

# Feanor

Character created with [Hero Designer](#), version 2006122902

Alternate Identities :

Player Name : Michael Dowling

Genre :

Campaign :

## CHARACTERISTICS

Val	Char	Base	Points	Roll	Notes
12	STR	10	2	11-	HTH Damage 2d6 END [2]
13	DEX	10	9	12-	OCV 4 DCV 4
9	CON	10	-2	11-	
11	BODY	10	2	11-	
11	INT	10	1	11-	PER Roll 11-/12-
23	EGO	10	32	14-	ECV: 8
15	PRE	10	5	12-	PRE Attack: 3d6
6	COM	10	-2	10-	
5	PD	2	3		5 PD (0 rPD)
5	ED	2	3		5 ED (0 rED)
4	SPD	2.3	17		Phases: 3, 6, 9, 12
5	REC	4	2		
18	END	18	0		
26	STUN	22	4		
8"	Running	6	4		
2"	Swimming	2	0		
2"	Leaping	2	0		

**80** Total Characteristics Points

## EXPERIENCE POINTS

Total earned: **14**

Spent: **14**

Unspent: **0**

Base Points: **150**

Disad Points: **80**

Total Points: **244**

## POWERS

Cost	Name	END
	Elven Eyes	
2	1) +1 PER with Sight Group	0

Cost	Name	END
5	2) UV Perception (Sight Group)	0
8	<b>Immortal:</b> LS (Longevity: Immortal; Sleeping: Character does not sleep)	0
38	<b>Elven Magic:</b> Variable Power Pool, 30 base + 8 control cost, all slots Requires A Tap Roll (No Active Point penalty to Skill Roll; +0) (45 Active Points); Limited Class Of Powers Available Slightly Limited (Only Spells; -1/4); all slots Incantations (-1/4), Gestures (-1/4) [ <b>Notes:</b> To add or remove a spell from this pool requires a spell research roll. All spells must be powered by tapping ley lines and require a tap roll. Spells cannot be changed in combat.]	

**53** Total Powers Cost

## SKILLS

Cost	Name
	Everyman Skills
0	1) Acting 8-
0	2) Climbing 8-
0	3) Concealment 8-
0	4) Conversation 8-
0	5) Deduction 8-
1	6) Language: Home nation (idiomatic; Learned literacy (Not an everyman skill), literate) (6 Active Points)
0	7) Language: Nearest nation (basic conversation; Custom Adder)
0	8) Paramedics 8-
0	9) Persuasion 8-
0	10) PS: Friar 8-
0	11) Shadowing 8-
0	12) Stealth 8-
0	13) Riding 8-
3	Traveler
1	1) AK: Elbe-Elster (2 Active Points) 11-
1	2) CK: Neußen (2 Active Points) 11-
0	3) AK: Duchy of Irolo 8-
0	4) CK: Falkenby 8-
0	5) CuK: Irolon culture and customs 8-
	Cunradan Training
3	1) Oratory 12-
5	2) Persuasion 13-
3	3) Animal Handler (Bovines, Canines, Equines) 8-
9	4) Paramedics 14-
4	5) PS: Healer 13-
3	6) High Society 12-
4	7) Survival (Temperate/Subtropical, Urban) 11-
2	8) WF: Common Melee Weapons
3	Scholar
2	1) KS: Arcane And Occult Lore (3 Active Points) 12-

Cost	Name
4	2) KS: Herbalism And Healing-Lore (5 Active Points) 13-
1	3) KS: Legends And Lore (2 Active Points) 11-
1	4) KS: Religion (2 Active Points) 11-
2	5) KS: Style Of Magic (3 Active Points) 12-
9	Streetwise 15-
3	Spell Research 11-
11	Tap 15-

**75** Total Skills Cost

## PERKS

Cost	Name
2	Fringe Benefit: Monk, Right to Marry: Can perform the marriage ceremony
6	Contact: Church, Organization Contact (x3) (6 Active Points) 11-

**8** Total Perks Cost

## TALENTS

Cost	Name
28	<b>Elven Magesight:</b> Magesight, +1 to PER Roll, Discriminatory, Range, Sense, Targeting

**28** Total Talents Cost

## EQUIPMENT

Cost	Equipment	END
	<b>Sap:</b> Energy Blast 3d6, Reduced Endurance (0 END; +1/2) (22 Active Points); OAF (-1), STR Minimum 8 (-1/2), Real Weapon (-1/4)	0

*Equipment costs shown above are for reference only, and are not included in Total Cost.*

## DISADVANTAGES

Cost	Name
0	Normal Characteristic Maxima
0	Distinctive Features: Magical Elven nature (Concealable; Noticed and Recognizable; Detectable Only By Unusual Senses) [ <b>Notes:</b> Those with magical senses may notice Elven nature if they touch the character.]

Cost	Name
15	Psychological Limitation: Devout (Common, Strong) [ <b>Notes:</b> A character with this Disadvantage acts in accordance to his religion (or rather, in accordance to his own interpretation of his religion) at all times. He may (or may not, depending on the religion) spend time trying to convert his companions to his own beliefs, and will most certainly argue with people over the accuracy of his faith when the question arises (except, of course, when proselytizing and argument about faith are inappropriate for the character's religion). At the Strong level, the character must make an Ego Roll in order to purposefully violate one of the tenets of his faith. At Total, the character cannot do so except under the most dire of circumstances. This Disadvantage is not necessarily identical to Zealot.]
5	Cannot recharge END reserves with worship
5	Hunted: Church 8- (Less Pow, Harshly Punish)
20	Social Limitation: Elf (Frequently, Severe)
5	Social Limitation: Orphan (Occasionally, Minor)
15	Social Limitation: Disciplines of Faith (Very Frequently, Minor) [ <b>Notes:</b> The Brotherhood of Cunradus requires behavioral discipline from its members. Wearing special and easily identified clothing or clothing accessories Not eating certain foods, Prohibitions against certain behaviors, A vow of poverty Others will expect Riso to live up to the standards of the religion, and will be disappointed or hostile if he fails to do so.]
15	Psychological Limitation: Always Polite and Forgiving (Common, Strong) [ <b>Notes:</b> This character goes above and beyond in their goal to treat others kindly. The unflappable type of person to take this Disadvantage takes turning the other cheek as the law even when they feel they have been treated unfairly. While a person with this Disadvantage may often times assume the best of others, that is not always the case. However, when an excuse is given or an occasion arises where someone needs to be forgiven they will unfalteringly step up to the plate and say and mean those words that need to be heard. This Disadvantage should always be taken at the Common frequency. Uncommon isn't true to character, and Very Common is excessive. A Moderate commitment means that the character can be too easily persuaded not to forgive or be polite. A Strong commitment means that even if he believes that the person was doing something morally questionable, and is convinced that there was a better course of action, he still must make an Ego Roll to resist forgiving or being polite to the individual. A Total commitment means that the character will never be rude or hesitate to forgive even the most undeserving of individuals.]

**80** Total Disadvantages Cost

## APPEARANCE

Hair Colour: Black

Eye Colour: Green

Height: 1.80 m

Weight: 84.00 kg

Description: An adult of indeterminant age, pale skin and horribly burned around the head, with one eye missing.

## BACKGROUND

An elf child with a badly burned head and light burn scarring over most of the rest of his body could easily be mistaken for human. I'm really liking this idea. Elves, travelling through human lands and

disguising themselves as human to avoid troubles, get caught in an inn fire one night. Their son survives the fire, but is badly burned. The young child, not really expected to survive, is nursed back to health by a poor, kind-hearted, and very superstitious old widow. Young Riso is raised to believe all sorts of superstitions, and is very conscientious in following them, and lo, he seems to lead a charmed life as a result. She dies when he is still quite young, and he falls in with petty thieves. It eventuates that he is relatively successful, and popular amongst the criminal underclass, since jobs he is on have a tendency to turn out fairly well. Has an epiphany at some stage and becomes a priest. I see him as a fairly honest, committed priest, extremely superstitious, even bigoted. Determined to do as much as he can for the faith, which may be mistaken for ambition.

## PERSONALITY

## QUOTE

## POWERS/TACTICS

He seems to lead a charmed life.

## CAMPAIGN USE

Friar Riso is thinking that the Baron may need some spiritual help, and given the clearly martial nature of his recent errands, a Cunrudan Brother will surely have much work to do. Friar Riso has rubbed his lucky rabbit's foot three times, scratched the lintel of all the taverns he could find, blessed seven poor children, and given away all but five pennies in his pouch. Luck is naturally with him, after all these efforts, and he happens to hear that the Baron's local High Priest of Wodan is planning on visiting the Baron's castle. Friar Riso decides to consult with the High Priest, explaining his fears for the Baron, and by extension, all the people of his barony. Riso offers to take up a post as Baron Aldren's personal confessor and spiritual adviser. Perhaps the High Priest can convince Baron Aldren to accept his services.

Character created by @NAME@

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