

Player Name _____



Cracked Monocle

Tephra



Fiktal vosz-Khalish

Character Name

Human	Zel Haud		
Race	Nationality		
Free Will	27	6'7"	277 lbs.
Religion	Age	Height	Weight

Weapon Falchion

Description

S-Heavy	Melee	Adjacent
Size	Type	Reach

AP to Use 2 0 AP to Ready

Accuracy +1 +7 Strike

Damage Class 10 20 30 40

Notes/Augments:

Uses 1 hand
but requires Fiktal to be in
footing stance

Weapon Fist

Description

Unarmed	Melee	Adjacent
Size	Type	Reach

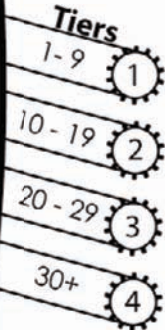
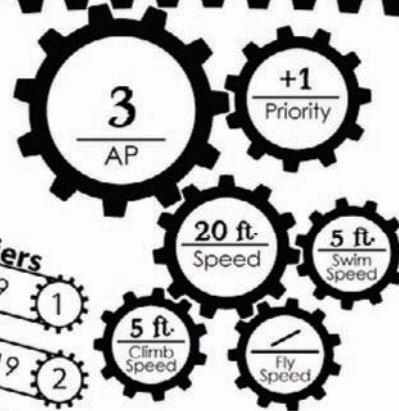
AP to Use 1 0 AP to Ready

Accuracy +1 +7 Strike

Damage Class 2 4 6 8

Notes/Augments:

Prosthetic



Armor Traditional Haud Leather

Description

Medium	3
Size	Soak Class

Evade Penalty -2

Speed Penalty -5

Climb/Swim Penalty -10

Notes/Augments:

-2
Evade

+0
Defense

Deflection Cloak

Item

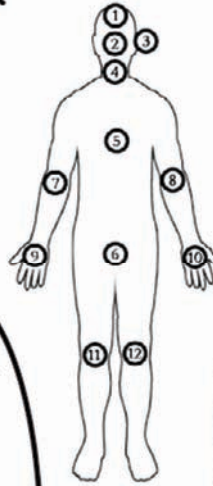
+3

Evade Bonus

vs Ranged

vs Melee

1 AP to Activate



33
Max HP

10
Max Wounds

Hit Points

Wounds

Wound Effects:

Fatal Effects:

Status Effects:

Alchemy _____	Bio-Flux _____
Armsmith <u>1</u>	Engineer _____
Automata <u>2</u>	Gadgets _____

Misc 0

+3

Science

Misc 0

+1

Dexterity

_____	Ace
_____	Agility
_____	Marksmanship
<u>1</u>	Swashbuckling

_____	Espionage
_____	Expertise
_____	Showmanship
_____	Tactical

Cunning

+0

_____	Brawl
<u>2</u>	Frenzy
<u>3</u>	Overpower
<u>1</u>	Resilience

Brute

+6



Misc 0

Spirit

_____	Faith
_____	Grace
_____	Luck
_____	Shamanism

Specialties

		Accuracy	Evade	Strike	Defense	Priority	Speed	Augments	DIY	Wounds	Hit Points
	Totals	+1		+7		+1		4	2		33
	Misc			+2				+2	+1		6
Lvl	1	One-Handing It (overpower)	+1	+2							10
	1	Solid Assault (overpower)		+3		+1					11
	1	Prosthetician (automata)						+2	+1		6
	2										
	3										
	4										
	5										
	6										
	7										
	8										
	9										
	10										
	11										
	12										

Stories: Imperial Nationalist

Racial Traits: Great Height, Innovative, Relentless

10 p

Money on-hand

Money in bank

Gear

Familial Falchion

Traditional Haud Leather

Armor

Cloak

Prosthetic Arm (Flame

Exhausts mq.I, Furnace mq.I)

Prosthetic Hand (Air Blaster

mq.I, Extendable Hand mq.I)

Augments

Air Blaster

Extendable Hand

Flame Exhausts

Furnace

Notes

Fiktal

Fiktal vosz-Khalish comes from an old, well-respected Haud family. His father is a great general in Zelhost who still lives by the creeds of the old empire, and Fiktal's childhood was built on high expectations and pride-stained failures. A few years ago, Fiktal fought in a duel with another noble's son and was gravely injured. He lost his arm and, unable to cope with the shame, exiled himself. He found himself in Evangless, looking for work, but few were willing to hire a Haud warrior with one arm who carried a sword that clearly needed two hands to wield. Yet time after time, Fiktal proved that he could wield the enormous sword with just one hand. Over the years he saved up enough money to learn a new trade: Fiktal learned the basics of clockwork automata and built himself a prosthetic to replace his missing arm. Today Fiktal is a force to be reckoned with, a brutal blade-wielding warrior from a foreign land.

Special Actions

Air Blaster

Cost: 1 AP

Fiktal's prosthetic hand has an air blaster built in that can launch powerful gusts of air at a single target within 25 feet. He chooses a target and knocks them back 5 feet unless they can make a Tier 2 Brute resist.

Extendable Hand

Fiktal's hand can extend away from him 5 extra feet. It costs one action point to extend the hand but no action points to retract it. Extended hands function as normal, able to do anything they normally could do.

Flame Exhausts

Cost: 3 AP

Fiktal can cause his arm to spray flames onto everyone adjacent to him in order to set them on tier 1 fire (in which they take 2 unsoakable damage per turn and they can put out the fire for 2 AP) unless they make a Tier 2 Dexterity resist. Fiktal cannot activate his flame exhausts if his furnace is extinguished.

Furnace

Fiktal's arm has a small furnace built into it. If it is splashed, it will be extinguished. Fiktal can re-light his furnace for 2 action points. His furnace must be on in order for his flame exhausts to function.

Solid Assault

Cost: Melee Attack +1 AP

If Fiktal successfully hits with a solid assault, he deals damage as though it were one tier higher.

