



Laricus

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

Alternate Identities :

Player Name : Peter Cobcroft (Curufea)

Genre :

Campaign :

CHARACTERISTICS

Val	Char	Base	Points	Roll	Notes
8	STR	10	-2	11-	HTH Damage 1 1/2d6 END [2]
17	DEX	10	21	12-	OCV 6 DCV 6
8	CON	10	-4	11-	
9	BODY	10	-2	11-	
18	INT	10	8	13-	PER Roll 13-
17	EGO	10	14	12-	ECV: 6
8	PRE	10	-2	11-	PRE Attack: 1 1/2d6
10	COM	10	0	11-	
2	PD	2	0		2 PD (0 rPD)
4	ED	2	2		4 ED (0 rED)
3	SPD	2.7	3		Phases: 4, 8, 12
5	REC	4	2		
16	END	16	0		
17	STUN	17	0		
6"	Running	6	0		
2"	Swimming	2	0		
1 1/2"	Leaping	2	0		

40 Total Characteristics Points

EXPERIENCE POINTS

Total earned: **0**

Spent: **0**

Unspent: **0**

Base Points: **50**

Disad Points: **50**

Total Points: **100**

POWERS

Cost	Name	END
	Academy training	
13	1) Time Sense: Detect Time A Single Thing 13- (Unusual Group), Discriminatory, Analyze	0
5	2) Mental Defense (8 points total)	0
	Bipulmonary vascular system	
0	1) LS (Everyman power; Extended Breathing: 1 END per Turn; Safe in Intense Cold of space for 6 minutes)	0
0	Regeneration	0

18 Total Powers Cost

SKILLS

Cost	Name
	Everyman skills
0	1) AK: Gallifrey 8-
0	2) Acting 8-
0	3) Climbing 8-
0	4) Concealment 8-
0	5) Conversation 8-
0	6) Deduction 8-
0	7) KS: Galactic history 8-
0	 KS: Temporal Science 8-
0	9) Language: Gallifreyan (completely fluent; literate) (4 Active Points)
0	10) Gallifreyan: Paramedics 8-
0	11) Persuasion 8-
0	12) PS: CIA procedures 8-
0	13) +3 with PS: CIA procedures (Everyman skill)
0	14) Shadowing 8-
0	15) Stealth 8-
0	16) TF: Everyman skill, TARDIS
1	Great House: High Society 8-
	CIA basic training
3	1) Lockpicking 12-
2	2) Forgery (Documents) 13-
4	3) WF: Beam Weapons, Energy Weapons
2	4) Deduction (Everyman skill) 13-
2	5) Concealment (Everyman skill) 13-
3	6) Cryptography 13-
3	7) Criminology 13-
3	Scholar
1	1) KS: CIA case files prior to the war (2 Active Points) 11-
1	2) KS: Galactic races (2 Active Points) 11-
1	3) KS: Timelords (2 Active Points) 11-
2	Language: English (fluent conversation)

28 Total Skills Cost

TALENTS

Cost	Name
3	Absolute Time Sense
5	Eidetic Memory
3	Bump Of Direction
3	Lightning Calculator

14 Total Talents Cost

DISADVANTAGES

Cost	Name
0	Normal Characteristic Maxima
5	Reputation: Time Lord, 8-
15	Psychological Limitation: Sense of Duty (Common, Strong)
15	Psychological Limitation: Meddler (Very Common, Moderate)
15	Hunted: Other time travel capable races 8- (Mo Pow, Harshly Punish)

50 Total Disadvantages Cost

APPEARANCE

Hair Colour: Brown

Eye Colour: Brown

Height: 2.00 m

Weight: 100.00 kg

Description:

BACKGROUND

Laricus of House Dvora joined the CIA soon after leaving the academy. He was promptly assigned clerical duties, rather than a position as a field agent because of his problem solving and analytical abilities. This probably saved his life in the Time War. Only catching the stray radiation at the edges of a time-based weapon - he was flung into the unknown rather than being totally eradicated.

PERSONALITY

A minor functionary of the CIA. He joined as both a way to obtain political ambition and through disgust at the non-interference that other Gallifreyans seemed too keen on. He views their policy of isolation as a sure step towards defeat and invasion. Secretly he always wanted to be a CIA field agent, but his tendency to over-analyse situations and not trust his intuition has made him too slow to respond and not suitable to be one.

QUOTE

“Well, certainly. We could do that. Or, possibly, hmm....”

POWERS/TACTICS

Laricus will always try for a non-violent and negotiated solution to any problem. Most of the time. He was brought up in one of the more arrogant Houses, however - and may be quite curt or violent to lesser species if pushed.

CAMPAIGN USE

The first of the Newblood houses, House of Dvora was created 10,000 years before the looming of the Doctor. Their Cousins view themselves as destined to publicly lead and control. Dvora is the only Newblood House whose power equals the Five Founding Houses. They are ruthlessly practical and open to using violent methods, but strive to appear impersonal and passionless. They have seven elite operatives who undertake secret missions for them. Originally part of the Patrex chapter they later became Prydonians. Cousins include: Romanadvoratrelundar, Morbius

Character created by — [Peter Cobcroft](#) 2007/01/21 01:28

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