Ezekiel (template)

- Ezekiel Byrne (once-irrepressible)

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General information:

Setting:

Pu'er

Characteristics:

Character Sheet:

Drow
Level 14 Brute | Rogue

Foundations: Strength M5, Agility M5, Dominance J5, Durability J5 | Lust A1.
Theories: Resilience bonus M10, hit point multiplier M10, unarmed bonus M5, grappling bonus M5, dodge bonus M5, dominance strength M10, dominance targets J5, jumping theory M5, defensive theory J5, guard theory A1

Stats and Talents:

Abstract:

- **Charisma: 11**
  - Carousing 8, Reactions 2
- **Duplicity:** (8 (+*2*)) **10**
  - Intimidation 8
- **Intelligence: 6**
  - Languages 6
- **Will: 2**
  - Bravery 2
- **Luck: 7**
  - [Luck Dexterity 6]
- **Mysticism: 0**
  - [N/A]

Concrete:

- **Dexterity: 9**
  - Blunt Weapons 8
- **Agility:** (18 (+16, +*2*) **36**
  - Initiative 8, Acrobatics 8, Dodge (2 (+20)) 22
- **Resilience:** (15 (+20)) **35**
  - Blunt Damage Reduction 14

- **Health:** (13 (*-2*)) **11**
  - Half Vigor 12
- **Strength:** (21 (+16)) **37**
  - Grappling 10, Melee Damage 8, Athletics 2
- **Perception:** (4 (*+3*)) **7**
  - Reflex 6, Lightvision 2, Hearing 2, Social Perception 4

Attributes:

Hit Points:

516 Green / 516 Yellow / 516 Red

Vigor Points:

66

Movement Speed:

96 feet per action (Hop height 192 feet per action, Leap length 480 horizontal and 96 vertical feet per two actions)