

Relakite Cataphract Zelen

Zelen Ilgag Shon-Tanath

“Forest Crag Wise-Servant”

Energetic, overconfident, and vain

Level 3 **Experience** 0/400

HP 235 **MP** 200 **DP** 20

Speed 20/25 **Spell Range** -

Attributes

STR 24/d8 **END** 23/d8 **DEX** 20/d8

AGI 20/d8 **MAG** 0/- **AUR** 20/d8



Skills

Charm 2, **Creature Lore** 3, **Learning** 3, **Riding and Driving** 3, **Trade (Merchant)** 2, **Wits** 5

Languages

Relakite, Elven, Gigantic

Attacks

Weapon	Mastery	Accuracy	Power	Swing	Critical	Range	Evade
Flail	Blunt	2d8	110	d8	pierce	-	d8+d12+1 with shield
Lance	Pole	d8+d6 or 2d8 in charge	130	d8 or 3d8 in charge	pierce	reach 10	d8+d12+1 with shield
Fists x2	Unarmed	2d8, d8+d6 off-hand	20	d8	stun	-	d8+d12 with shield or d8+d6 with off-hand
Kick	Unarmed	2d8	10	2d8	stun	-	*

Notes

Kick evade depends on the other weapons you have equipped, if any.

Someday, Zelen might own a rhino like the one in the picture. For now, he’s got a lizard. (See inventory.)

Lance: Charge: Attacks made while mounted at the end of at least 15 feet of movement in a straight line toward the target have +3 swing dice that use speed instead of STR. This follows the rules given in the cataphract’s *charge* ability but only applies to attacks made with a lance, only applies while mounted, and grants +3 swing dice instead of +1. If you already have that ability or the warrior’s version, the bonuses combine.

Unwieldy: When not made as part of a mounted charge as described above, attacks with a lance have -1 weapon mastery die size for accuracy rolls.

Fist, Kick: Knockout: If you deal enough damage to reduce your target to 0 HP or below, you may instead reduce your target to 1 HP and knock him out for d6 minutes. You do not need to declare that you are attacking non-lethally before rolling for damage, and you still roll swing dice and can get critical hits.

Fist: Armor: While wearing metal armor on the hand, power is 20 for bronze, 25 for iron, and 30 for steel. Scale, chain, lamellar, segmented, and plate armor all include hand armor that provides this bonus.

Defense

Deduct this from damage you take.

Total 90

Segmented armor 70 + END 23, round to 10

Shield 3; resistant to magic (even friendly), *poison*, disease, fire, lightning, heat, and cold temperatures; immune to *fear*; *critical negation requirement* 5; reactive regeneration

Race/Class Abilities

Non-Magical: You cannot cast spells. Your magic attribute is always 0 and cannot be improved. You do have some MP (based on your AUR), which affects things like dying, but you can't use any of it to cast spells.

You are resistant to magic, including friendly magic. While this benefits you against hostile spells, you must also attempt to resist magical healing and other friendly spells as if they were hostile, although potions affect you normally.

Relakite Resilience: You are resistant to *poison*, disease, fire, lightning, and the effects of hot and cold temperatures. (However, you are not resistant to the ice element.)

Fearless: You are immune to *fear*.

Hard to Kill: Your *critical negation requirement* is reduced by 1, making it harder for enemies to score critical hits against you.

Reactive Regeneration: When you take damage (after deducting defense), you begin regenerating if you are not already. For the next 10 rounds, you heal HP equal to double your endurance attribute at the beginning of each turn. Regeneration does not heal you beyond your maximum HP, but the effect remains active until its duration ends even if you reach your maximum HP, so you will continue to regenerate if you take damage again before the effect expires.

Reactive regeneration can be triggered up to 3 times, after which you will no longer start regenerating if you take damage. Whenever you get at least 6 hours of uninterrupted sleep, you reset to 3 uses of *reactive regeneration*.

This ability is involuntary: you cannot trigger regeneration except by taking damage, and you cannot decline to trigger regeneration when you take damage while you have uses remaining.

Charge (Attack Action): If, on this turn, immediately before taking this action, you moved at least 15 feet in a straight line to the closest space from which you could attack your target with a melee (or reach) attack, you may make a melee (or reach) weapon attack against it with +1 swing die (+2 for two-handed attacks). For these bonus swing dice, use a die for your speed instead of STR. (If you are mounted, use your mount's speed.) For example, use d10 if your speed is 30. If you are wielding multiple melee or reach weapons, each weapon benefits from this during the charge attack. If you changed direction at any time during your move, only the portion after the last change in direction counts toward the 15' minimum. The 15 feet of movement cannot pass through any obstacles, including allies or anything that reduces your speed or inflicts *slow*.

Stances

You can change stances at the start of each round of combat. You are in neutral stance unless you say otherwise.

Aggressive: +1 to accuracy rolls, -1 to evade rolls. This stance takes its turn first.

Neutral: No bonuses or penalties.

Defensive: +1 to evade rolls, -1 to accuracy rolls. This stance takes its turn last.

Attribute Worksheet

Attribute	Starting	Cost	Base	+/-	Die
Strength	18	8	24		d8
Endurance	19	7	23		d8
Dexterity	18	9	20		d8
Agility	18	10	20		d8
Magic	0	-	0		-
Aura	20	7	20		d8

Remaining points: 6

Weapon Masteries

Unarmed: accuracy d8, evade d6

Blunt d8 Edged d8 Pole d8

Throwing d6 Archery d8

Use unarmed evade when unarmed, when defending against a ranged attack, and when you have don't have a melee weapon in your dominant hand.

Inventory

Money 39

Basics: backpack, bedroll, a few cooking implements, fire striker, change of clothes, water

Bronze lance, bronze flail, kite shield, bronze segmented armor

Oil lamp, 6 hours of lamp oil, 4 days' rations

Giant Lizard

These oversized reptiles aren't as strong or fast as horses, but they'll eat just about anything, can handle any terrain, and have a compliant, even apathetic temperament. These qualities make them popular for farm work and travel. In some lands, they even serve in the cavalry. (Despite being a reptile, this creature counts as part of the easier "horses" category for the riding skill.)

Size: Large. **Base Value:** 2,000. **Training:** Riding and battle.

HP 300, **defense** 60, **speed** 30 (25 mounted). **Charm** 2, **learning** 2, **wits** 4.

STR 30, **END** 30, **DEX** 30, **AGI** 30 (25), **AUR** 30. **Accuracy** d10+d6, **evade** d10+d4 (d8+d4).

Weapon A1: 60 power, 2d10 swing, +30 *extra damage* critical. The lizard chomps down with its many teeth; it probably thought your hand was food.

Special Abilities

Climber: The creature is good at climbing. It rolls its die twice and uses the better result when making a roll to climb or avoid falling. It also moves at its full speed while climbing instead of at half speed.

Fast Swimmer: The creature may move an additional time each turn while swimming, and swimming does not reduce its AGI.