

SALVYN

AC: 4 / 6

HP: 62

TYPE: Humanoid

COMMUNITY: Clan Cambol

GENDER: Male

AGE: 16

RANK: 0

XP: 39

WOUNDS: _____

LAND SPEED: 12 / 900 / 18

MS: 16 [Luck Roll 80%]

IN: 15 [Idea Roll 75%]

DX: 16 [Agility Roll 80%]

CH: 10 [Charisma Roll 50%]

CN: 16 [Stamina Roll 80%]

PS: 14 [Effort Roll 70%]

LANGUAGES: Cambol Speak, Trade Speak, Lil Speak, and Humanoid Lingo.

PHYSICAL MUTATIONS: Anti-Life Leech, Modified Body Parts, Photosynthetic Skin, Skeletal Enhancement.

MENTAL MUTATIONS: Heightened Brain Talent, Plant Control, Teleport Object.

SKILLS AND BACKGROUND: Botany Knowledge and Foraging Skill.

EQUIPMENT: Shield (5), spear (2), 2 hand axes (2), bedroll (2), tinder box (steel and flint) (.2), Shadow Years harmonica (worth 50 gp) (.1), small leather sack (.2).

TOTAL WEIGHT CARRIED: 11.5 kg

CHARACTER IS: Unburdened

WEALTH: 22 gp, Shadow Years harmonica (worth 50 gp).

NOTES: Skin is hard as tree bark (natural AC of 6); +1 to AC; +1 to hit in physical combat; +2d6 damage with swords, maces, spears, and similar weapons; half damage from physical blows; +2 to figure out artifacts; MS 20 when attacked in Mental Combat; he automatically detects lies.

COMBAT ACTIONS:

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

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

Hand Axe: 18 m range, +1 to hit, 1d6/H+2d6 damage.

AC:	1	2	3	4	5	6	7	8	9	10
Base To-Hit Roll:	19	18	16	14	13	12	11	10	9	8

Spear: 18 m range, +1 to hit, 1d6/D+2d6 damage.

AC:	1	2	3	4	5	6	7	8	9	10
Base To-Hit Roll:	19	17	16	15	14	13	12	11	10	9

APPEARANCE: Salvyn stands 1.93 m tall and weighs 96.2 kg. He has greenish-brown wood-like skin and dark green leaves for hair. His wooden body is smooth and agile. His thin face sports a goatee of small twigs and leaves on his chin. Salvyn likes to wear loose robes, often with green and yellow colours.

CHARACTER'S BIRTH DATE: 3rd of Junu, 134 N/A

BACKGROUND: Salvyn is from the Cambol village of Blacktun. His family were well respected in the community. His father, Fros, and mother, Kass, both were members of the village's militia. They often were in the

thick of things when direct action was required. One night the villagers banded together to protect their village from Ery raiders. Kass was pregnant with Salvyn at the time. She fought hand to hand with the Ery tribesmen and after driving them off, she went into labour and gave birth to Salvyn in an open field northwest of the village. His mother always said that he came out 'all-wooden' because of the field he was born in. She thought it was cursed.

Salvyn is the oldest of five siblings. From oldest to youngest, they are Lyth (-2 years younger, sister), Skol (-4 years younger, brother), Arvyn (-5 years younger, brother), and Syp (-8 years younger, sister). Unfortunately tragedy struck the family with the birth of Syp. Kass passed away as Syp was born. Fros unconsciously blamed Syp for her mother's death so he wasn't much of a father to her. Salvyn became her big brother and father figure.

At the age of six, while snooping through his father's room, he found a package wrapped in brown paper that had his name written on it. Salvyn opened it and inside was a strange metal bar with small holes on its sides (a harmonica). With it was a note that said, "*Music can uplift one from the harsh realities of life. To live without music, is to live without nature.*" It is signed, Santokoruxus. Salvyn knew the name of Santokoruxus. he was a famous travelling musician who was a popular entertainer. **[GM NOTE: Santokoruxus is Salvyn's true father.]**

At the age of nine, he had made friends with a Lil known as Thyp. He would sneak food to the Lil and in exchange, Thyp taught Salvyn his language. They remained friends for several years until Thyp just stopped showing up one day. Salvyn was sad to say goodbye to his friend. They had such fun time together.

At the age of twelve, Salvyn was befriended by a young pure strain human named Orka. Orka and his family claimed they were originally from the village of Wilming but relocated to Blacktun in search of greater security (from Red Death raiders during the summer). Salvyn and Orka became best of friends. Orka would speak often on all these amazing facts about plant life that Salvyn just naturally absorbed. Salvyn never gave thought on how Orka knew all this stuff, he just accepted it. Orka and his family left Blacktun after a year.

[GM NOTE: Orka and his family are actually androids who are actually a cell of deep cover spies sent from the secret Android installation in the Deathlands of Fonzbee. He and his "family" were sent to gather intelligence about the organics of this region. Such knowledge may be needed in the future. The androids' Grand Thinker foretells of a time where machine shall rule over organics. Orka actually felt friendship towards Salvyn.]

Age the age of thirteen, Salvyn had his first religious experience. This was when his photosynthetic skin mutation matured and now worked to its full effect. He stuck his feet into the dirt for the first time and raised his head to the sun. He worships nature and he considers this to be his first 'communion' with the earth itself. His 'feeding' this way has become a part of his religious routine – he digs his toes into the earth and basks in the light. He finds the process nourishing both physically, mentally, and spiritually.

At the age of fifteen, he encountered a sleeth (named Vormae) who had become trapped under her wagon when her brutorz bolted while she was trying to fix a wheel. The cart came crashing down on her and she was pinned, trapped, and helpless. She was lucky that Salvyn happen upon her first. He was able to lift the cart and allow Vormae to crawl out from the cart. Salvyn was able to locate and round up her brutorz. Vormae was so pleased by Salvyn's actions, he gave him a small reward (two hydrogen energy cells). **[GM NOTE: Vormae lives at the Sleeth Enclave at the Deathlands of Utler.]**

He has a deep interest in plant life. He views plants as his brothers and sisters. He dislikes carrying or using wooden torches. He accepts that others may do so out of necessity, but he will keep his hands and spirit pure. The only wood that he will burn is deadwood and even then, not until after rigorous prayer.

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.