

# HERN

**AC: 4 / 5**

**HP: 70**

**TYPE:** Humanoid

**COMMUNITY:** Clan Cambol

**GENDER:** Male

**AGE:** 16

**RANK:** 0

**XP:** 32

**WOUNDS:** \_\_\_\_\_

**LAND SPEED:** 8 / 600 / 12

**MS:** 13 [Luck Roll 65%]

**IN:** 15 [Idea Roll 75%]

**DX:** 12 [Agility Roll 60%]

**CH:** 15 [Charisma Roll 75%]

**CN:** 17 [Stamina Roll 85%]

**PS:** 15 [Effort Roll 75%]

**LANGUAGES:** Cambol Speak, Trade Speak, Dabber Speak, Jaget Speak, and Humanoid Lingo.

**PHYSICAL MUTATIONS:** Dual Brain, Radiation Eyes (level 15 Intensity), Sound Imitation (immune to Sonic Blast).

**MENTAL MUTATIONS (Brain #1):** Genius Capability (Military), Molecular Sense.

**MENTAL MUTATIONS (Brain #2):** Mental Control of Body.

**SKILLS AND BACKGROUND:** Fighting with Weapons (short bow, short sword, and spear) Skill, Physical Science Knowledge.

**EQUIPMENT:** Studded leather armour, shield (5), short sword (2), short bow (3), bedroll (2), tinder box (steel and flint) (.2), water skin (full) (.5), 6 torches (3), and a week's worth of dried rations (1) in a small leather sack (.2).

**TOTAL WEIGHT CARRIED:** 16.9 kg

**CHARACTER IS:** Burdened

**WEALTH:** 25 gp

**NOTES:** Can do 2 actions/attacks per single action; +4 to figure-out artifacts; +4 to hit in combat (+6 to hit when using short bow, short sword, or spear); +1 to each die of damage (+2 to each die of damage when using short bow, short sword, or spear); he does 1d6 extra damage to anyone he has previously touched; when undergoing Mental Attacks, two separate attacks are rolled, one against each brain. If either fails, the Mental Attack is unsuccessful.

## COMBAT ACTIONS:

**Punch:** +4 to hit, 1d4-2 damage

<b>AC:</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>
<b>Base To-Hit Roll:</b>	14	13	12	11	10	8	7	6	5	4

**Short Bow:** 90 m range, +6 to hit, 1d6+2 damage, 20 poisoned arrows (level 13 Intensity sleeping poison)

<b>AC:</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>
<b>Base To-Hit Roll:</b>	18	16	15	14	13	12	11	10	9	8

**Short Sword:** +6 to hit, 1d6/D+2 damage

<b>AC:</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>
<b>Base To-Hit Roll:</b>	18	17	16	15	14	13	12	11	10	9

**APPEARANCE:** Hern stands 1.78 m tall and weighs 76.2 kg. He has long, straight dark purple hair tucked under a beige cloth turban that sits on the top of his rotund head (held high by his thick neck). His face is dominated by a pair of large round, bulging eyes. His eyes have no visible irises, they glow with a dark purple aura. He has a light blue complexion with dark blue dots on his arms, legs, and body. His body, arms, and legs have normal proportions, but his fingers and toes are 1.5 times longer than average.

**CHARACTER'S BIRTH DATE:** 5th of Deku, 134 N/A

**BACKGROUND:** Hern is from the Cambol village of Harzvil. His humanoid family included his father and mother, Korl and Salla, his older brothers, Shak and Dorl (+2 and +1 years older), his younger brother, Tich (-1 year younger), his younger sister, Kalla (-2 years younger), and his grandparents, Celen and Amm (+47 years older, +43 years older). They all share a small homestead on the outskirts of Harzvil village.

When Hern was a small child of five, his mother and his father were killed protecting him and his siblings from a pack of wild podogs that had invaded their village. With their parents gone, Hern and his four siblings were raised by his grandparents. His grandfather, Celen, didn't seem to have any specific occupation. When the family needed money, he would just appear to have it. What Hern and the rest of the family didn't know was Celen had some treasure stashed away from his days as an adventurer.

When Hern was a small child, he would sit on the knee of an old family friend (a pure strain human named Grian) who was a confidant and comrade to Celen. Grian would tell tales of adventure and excitement of days long past. These stories fascinated Hern and he couldn't wait to explore the wider world outside of their little village. When Hern was nine, Grian suddenly left Harzvil and has not heard from since.

At the age of ten, he befriended an elderly mutant Jaget neighbour named Dargo Stant. Many in the village thought Stant was a little bit 'touched' in the head but Hern knew better. He was amazed at Stant's strange knowledge. At first, Hern thought Stant was a wizard of some type since his knowledge seemed magical in nature. Stant was a self-taught scholar on the Ancients. Stant taught Hern the difference; he taught him about what the Ancients called, science.

At the age of twelve, he befriended a Dabber neighbour, Zippa, who was the same age as Hern. Together they would explore the local area and get into many high jinks together. Unfortunately Zippa and his family were killed a year later by a Bonapartist raiding party from the east. Hern still misses his friend to this day.

At the age of fourteen, Hern joined his village's militia so he could help defend his family and his neighbours should the need arise. His drill sergeant, an old tough as nails pure strain human named Jardo, taught Hern how to handle a short bow, short sword, and a spear.

At the age of fifteen, Hern fell in love with a humanoid girl named, Chanza. She was a year younger than him and her father disapproved of Hern and their relationship. As a result of this disapproval, Hern and Chanza have kept their relationship a secret. The tall and thin Chanza had to hide her tears as she watched Hern leave Harzvil for his Rite of Passage. She wondered if she would see him return.

Due to his dual brain mutation, Hern always speaks in plural when referring to himself (we instead of me or I). He also tends to be handsy/touchy with his environment to learn as much as he can from his molecular sense.

He, like many of his age, is taking the Rite of Passage into Pitz Burke so he can become an adult member of Clan Cambol. Hern hopes that he will find something that will help elevate his status with Chanza's father.