

Valer Dumalc Creek

A lumbering spriggan warrior priest in the rust coloured robes of the Church of the Blessed Union

VITALS							
Species	Spriggan	Gender	Monoclinous Gynandromorph	Social Status	SS3 - Lower Middle	Power	6
Height	227 cm	Weight	88 kg	Age	195 yrs / (13LC)	Experience	2
Title	Hermit (Cleric)	Faction	Church of the Blessed Union	Type	Religious Order	Rank	3
Personality Traits	Determined		Vigorous	Direct	Slight		

STATS & ATTRIBUTES							
		INTENSITY	10	ADAPTABILITY	10	STABILITY	16
PHYSICAL	12	STRENGTH	9	AGILITY	12	VITALITY	16
MENTAL	14	INTELLIGENCE	11	ALERTNESS	11	WILL	19
SOCIAL	10	CONFIDENCE	11	CUNNING	7	CONVICTION	12

DERIVATIVES & RECOVERY									
HEALTH	19	STAMINA	17	CONCENT	22	COMPOSE	12	RESOLVE	3
Rec Health	0	Rec Stamina	0	Rec Concentration	0	Rec Composure	0	Rec Resolve	0

RESISTANCES									
Res Afraid	0	Res Confused	0	Res Depressed	0	Res Disease	2	Res Enraged	0
Res Exhausted	0	Res Humiliated	0	Res Magic	0	Res Toxin	0	Res Unconscious	0

MOVEMENT													
Bulk Carried	≤24	36	48	60	72	84	96	108	120	132	144	156	168
Bulk Factor	0	1	2	3	4	5	6	7	8	9	10	11	12
Base Move (h/t)	6	5	4	3	2	1	0	0	0	0	0	0	0
Sprint Move (h/t)	12	10	8	6	4	2	0	0	0	0	0	0	0
Travel Move (km/d)	21	17.5	14	10.5	7	3.5	0	0	0	0	0	0	0

PERKS					
Barkskin	Disease Immunity	Bilingual	Magic Sense	Bless	Deflect

SKILL FIELD MASTERY			
APPRENTICE: Artisan	MIDDLE AGED: Basic	MASTER: Combat - Defensive	APPRENTICE: Construction
COMPANION: Farming	COMPANION: Mysticism - Divine	APPRENTICE: Mysticism - Natural	COMPANION: Outdoors
COMPANION: Restoration			

ARMOUR	PRO	DODGE (RANGE)		DODGE (MELEE)		ARMOUR	PRO	DODGE (RANGE)		DODGE (MELEE)	
		Snap	Ready	Fast	Strong			Snap	Ready	Fast	Strong
Banded Armour	7	10	10	12	13	Unarmoured (untrained)	2	3	3	4	5
WEAPONS	ATTACK			DAMAGE		EFFECT		BLOCK (RANGE)		BLOCK (MELEE)	
	Fast	Strong		Fast	Strong	Fast	Strong	Snap	Ready	Fast	Strong
Flail (blessed)	20	17		1d12+4	2d6+3	Stun	Disarm			19	16
Medium Shield (blessed)	20	20		1d4+5	1d6+4	Stun	Slam	19	21	19	21
RANGED	ATTACK			DAMAGE		EFFECT		RANGE (MIN)		RANGE (MAX)	
	Snap	Ready		Snap	Ready	Snap	Ready	Snap	Ready	Snap	Ready

COMBAT BONUSES									
Protection	2	Dodge	-1	Block	0	Melee Damage	2	Ranged Damage	2

SKILLS									
SKILL NAME	SPEC / NOTES	REF	PTS	SKILL	SKILL NAME	SPEC / NOTES	REF	PTS	SKILL
Butcher		Phys (-2)	3	12	Search		Adpt (-2)	5	12
Calm		Stab (-3)	4	16	Stationer		Ment (-2)	3	14
Chandler/Soaper		Ment (-1)	2	14	Strategy		Stab (-3)	5	17
Diagnose		Ment (-3)	5	15	Theology		Ment (-3)	5	15
Farmer		Stab (-1)	1	15	Animal Handling	Standard	Stab (-2)	1	14
Foraging		Phys (-2)	4	13	Game	Horseshoes	Stab (-2)	4	17
Hunting		Stab (-2)	1	14	Heavy Armour	Banded	Phys (-3)	8	16
Judgement		Stab (-3)	4	16	Language	Tuloszian	Soci (-3)	6	12
Meditation	+1 Songs of Vehira	Ment (-1)	3	15/16	Language	Comerta	Soci (-3)	6	12
Meteorology		Ment (-3)	4	14	Riding	Horse	Stab (-2)	4	17
Naturalist		Ment (-4)	5	15	Shield	Medium	Stab (-3)	7	19
Preserving		Stab (-2)	2	15	Signals	Gesture	Ment (-3)	3	15
Rally		Stab (-4)	3	14	Weapon	Flail (1H)	Phys (-3)	10	18
Ritual		Ment (-2)	4	15					

SPELLS											
SPELL NAME	COLLEGE	POWER	COST	OBS	RANGE	DURATION	AMOUNT	RESIST	REF	PTS	SKILL
Antidote	Restoration	3	3	normal	Touch	n/a	n/a	n/a	Stab (-4)	5	16
Cure	Restoration	4	5	normal	Touch	n/a	n/a	n/a	Stab (-4)	5	16
Doubt	Evocation	1	1	normal	i(Sk)h	n/a	n/a	Intn	Stab (-3)	3	15
Ego Boost	Evocation	1	1	normal	D(Sk)h	5m+1m(var)	n/a	n/a	Stab (-3)	3	15
Heal	Restoration	2	2	normal	Touch	n/a	3d6 Health & Stam	n/a	Stab (-3)	4	16
Memorize	Evocation	0	0	normal	Self	n/a	n/a	n/a	Stab (-2)	1	14
Regenerate	Restoration	3	3	normal	Touch	+1t(var)	4d6 Health & Stam +1/t(var)	n/a	Stab (-4)	5	16
Rejuvenate	Restoration	1	1	normal	Touch	n/a	2d4 Health & Stam	n/a	Stab (-3)	4	16
Soothe	Restoration	0	0	normal	Touch	n/a	1 Health, Stam, Comp	n/a	Stab (-2)	3	16

PERSONAL EQUIPMENT						TOTAL BULK:		2
Item	Bulk	Item	Bulk	Item	Bulk	Item	Bulk	
Identification & Papers	0	Clothes - Simple	1	Belt of Strong Support*	0	Belt Pouch		1
Loop of Vehira - Dileniu	0	Amulet of Vehira	0	Basic Pomander	0	Carom Resin (6)*		0

WEAPONS & ARMOUR						TOTAL BULK:		26
Item	Bulk	Item	Bulk	Item	Bulk	Item	Bulk	
Blessed Flail	3	Blessed Shield - Medium	4	Banded Armour	19			

POTION BELT						TOTAL BULK:		4
Potion	Bulk	Potion	Bulk	Potion	Bulk	Potion	Bulk	
Restore Concentration 4d8	1	Restore Concentration 4d8	1	Restore Concentration 4d8	1	Concentrating Agent		1

SCROLL TUBES						TOTAL BULK:		2
Scroll	Bulk	Scroll	Bulk	Scroll	Bulk	Scroll	Bulk	
Scroll of Purify (24)	1	Scroll of Purify (24)	1					

BACKPACK						TOTAL BULK:		19
Item	Bulk	Item	Bulk	Item	Bulk	Item	Bulk	
Clothes - simple (extra set)	1	Adventure Gear	10	Canteen	2	Canteen		2
Spell Book - Power 5	2	Songs of Vehira	2					

MONEY BELT					TOTAL BULK:		0
	Platinum (x \$100)	Gold (x \$10)	Silver (x \$1)	Copper (x \$0.1)	Value	Bulk	
Coins (x1)	9	3	22		952	0.34	
Ingots (x50)				n/a	0	0	
Value	900	30	22	0	952		

NOTES

Identity papers: Valer, from next to the creek, in Dumalc
 Residency papers: Dileniu, Tulosz
 Faction ID: Cleric - Church of the Blessed Union (Hermit)
 Travel Papers: Road & Bridge passage, Dileniu & Bulostioi

Blessing of Vehira: 21C using Conviction to avoid surprise attack
 Prayer Book: Songs of Vehira: +1 Meditation skill
 Belt of Strong Support: -1 Bulk Factor

Blessed Flail: +25% damage to undead and infernals
 Blessed Medium Shield: +25% damage to undead and infernals

Pomander aromatic:
 Carom Resin: +1 to roll Skill/Spell based on Stability

Benefactor: Legate Vasiil Avramo at the Catedrala Matei Vigila
 Head of Church of the Blessed Union in of Dileniu

Riding Horse
 Riding Gear
 Saddle Bags
 Horse Feed (5 days)