

# Reklorn the Shadow

Character created with [Hero Designer](#), version 2007071702

Alternate Identities : Ariley of the Nissarn

Player Name : NPC

Genre : Fantasy

Campaign : Caeon

## CHARACTERISTICS

Val	Char	Base	Points	Roll	Notes
15	STR	10	5	12-	HTH Damage 3d6 END [0]
20	DEX	10	30	13-	OCV 7 DCV 7
10	CON	10	0	11-	
13	BODY	10	6	12-	
15	INT	10	5	12-	PER Roll 16-
15	EGO	10	10	12-	ECV: 5
20	PRE	10	10	13-	PRE Attack: 4d6
6	COM	10	-2	10-	
4/8	PD	3	1		4/8 PD (4/10 rPD)
3/7	ED	2	1		3/7 ED (2/6 rED)
3	SPD	3.0	0		Phases: 4, 8, 12
5	REC	5	0		
40	END	20	10		
40	STUN	26	14		
6"	Running	6	0		
2"	Swimming	2	0		
6"	Leaping	3	3		

**93** Total Characteristics Points

## EXPERIENCE POINTS

Total earned: **173**

Spent: **173**

Unspent: **0**

Base Points: **75**

Disad Points: **100**

Total Points: **348**

## POWERS

Cost	Name	END
16	<b>Fairseeming:</b> Shape Shift (Sight, Smell/Taste, Touch and Hearing Groups), Instant Change (24 Active Points); Requires A Stealth Roll (-1/2)	2

Cost	Name	END
5	<b>See Life:</b> Infrared Perception (Sight Group) (Sight Group)	0
17	<b>Shadow's Leap:</b> Teleportation 10", x4 Noncombat (25 Active Points); Only Between Shadows (-1/2)	2
1	<b>Tireless:</b> Leaping: Reduced Endurance (0 END; +1/2) for up to 2 Active Points (1 Active Points)	0
6	<b>Tireless:</b> Running: Reduced Endurance (0 END; +1/2) for up to 12 Active Points (6 Active Points)	0
1	<b>Tireless:</b> Swimming: Reduced Endurance (0 END; +1/2) for up to 2 Active Points (1 Active Points)	0
1	<b>Undead Body:</b> +2 PD (2 Active Points); Only Works Against Limited Type Of Attack Piercing Attacks (-1)	
1	<b>Undead Body:</b> +2 PD (2 Active Points); Only Works Against Limited Type Of Attack Slashing or Piercing Attacks (-1/2)	
4	<b>Undead Body:</b> Damage Resistance (6 PD/2 ED)	0
6	<b>Undead Senses:</b> +4 PER with All Sense Groups (12 Active Points); Only To Perceive Images Created By Means Other Than Necromancy (-1)	0
50	<b>Undead Vitality:</b> Life Support (Eating Character does not eat; Immunity All terrestrial diseases and biowarfare agents; Immunity All terrestrial poisons and chemical warfare agents; Longevity Immortal; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping Character does not sleep)	0
7	<b>Untiring Body:</b> Reduced Endurance (0 END; +1/2) (7 Active Points) applied to STR	
26	<b>Veiling:</b> Invisibility to Sight Group, Danger Sense, Normal Touch and Combat Sense , No Fringe (39 Active Points); Requires A Stealth Roll (-1/2)	4

**141** Total Powers Cost

## SKILLS

Cost	Name
25	+5 with HTH Combat
23	Climbing 18-
3	Language: Dharzooni (completely fluent; literate) (4 Active Points)
23	Stealth 18-
7	Streetwise 14-
5	WF: Common Melee Weapons, Common Missile Weapons, Wheellocks

**86** Total Skills Cost

## TALENTS

Cost	Name
3	Ambidexterity (-2 Off Hand penalty)
7	Deadly Blow: +1d6 ([limited circumstances])
18	Evasive

**28 Total Talents Cost****EQUIPMENT**

Cost	Equipment	END
	<b>Hate's Edge</b>	
	1) <b>Platinum:</b> (Total: 20 Active Cost, 4 Real Cost) +3 with HTH Combat (15 Active Points); Independent (-2), OAF (-1), Real Weapon (-1/4) (Real Cost: 3) plus +1 with HTH Combat (5 Active Points); Independent (-2), OAF (-1), Vs Undead and Demonic Creatures (-1/2), Real Weapon (-1/4) (Real Cost: 1)	0
	2) <b>Dagger:</b> Killing Attack - Hand-To-Hand 1d6-1 (1d6 w/STR), Reduced Endurance (0 END; +1/2), Ranged (+1/2) (20 Active Points); OAF (-1), STR Minimum 6 (-1/2), Real Weapon (-1/4) [ <b>Notes:</b> Can Be Thrown]	0
	3) <b>of Twice-Striking:</b> Autofire (2 shots; +1/4) for up to 50 Active Points of 1 Attack Power, Reduced Endurance (0 END; +1) (24 Active Points); Independent (-2), OAF (-1)	0
	<b>Heklaar of Shielding</b>	
	1) <b>Grand:</b> +2 with DCV (10 Active Points); Independent (-2), OAF (Weapon; -1), Real Weapon (-1/4)	
	2) <b>Heklaar:</b> Armor (4 PD/4 ED) (12 Active Points); Independent (-2), OIF (-1/2), Real Armor (-1/4)	0
	3) <b>Subduing:</b> Negative Combat Skill Levels (-4 to opponent's DCV), Reduced Endurance (0 END; +1/2) (30 Active Points); Independent (-2), OAF (-1), Real Weapon (-1/4)	0
	<b>Arnis</b>	
	1) <b>Berserker's:</b> +2 with HTH Combat (10 Active Points); Independent (-2), OAF (-1), Real Weapon (-1/4)	
	2) <b>Rune-encrusted:</b> Power Defense (12 points) (12 Active Points); Independent (-2), OAF (-1)	0
	3) <b>Sword, Broad:</b> Killing Attack - Hand-To-Hand 1d6+1, Reduced Endurance (0 END; +1/2) (30 Active Points); OAF (-1), STR Minimum 12 (-1/2), Real Weapon (-1/4)	0

*Equipment costs shown above are for reference only, and are not included in Total Cost.*

**DISADVANTAGES**

Cost	Name
10	Physical Limitation: Affected By Necromancy Infrequently, Greatly Impairing
20	Social Limitation: Undead (Frequently, Severe)
30	Vulnerability: 2x BODY Blunt Weapons Very Common
15	Reputation: Rapacious Assassin, 11- (Extreme)
25	Physical Limitation: Bound to Xykloon (All the Time, Fully Impairing)

**100 Total Disadvantages Cost****APPEARANCE**

Hair Colour: White  
 Eye Colour: White  
 Height: 1.61 m

Weight: 32.00 kg

Description: In her fairseeming guise, she is a beautiful white-haired woman in a tight-fitting tunic and high boots. Her true form is a decayed skeletal beast of the night.

## BACKGROUND

Reklorn is the most notorious slayer of the modern age. She is the bound creation of Xykloon Ars, a lich of unsurpassed power. Ariley of the Nissarn was hired to destroy the lich, and was instead captured by him. His arcane skills were more than a match for her human form. She died and was raised as a captive-willed Dead. While most of her actions are her own, she cannot disobey an order given to her by the lich.

## PERSONALITY

Reklorn hates her new existance. There is nothing more she desires than destruction, release from the continous hell of serving the Vile Xykloon. Anticipating this, one of the lich's standing orders for her is that she gaurd her own existance. One day, someone will over ocme her defenses, and she will die finally, grateful to her destroyers.

## QUOTE

"While my final death has been delayed by my Master, your's will come swiftly."

## POWERS/TACTICS

Using her stealth and teleportation and shapeshifting, she will employ hit and run tactics for as long as she can. Once her target is dead, she delivers the body to her lord for his own purposes.

## CAMPAIGN USE

When you need someone dead, call a professional.

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