WARPING

Tier: 1 **CM:** —

Range: Touch **Vs:** —

Duration: 1 round/rank

The caster is able to warp light around the target, masking his actual location slightly. This grants a +2 to his Defensive Modifier for the duration.

Invisibility: Caster warps even more light around the target making him invisible as long as he concentrates (Half Action), and the spell's duration is still active.

Scaling Options

- +2 Tiers for each +1 DM added to Blur
- +3 Tiers for Invisibility
- 2 CM for 1 minute/rank duration
- 4 CM for 10 minutes/rank duration

LEVITATION

Tier: 1 **CM:** —

Range: Self **Vs:** —

Duration: 1 round/rank

Caster is to make themselves float in the air, moving up or down 10' per round.

Fly: The caster is able to fly at a rate of 50' per round (7 mph). The caster has normal encumbrance limits while flying.

Scaling Options

- +1 Tier for range of Touch
- +1 Tier for *Fly*
- +1 Tiers to increase *Fly* speed 110'/round (15 mph)
- +2 Tiers to increase *Fly* speed to 150'/round (20 mph)
- +3 Tiers to affect all within 5' radius
- 4 CM for 10 minutes/rank duration
- 8 CM for 1 hour/rank duration