

Alias : C'Essa

True Name : C'Essa Zel Z'Harun

Translation : Zel Z'Harun are her family and clan names, roughly translated to C'Essa of the White Soaring Phoenix Feather

Race : Elf.

Alignment : Principled.

O.C.C. : Psi-Mystic.

Level : 4.

Experience : 9,000.

Next Level : 15,101.

Background: C'Essa is a kind-hearted woman, and she remains Lucien's light at the end of what he considers a very dark tunnel. She saved his life while he laid at death's door, and sometimes he wonders if she should have bothered. She says he's worth it, that she sees a good and kind heart in him, as if she sees the best in everyone. He's never actually asked of her past, but continues to learn clues the longer they spend time together. When he holds her hand he can tell from her soft and smooth hands she's never done a day of physical labor in her life. That's fitting considering her upbringing. She's clearly (at least to him) been raised in a traditional Elven environment. Unlike him, she's an Elf first and an Easterner second. Due to Eastern being a second language for her, she speaks with an accent. Understandable one supposes, but from hints of her accent she actually grew up on either Phi or Lopan, which also speak Eastern. She demonstrates skill in dancing and proper etiquette, perhaps a noble, or at least training in a proper lady manner. She's occasionally let slip mention of a brother and a sister. From the way she spoke of them, he's fairly sure the sister is the elder and the brother is younger. Does that mean she's a middle child, or perhaps there are more siblings she has yet to mention.

Attributes :

IQ : [2,5,6] = (13)+1=14

ME : [4,4,2] = (10)+1+1=12 (+1 or +2 on successful Dance skill, -1 on Dance failure)

MA : [5,5] = (10)+1+2=13

PS : [1,3,2] = (6)

PP : [5,1,2,5] = (13)

PE : [2,3,3] = (8)

PB : [5,3,2,4,4] = (18) (Charm/Impress: 40%)

SPD : [5,5,3] = (13)

Hit Points : $8+3+1+1+2=15$

S.D.C. : $10+2=12$

I.S.P. : $[6,4] = (10) \times 10 = 100 + 12 + 10 + 10 + 10 + 10 = 152$

P.P.E. : $[4,6,1,6,6] = (23) + [3,6] = (9) = 32$

Combat Bonuses :

Attacks: 1; ROF: 4

Save vs. Psionic Attack (10 or higher)

+4 to Save vs. Mind controlling drugs, potions, and magic charms

+4 to Save vs. Poisons and disease

+7 to Save vs. Possession

+2 to Save vs. Horror Factor

+12% to Save vs. Coma

Nightvision/See in Total Darkness: 60 feet (18.3 m)

O.C.C. Skills :

Cook $30\%+5\%$ (+10%) = 55%

Biology $30\%+5\%$ (+20%) = 65%

Holistic Medicine $30\%/20\%+5\%$ (+20%) = 65%/55%

Identify Plants & Fruits $25\%+5\%$ (+10%) = 50%

Preserve Food $30\%+5\%$ (+10%) (+10%) = 65%

Languages: Elven 98%

Languages: Eastern $40\%+5\%$ (+15%) = 70%

Languages: Western $40\%+5\%$ (+15%) = 70%

Math: Basic $45\%+5\%$ (+10%) = 70%

W.P. Knife (+2 to strike, +2 to parry, +2 to throw)

W.P. Archery (ROF: 4; +2 to strike, +1 to parry)

O.C.C. Related Skills :

1. Surgeon/Medical Doctor $30\%/20\%+5\%$ (+10%) = 55%/45%

2. Animal Husbandry $35\%+5\%$ (+10%) = 60%

3. Botany $25\%+5\%$ (+10%) = 50%

4. Astronomy & Navigation $30\%+5\%$ (+10%) = 55%

5. Literacy: Elven $30\%+5\%$ (+10%) = 55%

6. Anthropology $20\%+5\%$ (+10%) = 45%

7. Lore: Geomancy or Ley Lines $25\%+5\%$ (+10%) (Level 3) = 30%

Secondary Skills _____ :

1. Dance 30%+5% (ballet, M.A. boost/penalty during/after performance)
= 45%
2. History (Adventures on the High Seas) 35%+5% = 50%
3. Etiquette (+1 M.E., +1 M.A.)
4. Horsemanship: General 35%/20%+5% = 50%/35%
5. Socialization (Level 4, +2 M.A.)
6. Literacy: Eastern 30%+5% (Level 4) = 30%

Meditation (+1 M.E.)

Psionic Powers _____ :

Deaden Pain

Exorcism

Healing Touch

Increased Healing

Psychic Diagnosis

Psychic Purification

Psychic Surgery

See Aura

Empathy

1. Lust for Life
2. Induce Sleep
3. Transfer I.S.P.