

Champions Character Sheet

Real Name : Lianja Nchiengesson
 Nom de Guerre : N/A
 Nationality : Stygian (Dalkinor)
 Base of Operations : Mobile

Age : 24
 Sex : Male
 Identity : N/A
 Group Affiliation :

Value	Stat	Cost	Points
18	Str	x1	8
26	Dex	x3	48
20	Con	x2	20
15	Body	x2	10
23	Int	x1	13
18	Ego	x2	16
18	Pre	x1	8
10	Com	x ^{1/2}	0
8+	PD	x1	4
8+	E D	x1	4
6	Spd	x10	24
10	Rec	x2	4
40	End	x ^{1/2}	0
34	Stun	x1	0
Total			159

Disadvantages	Pts	
15 points Mystery Disadvantage	15	
Hunted (Stygian Government, more, NCI, 8-)	20	
Hunted (Brothers of Liberty, more, NCI, 8-)	20	
Hunted (Witch-Hunter, as, 11-)	15	
From Sstoi-Lythi-Isstath		
DNPC (Orphan boy, normal, 11-) - Lankundo	15	
Reputation 8- (evil person who does good)	5	
Conditional Distinctive Features	15	
(Detects as Evil to Magic, Large group, Major Reaction)		
Distinctive Features	5	
(Brothers of Liberty Tattoo, Easily Concealable, Noticed)		
Allergic to Dairy Products (unc, 1d6/Turn)	10	
3d6 Stun, 1d6 Body if uses Magic While Head is Covered	20	
Overconfident (cmn, str)	15	
Hates Discrimination (cmn, str)	15	
Honourable (cmn, mod)	10	
Hates Orcs (unc, str)	10	
Can be Vicious (unc, mod)	5	
Somewhat Vengeful (unc, mod)	5	
Tendency to Wander (cmn, mod)	10	
Total		200

OCV (Dex/3) : 9±
 DCV (Dex/3) : 9+
 ECV (Ego/3) : 6

Dex Roll (9+Dex/5) : 14-
 Int Roll (9+Int/5) : 14-
 Ego Roll (9+Ego/5) : 13-
 Percep Roll (9+Int/5) : 14-

Phases : 2 4 6 8 10 12

Notes :

A Nightblade by Profession; uses Mentalism Magic
 Many people do not trust Nightblades as they have a reputation as very good assassins (however, many Nightblades are not assassins and make careers as thieves or spies).

Tall, thin with dark skin (like a sub-continent Indian)

Spells marked * are Evil, from Lianja's Dark Temptation; also because of this he shows up as Evil on magical 'Detect Evil' spells.

End	Powers/Talents/Skills	Pts
-	+6rPD, +6rED Armour, OIF, Activate 14-	9
	MP : Weapons	15
3+2	u 1d6+1 HKA, AP, OAF - Broadsword (2.5d6 w/ Str)	1
2	u 1d6 HKA, AP, Ranged, OAF, 12 Rec Charges on Ranged - Thrown Knives (2d6 w/ Str)	1
4+2	u 1d6 HKA, AP, Continuous, Concentrate 1/2 DCV, OAF - Garotte	1
-	End Reserve : 90 End, 1 Recovery/5mins when Asleep	10
	Magic Skill 20-	15
	MP : Magic - uses End Reserve	45
2	u Silent Moves [9, -2]	1
5	u Invisibility [18, -5]	2
6	u Suggestion [22, -6]	2
6	u Confusion* [21, -6]	2
2	u Darkvision [10, -2]	1
3	u Smokeflash [11, -3]	1
1	u Blur [4, -1]	1
5	u Deflect II [15, -5]	1
5	u Dull Mind I* [20, -5]	2
2	u Regeneration [11, -2]	1
2	u Adrenal Focus I (i) [9, -2]	1
4	u Adrenal Focus II(i) [7, -2]	1
6	u Adrenal Focus III(i) [6, -2]	1
8	u Adrenal Focus IV(i) [5, -2]	1
8	u Adrenal Focus IV(ii) [15, -4]	1
7	u Shock Bolt [30, -6] (14d6 Damage, takes no time)	3
3	u Leaping [5, -1]	1
3	u Landing [10, -1]	1
1	u Spiderclimb [4, -1]	1
3	u Sound Mirage [16, -3]	2
9	u Mountain Heart I [34, -5]	3
Total		127

End	Powers/Talents/Skills	Pts
	Combat Sense 14-	3
	Acrobatics 14-	3
	Breakfall 14-	3
	Climbing 14-	3
	Lockpicking 14-	3
	Stealth 14-	3
	Streetwise 13-	3
	WF : Sword, Thrown Knife	2
	Alliance - Native	-
	Dwarven - Fluent Conversation	2
	Reptilian - Basic Conversation	1
	Dark Tongue - Basic Conversation	1
	English - Basic Conversation	1
-	9 points Mental Defence	5
+3	+4 General HtH Damage Classes (5 points each), Armour Piercing, Only from Behind/Surprise (-1), Linked to Another Attack (-1/2) - Ambush Skill [Puts HKA to total 4d6 AP, Strength Damage to base 8d6 AP]	12
Total		45

Experience Points - Spent : 31

Unspent :

Total Points (100 + Disadvantages + Experience) = 331

End Reserve Level :	Personal End Level :	Current Stun :	Current Body :