

# FEYNA ENNZ

AC: 3 / 6

HP: 82

**TYPE:** Pure Strain Human

**COMMUNITY:** Clan Cambol

**GENDER:** Female

**AGE:** 16

**RANK:** 0

**XP:** 30

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

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

**MS:** 15 [Luck Roll 75%]

**IN:** 14 [Idea Roll 70%]

**DX:** 18 [Agility Roll 90%]

**CH:** 16 [Charisma Roll 80%]

**CN:** 18 [Stamina Roll 90%]

**PS:** 14 [Effort Roll 70%]

**LANGUAGES:** Cambol Speak, Trade Speak, Ancient Speak (French), Sleeth Speak, and Pure Strain Human Lingo.

**SKILLS AND BACKGROUND:** Fighting with Weapons Skill (hand axe, short bow, and short sword), Human Physiology and Medicine Knowledge, Literacy [Cambol Speak and Ancient Speak (French)] Knowledge.

**EQUIPMENT:** Feyna has fibre armour, shield (5), laser pistol (2), short sword (2), short bow (3), bedroll (2), tinder box (steel and flint) (.2), water skin (full) (.5), 5 torches (2.5), and a week's worth of dried rations (1) in a small leather sack (.2). She wears a polished metal bolt ring (worth 25 gp) on her left hand. Her arrows have been treated with level 14 intensity poison that paralyzes for 2d20 minutes. She has recently scavenged a pair of working ultraviolet goggles (.2).

**TOTAL WEIGHT CARRIED:** 17.4 kg

**CHARACTER IS:** Burdened

**WEALTH:** 30 gp, polished metal ring (25 gp).

**NOTES:** +3 to AC, +3 to hit in physical combat (+5 when using a hand axe, short bow, and/or short sword), +1 to each die of damage when using a hand axe, short bow, and/or short sword.

## COMBAT ACTIONS:

**Laser Pistol:** 90 m range, +3 to hit, 5d6 damage, 10 shots

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

**Punch:** +3 to hit, 1d4-2 damage

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

**Short Bow:** 90 m range, +5 to hit, 1d6/D+1 damage, 14 poisoned arrows (level 14 Intensity paralytic poison)

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

**Short Sword:** +5 to hit, 1d6/D+1 damage

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

**APPEARANCE:** Feyna Ennz stands 1.75 m tall and weighs 61.7 kg. She has a medium brown complexion, short black Afro of hair, and large oval, dark brown eyes. She has a dark claw-shaped birthmark on her left shoulder. She wears a red and yellow cloth headband, has three strands of red cloth tied to her right forearm, and three strands of yellow cloth tied to the pommel of her short sword.

**CHARACTER'S BIRTH DATE:** 25th of Apru, 134 N/A

**BACKGROUND:** Feyna Ennz is from the Cambol village of Lanz Burke. Her mother, Sylbi, died from fever when Feyna was two years old. She was raised by her father, Herant, and her two older brothers, Urn and Vred. She's used to being tough since she grew up with two older brothers. They all still live in a large wooden frame house built by her late grandfather, Owan Ennz. Feyna calls the small room at the back of the house her own.

Feyna has always had an independent streak in her. When she was seven, she ran away from home to explore. She was gone for four whole days while her family frantically searched for her. What they didn't know was she had stumbled into a hidden wardent lair in the nearby forest on her second day of exploring. She was a dishevelled mess which was a stark contrast against the lair's owner – a well-groomed wardent dressed in an extravagant dark blue waistcoat, with pince nez glasses on the end of his nose, and a dark top hat at a rakish angle. He introduced himself as Typ Bawg, Esquire. He took an instant liking to the young Feyna and made her welcomed. They spent three days having splendid meals and conversations. Typ Bawg was impressed with Feyna's natural curiosity as she pelted him with question after question. On the third day, he escorted her back to her village and then went his own way. She had always wondered what happened to Typ Bawg, Esquire.

At the age of ten, she was off on her own foraging on the outskirts of the ruins of Nukastle where she found a metal bolt that she now wears as a ring. It has since become her lucky talisman. Her older brother, Urn, always wanted the ring for his own but Feyna refused to give it up, no matter how demanding (or violent) her brother got.

At the age of thirteen, Feyna befriended a man who stumbled into her village wearing a strange suit of shining cloth and metal (unknown to them, this was the stranger's high-tech spacetime suit). The man tried to talk to the villagers but no one understood his language (he was speaking in Ancient French). What he was actually saying was his name was Dr. Sébastien Dupree and he claimed to be from the past. Everyone thought he was nuts and the local tribesmen were going to kill him since he was an outsider, but Dr. Dupree helped heal an injured child so the village elders granted him his life as a reward. From then, the rest of the village ignored him but Feyna was fascinated with him. As a result, she quickly became his friend. From Dr. Dupree, she learned much about the human physiology and medicine. He also taught her how to read in both Ancient Speak (French) and in Cambol Speak (which he picked up quickly while he was living in the village). On the cusp of her fifteen birthday, Sébastien said his goodbyes to Feyna as he pulled on his space-time suit. He said he had fixed his suit and it was time to return to his own time. He promised they would meet again... in time. He then activated his suit's controls and vanished.

Also at the age of fifteen, she rescued a severely injured hawkoid lying on the ground motionless. Feyna picked up the hawkoid and took him home to her small room. There she tended to his wounds. Her nursing brought the hawkoid back from the brink of death. The hawkoid was shocked that he still lived. He introduced himself as, "*Captain Aribald of the Seventh Flock, Corsair of the Seven Winds, Plumage of the Vermillion Order, and Honour Guard of Her Majesty Queen Rowellan! Long Live the Queen!*"

Captain Aribald thanked Feyna for saving his life and for doing so, he pledged his life to hers. He announced himself as her personal honour guard, much to her surprise. This has since led to some serious, but mostly comedic situations in the village, often stemming from Captain Aribald's misunderstandings about Cambol culture.

She, like many of her peers, is taking the Rite of Passage into Pitz Burke so she can become an adult member of Clan Cambol. She has told Aribald that he cannot come with her but he has been shadowing her progress from a distance, high up in the air.

**NAME:** Captain Aribald of the Seventh Flock, Corsair of the Seven Winds, Plumage of the Vermillion Order, Honour Guard of Her Majesty Queen Rowellan, Protector of Lady Feyna

**TYPE:** Hawkoid

**HP:** 25

**MORALE:** 9

**ARMOR:** 3 / 6

**HIT DICE:** 8d4

**AIR SPEED:** 36 / 1800 / 36

**MS:** 16 [Luck Roll 80%]

**IN:** 11 [Idea Roll 55%]

**DX:** 18 [Agility Roll 80%]

**CH:** 14 [Charisma 70%]

**CN:** 9 [Stamina Roll 45%]

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

**LANGUAGES:** Hawkoid Speak and Trade Speak.

**ATTACKS:** 1 Bite (1d4 damage), short sword (1d6/D damage).

**MUTATIONS:** Energy Absorption, Fear Generation, Levitation, Repulsion Field.

**DESCRIPTION:** He stands 1.5 m in height and has a 1 m wingspan. He has dark black feathers on his wings & body, and he has white feathers on his head. He is wearing a custom leather vest with distinct military markings of some rank. He has a short sword dangling from his belt.

**BACKGROUND:** Aribald was once a member of the honour guard of Queen Rowellan until that day when she was disposed by her brother, Prince Targeneta, in a clan uprising. All of her followers were slain or enslaved. Aribald fell while fighting for his Queen. Just before he blacked out, he saw his beloved queen be murdered by her own brother.

With his life restored, Aribald now looks for a new purpose. He failed his own Queen so now he is looking for redemption. Feyna has become his new suzerain. He will protect her until his death. He always calls Feyna, 'My Lady.'

**NOTES:** +3 to AC; +4 to Hit in Physical Combat; Absorbs the first 10 points of damage by radiation or energy weapons; Immune to Paralysis Rods.

	AC:	1	2	3	4	5	6	7	8	9	10
<b>Bite To Hit Roll:</b>		13	12	11	10	9	8	6	5	4	3
<b>Sh. Sw. To Hit Roll:</b>		17	16	15	14	13	12	11	10	9	8