

Vol Garn

Lutin Goodwill Ambassador



Brawling:	Gr(+2)(15)	Reputation:	Ou(+3)(20)
Agility:	Gr(+2)(15)	Health Points:	65
Strength:	Gr(+2)(15)	Story Points:	45
Endurance:	Ou(+3)(20)		
Willpower:	Gd(+1)(10)		
Intelligence:	Gd(+1)(10)		
Perception:	Gd(+1)(10)		
Resourcefulness:	Gr(+2)(15)		

Powers

Enhanced Smell: Gr(+2)(15)

Enhanced Taste: Gr(+2)(15)

The Lutin senses of taste and smell are more sensitive than that of humans, and Garn's are more sensitive than most. He remembers complex combinations of smells and tastes the way humans remember faces. Garn defends against attacks directed at his enhanced senses with a (-1) penalty.

Sharp Attack: Gr(+2)(15)

Garn sports retractable claws on his hands and feet plus a set of pointed teeth—all hard enough to scratch brick.

Fly: Gd(+1)(10)

Almost unheard-of for Lutins, Garn has an enormous pair of multicolored feathered wings. From a complete stop, he can take off at **Dreadful** speed, and accelerate by one level every turn until he reaches a top speed of 200 meters per turn (120 kph / 75 mph). Garn can't hover in place, but he is strong enough to carry aloft as much weight as he can lift.

Protection from Cold: Wk(-2)(2)

Garn's purple pelt allows him to ignore cold temperatures down to about -20°C (-4°F).

Gear

Enchanted Leather Armor

Price: **Ex(+4)(30)**

- Material: **Pr(-1)(4)**, enchanted leather
- Armor: **Ex(+4)(30)**
This armor is enchanted to be nearly weightless; it floats.

Enchanted Razor Gauntlets

Price: **Ex(+4)(30)**

- Material: **Ex(+4)(30)**, enchanted steel, sharp
At the wearer's mental command, three 30 cm (1 ft) razors can appear or disappear from the back of each gauntlet.

Disguised Lutin Halberd-Rifle

Price: **Ph(+5)(40)**

Halberd

- Material: **Ex(+4)(30)**, steel blade and iron-cored oak shaft
- **Rifle**
- Range: **Gd(+1)(10)**, 200 m (600 ft)
- Damage: **Gr(+1)(15)**, sharp
- Shots: 6
- Extra Attacks: +1

The rifle is hidden inside the Halberd's shaft; Only the muzzle tip can be seen at the top. Both the trigger and breachblock are disguised as a knots in the wood.

Skills

Language: Lutinaise, Human (Eastern, Central, Western), Ki-Wakyambi, Koro-go, Sidhe, Traveler's Creole.

Culture/Customs: Humans.

Charm: (+1) bonus in social situations.

Negotiation: (+1) bonus in social situations.

Profession: Diplomat.

Aerial Combat: (+1) bonus when fighting while flying.

Weapons, Sharp: (+1) bonus when fighting with sharp weapons.

Firearms: (+1) bonus to Agility.

Marksmanship: ignore all penalties for range.

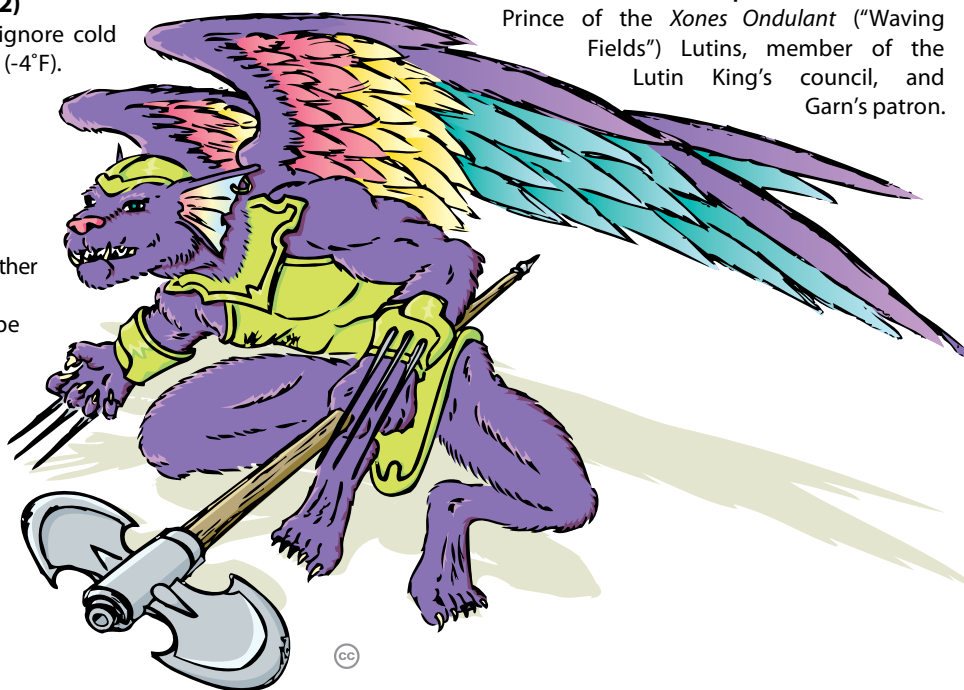
Specialist: Lutin Halberd-Rifle; (+2) bonus in combat;

+1 level to Perception when determining who goes first.

Contacts

Trois-Bois ("Three Antler") Jaq: Su

Prince of the *Xones Ondulant* ("Waving Fields") Lutins, member of the Lutin King's council, and Garn's patron.



Description

Appearance

Vol* Garn is a broad-shouldered Lutin about 150 cm (5 ft) tall with a 450 cm (15 ft) wingspan, weighing about 70 kg (155 lbs). Most of his mass is concentrated towards his upper body, particularly his chest, with the rest of his body getting smoother and leaner from there. He has a plush coat of vibrant purple fur, turquoise eyes, ivory teeth and claws, and iridescent feathers that range in color from salmon pink to lemon yellow to turquoise blue. A bright pink nose tops his cat-like muzzle, and the insides of his large, fan-shaped, scalloped ears repeat all the colors in his feathers.

Garn speaks with a deep growl and manages to twirl his “R”s in every one of the many languages he knows. When spending time around non-Lutins, Garn makes a point of wearing clothes—and dressing in a manner that’s considered boring, bland, and uninspired by Lutin standards. When around humans, Garn always presents himself as a “he”, even though Lutins can spend portions of their lives as the equivalent of female and portions of their lives as the equivalent of male. He has the ability to deeply empathize with non-Lutins, even if he doesn’t understand them, and sometimes forms “secondary kin-groups” with them.

Background

Garn’s current extended mission is a long-term project of the Lutin Prince Trois-Bois Jaq. Garn started out serving his kin-group in the obvious roles that suited someone of his natural abilities: scout and courier. That changed when he delivered a message to his Prince’s pavilion during a disintegrating negotiation, got dragged into the discussion, and not only displayed great empathy for both sides, but showed a level of diplomacy that no one knew he had. After that day, Prince Jaq became Garn’s patron and tutored him in statecraft.

Jaq, like all Lutins, could not comprehend the concepts of beauty and ugliness, but was smart enough to record how

humans reacted to particular Goblins, and was convinced that Garn would impress them. With his social skills and the right training, the Prince reasoned that Garn would be made welcome among the humans. In time, he might convince them to parley with Goblins before simply attacking them on sight; Failing that, he might still charm out some good intel.

The Prince’s project has been a success on many levels. A few wars have been prevented, and Garn has become a hero among the humans. He has wintered in the archipelago Empire of Qin, the Praxton Realms, and even the fractured Kingdoms of Valois—and become involved in their problems and their lives. And Prince Trois-Bois Jaq has been amassing an impressive amount of intelligence on the realms of humans.

Notes

Home Base: Haven

Story: Garn can be found in the court of many a human kingdom, sitting as a trusted advisor of the local ruler and acting as a champion of the people, risking his life for them as he would for his own kin-group. If he spends enough time and shares enough adventures with the PCs, he may come to consider them his current “secondary kin-group”. However, he still periodically reports to the Goblin Prince Trois-Bois Jaq, so whatever he knows, the Prince eventually learns.

Character points: (4,213 - 0 in limitations =) 4,213

Unused character points: 87 (built with 4,300 points)

*The “Vol” in the first part of his name refers to his flying, and as with other Lutins, was bequeathed to him by his kin-group during his “Comment S’appelle?, Comment T’appelle?” Presentation Ritual, when he was one week old. The “Garn” at the end of his name was the Ritual Master’s interpretation of the first sounds he uttered when his kin-group asked him for his name.

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This should go without saying, but this work is a supplement to a *game*, **Ten Thousand Worlds**, and is meant to make a rainy afternoon more enjoyable for you and a few friends. This game requires you to use your imagination. If you have trouble telling the difference between fantasy and reality, then this game is not for you.