

Alias _____ : Ien of the Darklight.

True Name _____ : Lucien Black.

Race _____ : Elf.

Alignment _____ : Aberrant (eye for an eye, evil for evil)

O.C.C. _____ : Psi-Mystic.

Level _____ : 4.

Experience _____ : 9,000.

Next Level _____ : 17,481.

Personality _____ : He was once a good-hearted boy, perhaps he still is. However, he's become so disillusioned with the world he believes it (and all those living on it) are doomed, and justly so. His moral code follows the concept of an eye for an eye. Those who kill others can be killed, those who torture can be tortured, those who oppress should be oppressed. If he believes someone to be innocent though, he will not harm them or standby while they're harmed by others if he believes it's in his power to stop it (sometimes even if he believes he can't stop it).

Backstory _____ : Son of an undertaker, Lucien tried to sign up with the Eastern Territory military at the young age of 7 ("almost 8") after he heard the call for fresh recruits at the start of the Wolfen Wars. He was turned down for being too young.

By the age of 14 he had already left home and took part in an archeological dig. As the fruits of their labor started to pay off, Lucien began to have horrible visions. He warned the others in his group of the dangers and that they should leave whatever they were digging up alone. The others laughed at his nonsense, for they knew the dangers and simply didn't care. That is the reason they were there after all.

By the age of 15 he had lost all hope in this world, Human, Elf, Dwarf, and Wolfen had all shown the darkness of their souls. He had already taken the name, Ien of the Darklight. The world was doomed, and perhaps for the best. Yet, visions of more doom nagged at the back of his mind while he meditated. Unable to shake this horrible feeling, he decided he needed to act. For the next few months he fought across several battlefields, any who stood in his way, be they Human or Wolfen, were his enemies. He continued in the direction of Southwatch, though he knew not the full extent at this time. When he finally reached the area, a spear had been driven through his side, he limped onward bleeding out. In the distance he could see Southwatch and the horrors which befell it in the distance. He

was too late. He collapsed to the ground, prepared to meet his end as well.

When he awoke, he found his wounds healed in the bed of Elven woman. He's still not sure he deserved to be saved, but her faith in him continues to drive him forward. She remains his light within the dark.

Attributes :

IQ : [5,5,6] = (16)+1+1+1 = 19 (+5% to all skills)
ME : [6,5,2] = (13)+1+1+1 = 16 (+1 to save vs. Psionic Attack and Insanity)
MA : [4,4] = (8)
PS : [2,2,6] = (10)
PP : [6,1,6,3] = (16) (+1 to strike, parry, dodge)
PE : [4,5,1] = (10)
PB : [2,1,1,5,6] = (15)
SPD : [6,1,1] = (8)

Hit Points : 10+2+2+2+1 = 17

S.D.C. : 10+6 = 16

I.S.P. : [2,1] = (3)x10 = 30+16+10+10+10+10 = 86

P.P.E. : [2,2,6,6,4] = (20)+ 3x10 (30) = 50+8+6+10 = 72

Combat Bonuses :

Attacks: 2+1 = 3; Rate of Fire: 4

Roll with Punch: +2

Pull Punch: +2

Strike: +1 (+3 if using a sword, +3 if using a bow and arrow)

Parry: +1+2 = +3 (+5 if using a sword, +4 if using a bow?)

Dodge: +1+2 = +3

+1 to Save vs. Psionic Attack (10 or higher)

+2 to Save vs. Mind controlling drugs, potions, and magic charms

+4 to Save vs. Possession

+2 to Save vs. Horror Factor

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

O.C.C. Skills _____ :

Dowsing 20%+5% (+5%)(+5%) = 45%

Land Navigation 30%+4% (+5%)(+10%) = 57%

Languages: Eastern 98%

Languages: Elven 40%+5% (+5%)(+15%) = 75%

Languages: Wolfen 40%+5% (+5%)(+15%)(-10%) = 65%

Math: Basic 45%+5% (+5%)(+20%) = 85%

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

W.P. Sword (+2 to strike, +2 to parry)

Hand to Hand: Basic

O.C.C Related Skills _____ :

1. Lore: Magic 25%/15%/10%+5% (+5%)(+10%) = 55%/45%/40%
2. Literacy: Eastern 30%+5% (+5%)(+10%) = 60%
3. Literacy: Elven 30%+5% (+5%)(+10%) = 60%
4. Archeology 20%+5% (+5%)(+5%) = 45%
5. Art 35%+5% (+5%)(+1 M.E.) = 55%
6. Riddles & Logic Puzzles (+1 I.Q.)
7. W.P. Paired (Level 3)

Secondary Skills _____ :

1. Intelligence 30%+4%(+5%)(+2%) = 49%
2. Heraldry 15%/20%+5% (+5%)(+5%) = 40%/45%
3. Cryptography 15%+5% (+5%)(+5%) = 40%
4. Sing 30+5% (+5%)(+1 M.E.) = 50%
5. Memorization/Study Skills (Level 4, +1 I.Q.)

Psionic Powers _____ :

Exorcism

Sense Evil

Sixth Sense

Meditation (+1 M.E.)

Mind Block

1. Object Read
2. Telepathy
3. Clairvoyance
4. Summon Inner Strength
5. Telekinesis
6. Speed Reading

Magic Powers :

1. Increase Weight
2. Weightlessness
3. Fear
4. Cloud of Smoke
5. See the Invisible
6. Blinding Flash
7. Decipher Magic (Level 2)
8. See Aura (Level 2)
9. Invisibility: Simple (Level 3)
10. Armor of Ithan (Level 3)
11. Carpet of Adhesion
12. Swim as a Fish (minor)