

Name: Thayden Hastel  
True Name: Trastin Haydell  
Race: Human  
O.C.C.: Assassin (disguised as a Warrior Monk)  
Alignment: Aberrant (Anarchist?)  
Age: 24 years old.  
Height: 5 feet, 7 inches  
Weight: 148 pounds  
Hair Color: Sandy brown  
Eye Color: Brown  
Experience Points: 750

Physical Description: A man about 5 foot 7 inches in his mid-twenties and clean shaven. His sandy brown hair isn't well kept and a bit messy as if rarely combed, but still well cleaned, and is just long enough to come to a small tail in the back, but doesn't even drop below the collar. He is almost always seen with staff in hand which is used as a walking stick when traveling. When he smiles it is a very warm and friendly smile that has a very inviting feel to it.

I.Q.: 12  
M.E.: 11  
M.A.: 12  
P.S.: 11(+2)  
P.P.: 14  
P.E.: 11  
P.B.: 9  
Spd.: 10

Attacks:  $1+1=2$ (4 if played with the 2 for living rule)  
Hit Points:  $11+6=17$   
S.D.C.:  $7+3D6(15)=22$   
P.P.E.: 7

Initiative: +1  
Strike: +2  
Parry/Dodge: +2  
Roll with Punch: +1  
Pull Punch: +2

Save vs. Horror Factor: +4

O.C.C. Skills:

Climb/Scale Walls (+10%) 50%/45%

Concealment (+14%) 34%

Detect Concealments & Traps (+10%) 35%

Math: Basic (+20%) 65%

Pick Locks (+15%) 45%

Prowl (+10%) 35%

Track Humanoids (+10%) 35%

Languages: Western 98%

Languages: Elven/Dragonese (+15%) 55%

Languages: Dwarven (+15%) 55%

W.P. Staff (+1 to strike)

W.P. Pole Arm (+1 to strike and parry)

W.P. Throwing/Missile Weapons (+1 to strike)

W.P. Blow gun/mouth weapon (+1 to strike)

Hand to Hand: Assassin

O.C.C. Related Skills:

1. Swim (N/A) 40%

2. Boxing (N/A)

1. Escape Artist (+10%) 35%

2. Intelligence (+10%) 40%

1. Literacy: Western (+15%) 45%

2. Play Musical Instrument: Flute (+10%) 35%

3. Lore: Religion (N/A) 30%

4. Lore: Demons & Monsters (N/A) 25%

5. Sewing (N/A) 25%

Secondary Skills:

1. Land Navigation (N/A) 30%

2. Wilderness Survival (N/A) 30%

Starting Equipment: A couple sets of traveling clothes, a dark grey traveling robe with hood (with 6 inside pockets), moccasins, belt, bedroll, purse, backpack, one medium sized sack, three small sacks, a water skin, 50 feet of rope with grappling hook, 5 iron spikes, a small hammer, pocket mirror, and a tinder box. In addition has a holy symbol of the pantheon of Light and Dark, a wooden cross, 2 vials of holy water, 3 sewing needles and various spools of thread, a book of paper (glued, 100 sheets), one dozen sheets of parchment, two crow quill pens, 6 ounces of black ink, a dozen sticks of charcoal, 6 hour oil lantern (1 pint), a glass jar with 1 pint of oil, 2 ounces of excellent quality soap, and food rations for 2D4 weeks. Always kept in his backpack within another sack are boots, a pair of soft leather gloves, and a set of lock-picking tools.

Armor: Studded Leather; A.R. 13, S.D.C. 38

Weapons: A pair of daggers (designed as survival knives), a throwing axe (designed as a hatchet for cutting wood), a blow gun (designed as a wooden flute for playing) with 6 darts (disguised as throwing darts for a game), and a wooden staff (with a concealed, extendable blade).

Money: 85 gold.

Notes:

An assassin for a noble house who is given assignments that are not official and whose methods are typically best to not be known. Due to the fact that dwarven is a dead language among humans and most others (except for the subterranean races) it is often used by his contacts to help avoid being overheard/understood. When written messages are required, it is not uncommon for them to use messenger birds. With this method, a message can be attached to the leg of the bird tied in colored threads in a very particular manner to help indicate tampering. If it is tied in the wrong place or with the wrong knot, it is an indication someone else has intercepted the message. In case of tampering codes are used in the written messages to prevent anything certain and/or incriminating. Even if a code breaker can decipher the meaning (real words, just not the real meanings) there will be nothing official to tie it back to the house (complete deniability).

The Cover:

To help draw attention away from his true nature he is disguised as a warrior monk and has been taught how to best play the part. The close observant may realize he does not have all the same talents as a true warrior monk (such as the stick moves, spirit strike, or temple skills) which he usually plays off as not having always been the best student, often sneaking away during training to have some fun in town, all said in the best of humors. As for his lower than average P.P.E. (for those who See Aura) and lack of a Spirit Strike his story is that he once acted improperly in the presence of a high priest and was cursed, so to speak, with some of his abilities having been blocked/hindered until he can make a proper penance.

Quote:

"He stood there bathed in the blood of his enemies but his hands were clean for he was but the messenger of the gods, his hands having done their work."