

Character Statistics :

Name : Sir Nicholas Colwynn O.C.C. : Cyber-Knight
Alignment : Unprincipled R.C.C. : Titan
Sex: : Male Age : 24 Height : 12'9" Weight: 759lb. Attacks: 6
Exp. P.: 6,525 Exp. L.: 3 P.P.E. : 128 I.S.P. : 40 M.D.C.: 278

Physical Attributes & Bonuses :

I.Q. : 11 Initiative : +3 Horror Factor/Awe : 12
M.E. : 13 Strike : +6 Charm/Impress : 60%
M.A. : 13 Parry : +10
P.S. : 37 (S) Dodge : +10 Save vs. Horror Factor : +4
P.P. : 23 Pull Punch : +4 Save vs. Poison/Magic : +5
P.E. : 25 Roll w/Punch : +12 Save vs. Coma/Death : +20%
P.B. : 22 Save vs. Psionic Attack : 12 or higher
Spd. : 33

Fighting Skills :

Hand to Hand: Martial Arts Automatic Parry
Knock-out on a "Natural" 20 Pin/Incapacitate on a Roll of 18, 19, or 20
Crush/Squeeze - 1D4 per squeeze Body Block/Tackle - 1D4
Restrained - 6D6+18 S.D.C. Full Strength - 5D6 M.D. Power - 1D6x10 M.D.
Automatic Kick Attack - 1D8 or 2D4 Combat Damage Bonus of +18

Natural Abilities :

Superior physical strength (supernatural), prowess, endurance, and beauty
Dimensional Teleport (45%; +10% at a ley line; +20% at a nexus)
Impervious to a Vampire's Bite Turn 6D6 at will (80%)
See the Invisible Bio-regenerate - 4D6 M.D. per minute
Nightvision 90ft. (24.4 m.; can see in total darkness)

Psionic Abilities :

Psi-Sword and Psi-Dagger - 7D6 M.D. (2D6 M.D. base + 5D6 M.D. from punch)
Psi-Shield [I.S.P. 30] - 80 M.D.C. (cannot parry energy blasts and projectiles)
Empathy [I.S.P. 4] Object Read [I.S.P. 6] Sixth Sense (Automatic) [I.S.P. 2]

Weapons & Armor :

Titan Plate Armor (personalized) M.D.C. : 195
Cyber Armor M.D.C. : 50 A.R. : 16
Psi-Sword 7D6 M.D. +8 to Strike +12 to Parry
Psi-Dagger 7D6 M.D. +7 to Strike +11 to Parry
Vibro-Sword 2D6 M.D. +8 to Strike +12 to Parry
(2) Knives 1D6+18 S.D.C. +7 to Strike (+8 Thrown) +11 to Parry
Quarter Staff 2D6+18 S.D.C. +7 to Strike +11 to Parry
TX-250 Rail Gun Damage : 6D6 (full), 3D6 (short), 1D4 (single)
Effective Range : 6000 ft. Ammo : 300 rounds/ 10 full or 20 short bursts
Bonuses (w/Targeting System) : +5 to strike (aimed), +4 to Strike (burst), +1 to Parry/Dodge

<u>Skills</u> :			
Acrobatics	N/A	Climbing	92%
Athletics (general)	N/A	- Rappelling	62%
Body Building	N/A	Climb Rope	89%
Boxing	N/A	Computer Operation	55%
Gymnastics	N/A	Computer Programming	45%
Running	N/A	Find Contraband, Weap., & Cybernet.	25%?
Wrestling	N/A	Horsemanship	63%
Language: American	98%	Intelligence	45%
Language: Elf/Dragonese	98%	Land Navigation	56%
Language: Euro	90%	Lore: Demon & Monsters	55%
Language: Spanish	90%	Paramedic	60%
Language: Troll/Giant	98%	Prowl	55%
Language: Wolfen	50%	Sense of Balance	75%
Literate: American	60%	Streetwise	28%
Literate: Elf/Dragonese	40%	Swimming	70%
Anthropology	45%	Tracking	40%
Armorer	40%?	Trap Construction	20%
Automotive Mechanics	35%	Walk Tightrope or High Wire	71%
Basic Mechanics	30%?	Work Parallel Bars & Rings	71%
Back Flip	85%	Writing	40%
Camouflage	20%?		

<u>Weapons Skills</u> :			
<u>Ancient Weapon Proficiencies</u> :	<u>Strike</u> :	<u>Parry</u> :	<u>Thrown</u> :
Archery/Targeting - Rate of Fire (4)	+1	+1	N/A
Blunt	+1	+1	N/A
Knife	+1	+1	+1
Sword	+2	+2	N/A
Paired Weapons (Sword and Dagger)	N/A	N/A	N/A
<u>Modern Weapon Proficiencies</u> :	<u>Aim</u> :	<u>Burst</u> :	<u>Wild</u> :
Energy Pistol	+4	+2	N/A
Energy Rifle	+4	+2	N/A
Heavy Energy	+4	+2	N/A
Revolver	+5	N/A	N/A

Equipment :

A set of dress clothing and a set of black clothing for covert operations, a gas mask and air filter, tinted goggles, hatchet for cutting wood, first-aid kit with extra bandages and antiseptic, suture thread and painkiller, tent, knapsack, back pack, saddlebags, two canteens, emergency food rations (two weeks supply), Geiger counter, and some personal items (mainly the necklace of his mentor, Marcus). Also, a hand-held wooden cross and three wooden stakes.

Money: 400 credits and a black market item valued at 1D6x1000 credits.

Background :

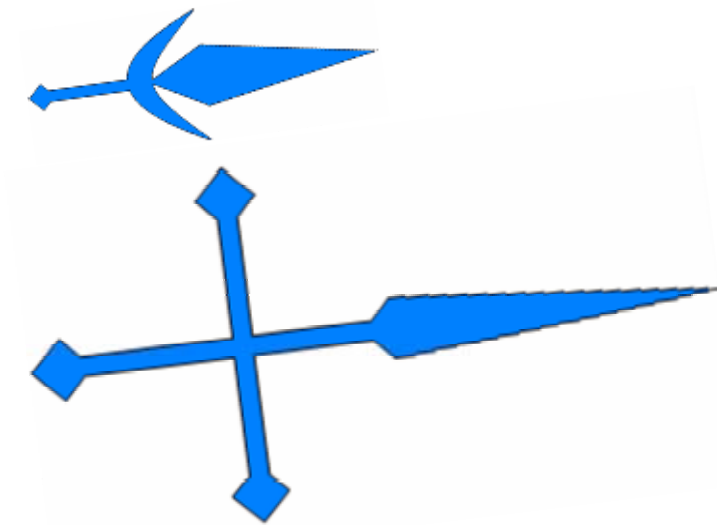
The early childhood of Sir Colwynn still remains a mystery. However, at the age of twelve, he was found by Sir Marcus of the Cyber-Knights. The young Nicholas Colwynn was being attacked by a group of D-Bee hating humans on the edge of Coalition Territory. Sir Marcus rescued the boy from the angry mob. After which, Colwynn decided to follow Sir Marcus on his journeys. It turned out that the boy's father was killed before he was ever born and his mother had just more recently passed on.

During their travels, Sir Marcus began to teach him the ways of the Cyber-Knight. As Colwynn's training was nearing completion, the two were attacked by a squadron of Coalition troops. During the battle, Sir Marcus became mortally wounded. The wound came from protecting a mistake the Colwynn made during the battle. All though the battle seemed hopeless for the two, relief came when some troops from Fort Haven helped to destroy the remaining forces. After burying Sir Marcus, Colwynn joined the soldiers of Fort Haven as thanks for saving his life.

Unfortunately, Sir Marcus was killed before Colwynn's training was complete. Due to traveling with Marcus for long enough and the limited training he received, he was able to form a psi-sword. However, his psi-sword was not up to the full strength of a typical Cyber-Knight. Also, he was unable to form the psi-sword with the detail typical of a Cyber-Knight. This is the reason his psi-sword is more simplistic in design and could never be mistaken for a real blade. In addition to an undeveloped psi-sword, some of the philosophies of the Cyber-Knight were also left incomplete.

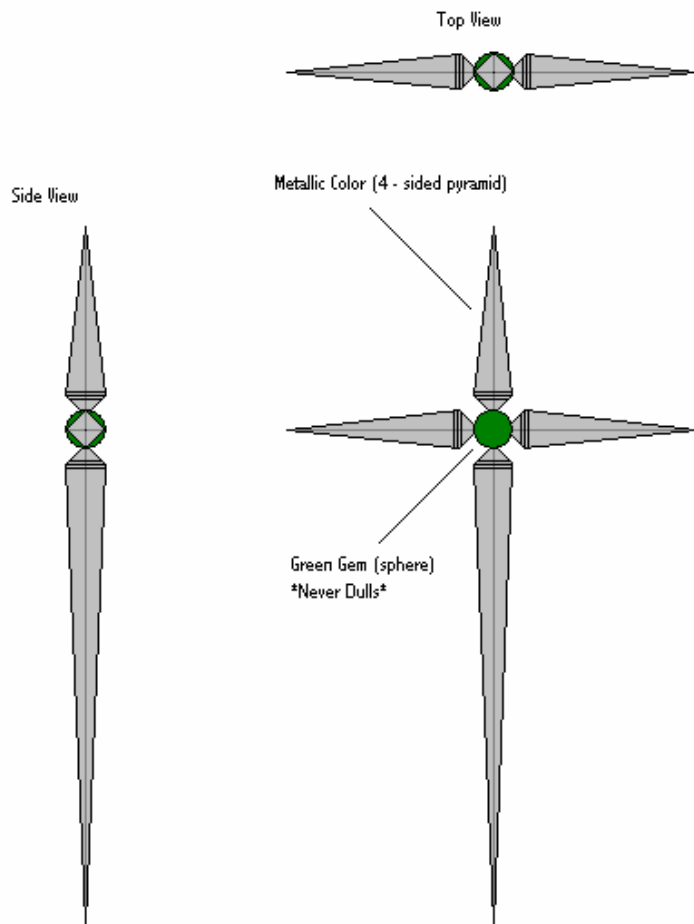
While staying at Fort Haven, another Cyber-Knight passed through. She stood at Fort Haven for a few days to recuperate from her journeys. While there, she helped show Colwynn how to fully form his psi-sword. In addition, she tried to convince Colwynn to come with her. She explained to Colwynn how a Cyber-Knight shouldn't form an allegiance to any particular nation or cause. She also intended to help Colwynn complete his studies as a Cyber-Knight. However, Colwynn refused to leave. He said he felt an obligation to Fort Haven and would stay with them until the end. She left the next day. Despite their difference in opinions, Colwynn still held her in the highest respect for what she tried to do for him.

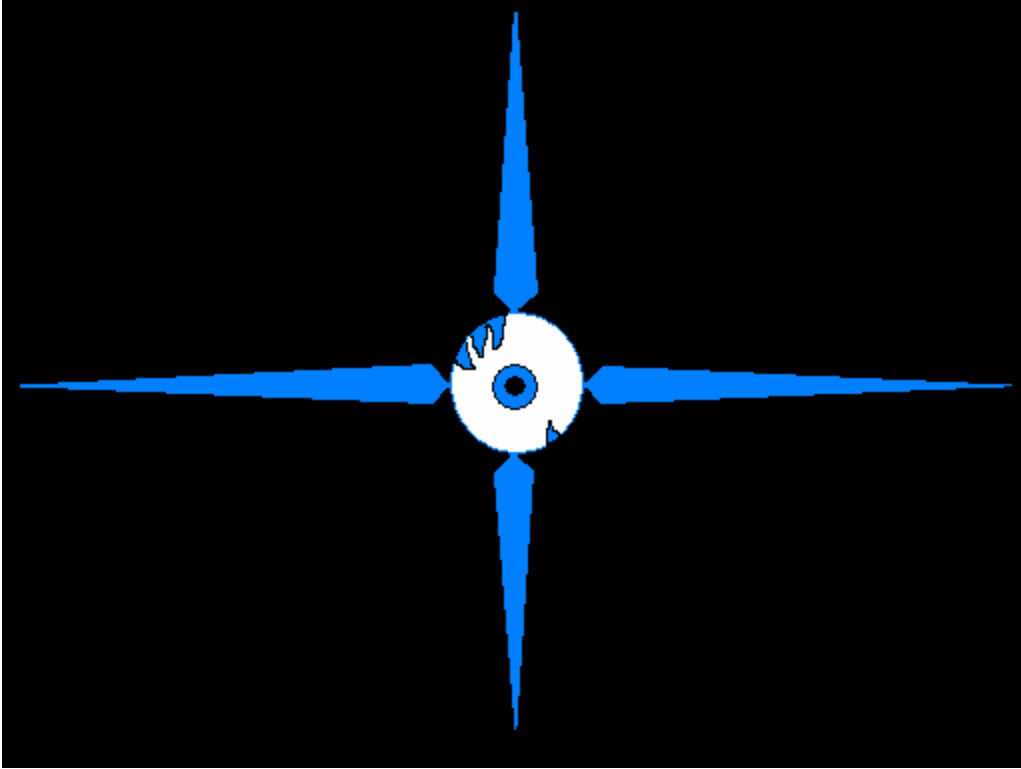
The Demon's Eye Unit: While part of the Fort Haven Defense Force, he became the sergeant of the 13th Unit, the Demon's Eye. It was primarily a scouting party to ward off unwelcome visitors (such as the Coalition). However, due to the Cyber-Knight nature of Sir Colwynn, the unit also had a tendency to watch out for demons and other creatures of an evil nature. These creatures would usually be hunted and slain. However, there were certain incidents in which the danger level was considered too high. Although Sir Colwynn had sworn an oath to vanquish evil, his unit had not and he would refuse to put them in unnecessary dangers.



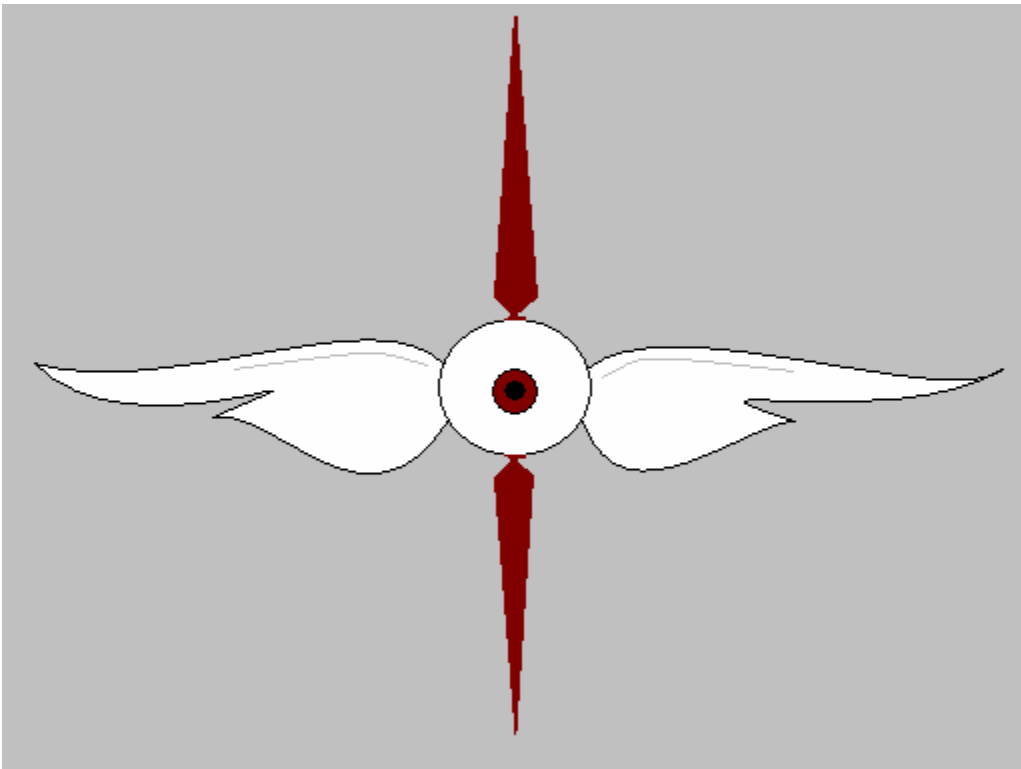
Sir Colwynn's Psi-Sword and Psi-Dagger (to the left). The Psi-Sword is the size of a Giant Sized Claymore Sword while the Psi-Dagger is the size of a typical Giant Sized dagger. He uses the two in combination whenever he is outnumbered or an opponent is armed with two like weapons.

The necklace (to the right) was originally worn by Sir Marcus. However, after he was slain in battle, Sir Colwynn took the necklace and wears it in memory of his mentor. The necklace was human sized. For no reason would he ever sell the necklace. It is the only thing he has left of his mentor and he will not give it up for any reason. Except to a person to whom it rightfully belongs (its possible Marcus intended to give it to someone without Colwynn knowing about it). Even then, the person must prove that it is rightfully theirs.





The insignia on Sir Colwynn's Armour. It is placed on the left side of the chest plate. It is a combination between the symbol of his mentor and his unit, "The Demon's Eye."



The insignia of Sir Marcus, the mentor of Colwynn. It was placed on the same area of the armour as stated above.