

FAST CHARACTER



ULFROD HIMPHROY

CLERIC / PRIEST

A SPIRITUAL MAGICAL
SPEAKER WHO DEFENDS THE
WEAK IN A FANTASY WORLD

Your younger days feel like many lifetimes ago. Someone out there tries to pose as you, using your identity, often for nefarious ends. You've never met the culprit, but you'd certainly like to. That part of your past helped prepare you for dealing with who you are now.

Someone has to stand up for the helpless, the weak, and the unprotected. You believe this duty, this obligation, falls to you, and thus you have spent much of your life watching out for the people around you. When you see them in trouble, you are the first to come to their aid.

There's more to you than just that. A sense of awe washes over you when you appreciate a new facet of your religion or a scientific discipline. When a stranger does something kind for someone he's never met before, it's spiritual. However you meditate-whether by taking in breathtaking scenery, reading a book, or repeating mental syllables in a quiet space-it's spiritual. Your spirituality isn't necessarily about religion, though it could be. The main thing is that you're a person who appreciates and even thrills to the positive aspects of existence, and you may help other people do the same.

You've recently been drawn into an unusual situation with a group of people (the other PCs in this adventure). You heard the PCs would be visiting someplace amazing and wanted to share the experience. You have a particular connection to the character of the player sitting on your right. Pick two other PCs. They seem to think that you are more of an arbitrator than you really are, and they keep asking you to choose which one of them is correct.

TIER
1

Effort 1
XP 0

MIGHT
Pool
8
Edge
0

SPEED
Pool
9
Edge
0

INTELLECT
Pool
19
Edge
1

ARMOR
1
+ Warding
Shield

CYPHERS
2
draw from
cypher deck

Spiritual *(descriptor abilities, p. 84)*

Likeable: People and animals just seem to like you. You are trained in all tasks related to pleasant social interaction.

Skill: With maturity comes good judgment. You're trained in Intellect defense tasks and all tasks that involve resisting temptation.

Helpful: When you help someone with a task, he adds 1 to his roll (this bonus is in addition to the regular benefits of helping someone).

Inability: When you encounter something novel, you hesitate as you take in all the details. The difficulty of initiative actions (to determine who goes first in combat) is increased by one step.

Magical Speaker *(type abilities, p. 44, 56)*

Practiced With Light Weapons: You can use light weapons without penalty. If you wield a medium weapon, increase the difficulty of the attack by one step. If you wield a heavy weapon, increase it by two steps. You also start with one light weapon of your choice.

Erase Memories (2 Intellect points): You reach into the mind of a creature within immediate range and make an Intellect roll. On a success, you erase up to the last five minutes of its memory. Action required to use.

Interaction Skills: You are trained in two skills in which you are not already trained. Choose two of the following: deceiving, persuading, public speaking, seeing through deception, or intimidating.

Entangling Force (0+ Intellect points): A target within short range is subject to a snare constructed of semi-tangible lines of force for one minute. The force snare is a level 2 construct. A target caught in the force snare cannot move from its position, but it can attack and defend normally. The target can also spend its action attempting to break free. You can increase the level of the force snare by 1 per level of Effort applied. Action to initiate.

Premonition (1 Intellect point): You learn one random fact about a creature or location that is pertinent to a topic you designate. Alternatively, you can choose to learn a creature's level; however, if you do so, you cannot learn anything else about it later with this ability. Action required to use.

Defends the Weak *(focus abilities, p. 116)*

Courageous. You are trained in Intellect defense tasks and initiative tasks.

Warding Shield. You have +1 to Armor while you are wielding a shield.

Minor Effect (natural roll of 19): You can draw an attack without having to use an action at any point before the end of the next round.

Major Effect (natural roll of 20): You can take an extra action. You can use this action only to guard.

Equipment *(p. 240)*

Appropriate clothing. A light weapon of your choice, plus two expensive items, two moderately priced items, and up to four inexpensive items. A shield. **Cash:** 500 gold pieces as spending money.