

Character Portrait

| | | | | |
|----------|----|------------------|----|------------|
| Swimming | 15 | AR: the Far West | 12 | Chased Pts |
|----------|----|------------------|----|------------|

| Proficiencies | | | Proficiencies | | | Proficiencies | | |
|----------------------------------|----|-----|-------------------------------------|----|-----|--------------------------------------|-----------|-----|
| | % | Use | | % | Use | | % | Use |
| Observation ® | 56 | | Mod Lang: Thiar Trade Common | 45 | | Etiquette: Imperial ® | 38 | |
| Alertness | 45 | | Mod Lang: Rotharian | 46 | | Etiquette: Elven ® | 37 | |
| Light Sleeping | 51 | | Mod Lang: Sindarin ® | 44 | | Intimidation ® | 49 | |
| Danger Sense ® | 58 | | Literacy: Common | 38 | | Tactics: Serial Killer | 33 | |
| Distance Determination: Vitals | 27 | | Literacy: Sindarin ® | 36 | | | | |
| | | | | | | Close Quarters Fighting: General ® | 53 | |
| | | | | | | Ambush: General ® | 40 | |
| Trailing: Victims ® | 34 | | Cartography: General ® | 29 | | Identify Weakness: General ® | 29 | |
| | | | | | | | | |
| Rope Use/Nets: Binding | 55 | | | | | Blacksmith: Improvised | 48 | |
| First Aid: Keep Victims Alive ® | 30 | | Embalming/Preserving: Elven Blood ® | 37 | | Armoring: Armor Improvements ® | 24 | |
| | | | Herbalist: Blood Preservatives ® | 26 | | Bowing/Fletching: Bolts ® | 39 | |
| Fire Building/Control ® | 33 | | | | | | | |
| | | | | | | | | |
| | | | | | | Proficiency: Tight Grp: Medium Sword | | |
| | | | Lore: Divination: Vision of Azagon | 30 | | Weapon Fam: Tight Grp: Large XBows | | |
| Geology: Brickmaking ® | 38 | | | | | | | |
| Trade Skill: Brickmaking | 39 | | | | | Specialization: Straight Sabre | | |
| Stonemasonry: General ® | 50 | | Psychology: Elven ® | 33 | | Proficiency: War Hammer | | |
| | | | | | | Proficiency: Heavy Crossbow | | |
| | | | Streetwise: General ® | 35 | | | | |
| | | | | | | Weapon Focus: Median: Sabre | | |
| Endurance | 50 | | Heraldry: Police Forces | 42 | | Weapon Focus: Lesser: Hammer | | |
| Resist Pain | 11 | | | | | | | |
| | | | Religion: Azagon Lord of the Dead | 42 | | Damage Foucs: Median: Sabre | | |
| Climbing: General ® | 56 | | | | | Damage Foucs: Lesser: Hammer | | |
| Riding: Land Based: Horse ® | 47 | | Local History: Rothan | 42 | | | | |
| | | | | | | Specialization: Heavy Plate | | |
| Survival: Urban | 38 | | OK: Eastern Empire: Sarak's Forces | 42 | | | | |
| Survival: Wilderness ® | 37 | | | | | SOC: Two Weapon Style | | |
| Breath Control: Calm Breathing ® | 53 | | AK: Rothan | 42 | | Spec: Missile Style | | |
| Swimming | 49 | | AK: the Far West | 42 | | Unused Pts | +6PP/+6WP | |

| | | | | | |
|---|--|--|---|----------------------------------|---------------|
| Full Name | | Dargan Elmdor | Guild/Order/Sect | | the Bloodless |
| Aliases/Nicknames | | | Clan/Racial Specifics | | |
| Liege/Patron/Deity | | | Birthdate | | |
| Experience Points | | | Warrior 5,000 xp (Next - 8000) | | |
| Physical Description | | | Personality/Demeanor | | |
| Resonably tall and muscular, Dargan's skin is nearly void of all the natural pigment, making him albino. He has long shaved his head and eyebrows as he dislikes the snow white hair with a passion. | | | Generally quiet, focused and sometimes brooding in behavior, Dargan is also quite calculating in his handling of situations | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| Brief Personal History | | | | | |
| Born in Thalesfar in the realm of the Dragon King, Dargan grew up somewhat ostracized from birth. As an albino, he was the victim of much teasing and abuse, not only by other children, but also by his own family. However, Dargan internalized much of the anger and hate that brewed within him at the young age, being quiet and brooding most of the time. Unlike many albinos, he grew bigger and stronger as he proceeded into his teenage years and ultimately pulverized the skull of a bigger young man who teased him incessantly. The feeling of empowerment was huge, however and Dargan hid the body, ditched his bloody clothes and returned home naked. His parents, brother and sister teased him about his nakedness and he proceeded to kill them all. After sitting among the bodies for a few days, he decided to set out from Thalesfar and head west. He was ultimately recruited by an agent of the Eastern Empire and has become both an effective killer and soldier for the Empire. | | | | | |
| | | | | | |
| Family/Relatives | | Friends/Allies | | Enemies/Rivals | |
| Osian - father (murdered) | | Yaelneilis - mortician and corpse-master | | | |
| Mercia - mother (murdered) | | | | | |
| Arfon - brother (murdered) | | | | | |
| Telyn - sister (murdered) | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| Race/Class Special Abilities & Powers | | Miscellaneous Notes | | Armor/Defensive Summary | |
| Human Race Abilities | | | | Base Armor Type Heavy Plate Mail | |
| Mace Bonus (+3 to hit w/hammers) | | | | Piece/Modifier | |
| Crossbow Bonus (+1 to hit w/crossbows) | | | | Piece/Modifier | |
| Hit Point Bonus (+1 hp/level) | | | | Piece/Modifier | |
| Keen Vision (+2/+10%) | | | | Piece/Modifier | |
| Keen Olfactory (+3/+15%) | | | | Defensive Modifiers/Notes | |
| Inherent Immunity to Disease | | | | | |
| | | | | | |
| Warrior Abilities | | | | | |
| Toughness (+3HP; +1HP/level) | | | | | |
| Increased Hit Die (d12 for HP) | | | | | |
| Clear Mind (reroll failed Will save) | | | | Equipment/Magic Items | |
| Defense Bonus (+2 AC) | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| General Abilities | | | | | |
| Fearless (+4 sv vs any Fear effects) | | | | | |
| Lightning Reflexes (+2 on all Reflex saves) | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | Monthly Upkeep = 0 SC (food/drink/ent) | | | |
| | | Money/Valuables | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | Monthly Income - 0 Silver (0) | | | |

Dargan Items

Heirotstta Necklace: a medium thickness gold chain with near microscopic engravings (cannot be seen without some keen sight and being within two feet) to identify as part of the Imperial Death Squad. The chain simply has a 4 POW reserve that can be used for any wizard or priest spells

Deathwatch (from Yaelneilis)

| | | | |
|--------------|------|----------|----------------------|
| Range | 0 | Duration | 1 turn/level |
| Casting Time | 1 | AOE | 10 foot/level radius |
| Save | None | Sphere | Healing/Destruction |

Allows the priest to know the relative health of all living creatures within the AOE. Brightly glowing auras will be the most healthy while dim auras will be closer to death. The spell does not reveal the presence of poison, disease or any other foreign effect

Protection from Supernatural (from Yaelneilis)

| | | | |
|--------------|-------|----------|-------------------|
| Range | Touch | Duration | 1 turn/level |
| Casting Time | 1 | AOE | Creature touched |
| Save | None | Sphere | Protection/Arcane |

Creates a magical barrier (about 3 inches away from skin) around the recipient protecting them from physical contact (natural weapons, spells or abilities which require touch, etc; DM) with creatures of any supernatural nature (DM) Such creatures attacking the recipient are at -2 on each attack (if using weapons or non-touch) and saving throws against such attacks are made at +2. The spell blocks mind control and domination attempts by creatures against the protected

Magic Weapon: Lesser (from Onos)

| | | | |
|--------------|---------|----------|------------------|
| Range | Touch | Duration | 1 turn/level |
| Casting Time | 1 round | AOE | One melee weapon |
| Save | None | Sphere | War |

Allows the priest to empower his weapon with the unholy power of Thanatar enhancing it by +1 to hit and +1 damage (this stacks with weapon quality and magic weapons, but not with other spell enhancements). If facing an opponent diametrically opposed to Thanatar, these bonuses are increased to +3 (DM)

Strength of Stone

| | | | |
|--------------|-------|----------|------------------|
| Range | Touch | Duration | 1 round/level |
| Casting Time | 1 | AOE | Creature touched |
| Save | None | Sphere | Strength/Earth |

Increases the base Strength, Muscle and Stamina of the recipient creature by a d4 (20 maximum) for the duration. In order to keep the spell benefits, the recipient must remain on solid earth or stone (the spell fails if the creature boards a mount, is lifted from the ground, flies, etc)

Dargan Warrior Abilities

- *Toughness:* You have enhanced physical stamina and gain +3 hit points plus 1 hit point per Hit Die. Every time you gain a new warrior level you gain +1 hit points; Prerequisites: CON 12+
- *Increased Hit Die:* The warrior gains d12 hit points each level rather than d10; Prerequisites: None
- *Clear Mind:* A warrior may reroll a failed Will save. This power is used as an immediate action after the save is failed. Prerequisites: Will 12+
- *Defense Bonus:* The warrior's quickness provides him with an additional +2 DEF/AC. This bonus is lost if flatfooted/surprised; Prerequisites: None

Dargan General Abilities

- *Fearless:* Gain +4 vs all fear related effects (DM)
- *Lightning Reflexes:* Gain +2 on all Reflex saves

Dargan Contacts (4)

Xxx: TBD – tradesman contact

Xxx: TBD – military contact

Xxx: TBD – peasant contact

Xxx: TBD – unique contact

Dargan Enemies (3)

Xxx: Information to be added

Xxx: TBD

Xxx: TBD