

Rasiel (RA - sea - el)

Character created with [Hero Designer](#), version 2.42

Alternate Identities :

Player Name : Peter C. Shafer

Genre :

Campaign :

CHARACTERISTICS

Val	Char	Base	Points	Roll	Notes
18	STR	10	8	13-	HTH Damage 3 1/2d6 END [2]
10	DEX	10	0	11-	OCV 3 DCV 3
13	CON	10	6	12-	
18	BODY	10	16	13-	
10	INT	10	0	11-	PER Roll 11-
10	EGO	10	0	11-	ECV: 3
13	PRE	10	3	12-	PRE Attack: 2 1/2d6
14	COM	10	2	12-	
5/8	PD	4	1		5/8 PD (0/3 rPD)
3	ED	3	0		3 ED (0 rED)
2	SPD	2.0	0		Phases: 6, 12
7	REC	7	0		
26	END	26	0		
34	STUN	34	0		
6"	Running	6	0		
2"	Swimming	2	0		
0"	Leaping	4	-4		

32 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
6	Weather-vane: Precognitive Clairsentience (Touch Group), +1 to PER Roll; Limited Power Only to perceive Weather (-2), Fixed Perception Point: Where standing (-1), Precognition/Retrocognition Only (-1), 1 Continuing Charge lasting 1 Minute (-1), No Range (-1/2), Concentration (0 DCV; -1/2)	[1 cc]
2	Adaptation to Severe Cold: LS (Safe in Intense Cold)	0
2	Determined ignorance of wounds: Armor (3 PD/0 ED); Limited Power Must take minimum of 1 Body per attack (-1)	0
3	Vast Strength reserve (with Char Maxima: 25 STR): +12 STR; Limited Power Only for Lifting (-2), Increased Endurance Cost (x3 END; -1)	3
4	Tactical Leadership : -1 Tactics: +1 with HTH Combat, UBO (+1/4), Increased UBO Targets: x4 (+1/2); Requires A Skill: Tactics Roll (-1/2), Conditional Power Power fails if target is more than 3" away (-1/2)	

17 Total Powers Cost

MARTIAL ARTS

Cost	Martial Arts Maneuver
	Weapons Combat [Notes: UMA pg. 60 : Base weapons element Blades]
5	All Out: 1/2 Phase, +1 OCV, -2 DCV, Weapon +4 DC Strike
4	Charge: 1/2 Phase, +0 OCV, -2 DCV, Weapon +2 DC +v/5 Strike, FMove
4	Defend: 1/2 Phase, +2 OCV, +2 DCV, Block, Abort
4	Shove: 1/2 Phase, +0 OCV, +0 DCV, 33 STR to Shove
1	Weapon Element: Polearms and Spears

18 Total Martial Arts Cost

SKILLS

Cost	Name
1	Language: Vestrian (idiomatic; literate)
2	PS: Soldier 11-
7	Tactics 13-
3	Oratory 12-
3	Penalty Skill Levels: +2 vs. armor penalties to DCV with a single attack
10	+2 with HTH Combat
2	WF: Common Melee Weapons
1	WF: Javelins and Thrown Spears
0	PS: Laborer 11-
0	AK: Vestria 8-
0	CuK: Daravel 11-
0	CuK: Westerland Culture & Customs 11-
0	TF: River barges
0	Acting 8-
0	Climbing 8-

Cost	Name
0	Concealment 8-
0	Conversation 8-
0	Deduction 8-
0	Healing Arts 8-
0	Persuasion 8-
0	Shadowing 8-
0	Stealth 8-

29 Total Skills Cost

TALENTS

Cost	Name
2	<i>Environment Mastery:</i> Environmental Movement (no penalties on Ice / Snow)
2	<i>Surefootedness:</i> Environmental Movement (no penalties in Cluttered / Broken terrain)

4 Total Talents Cost

EQUIPMENT