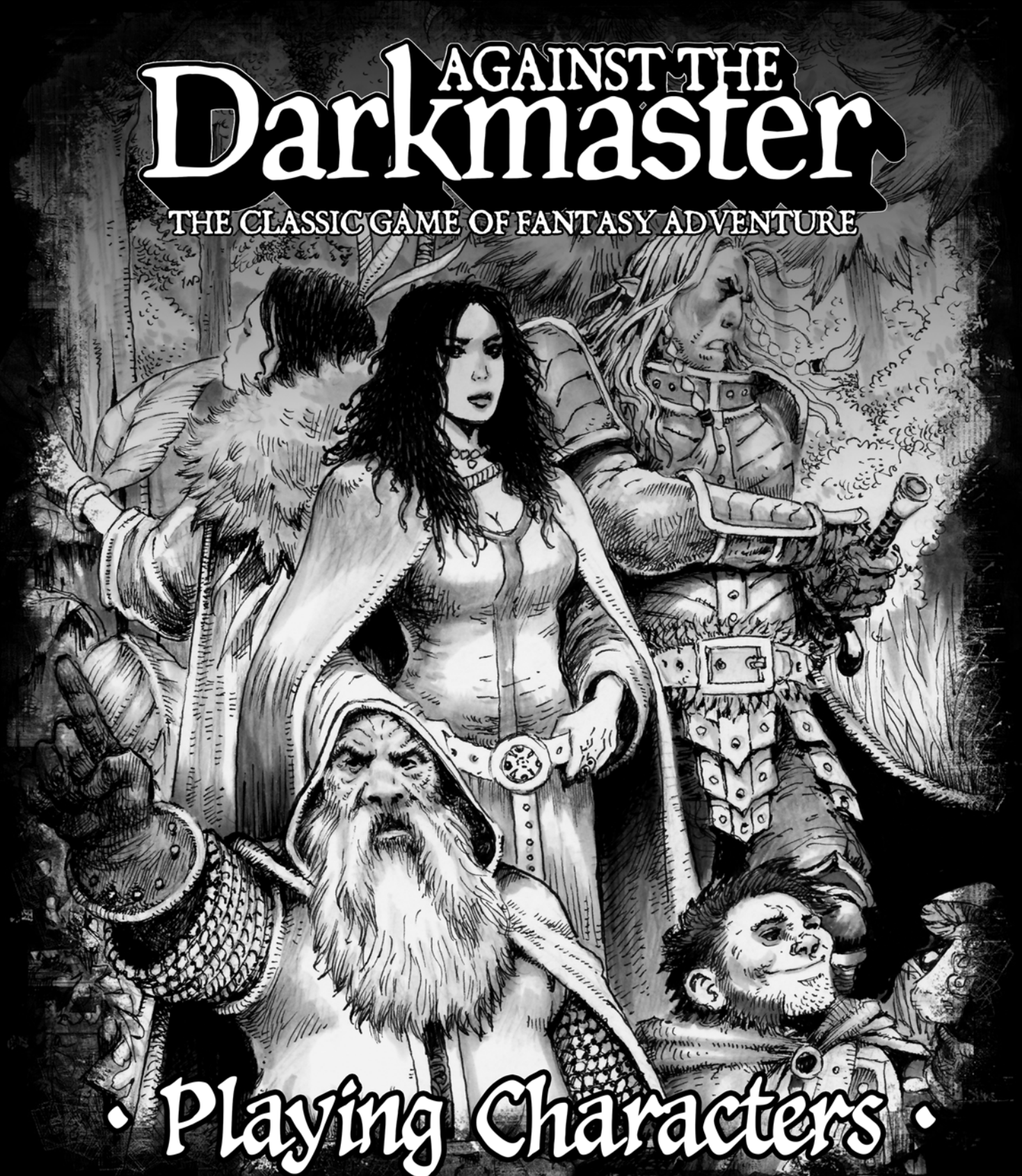


AGAINST THE Darkmaster

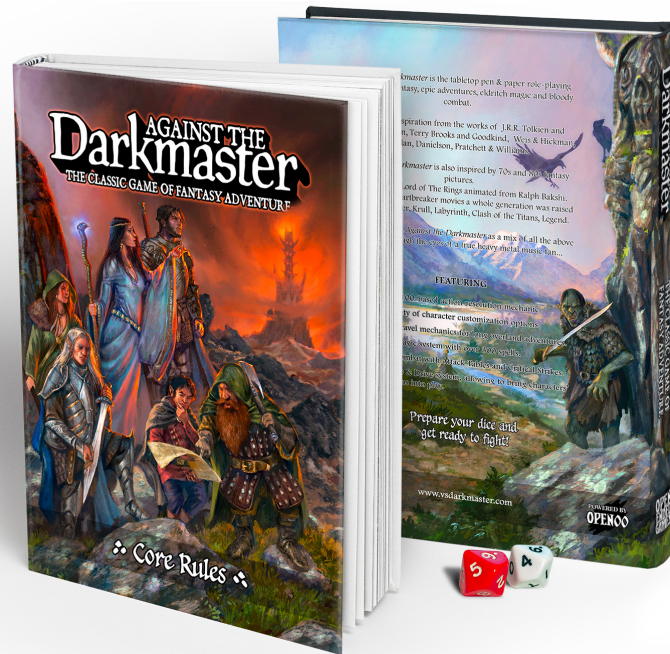
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Deidre



Deirdre

Born under an auspicious moon, Deirdre has always shown an affinity with the spirits of Nature. During her early childhood, she was revealed to be a blessed Shapechanger, favored by the spirit of the fierce Mountain Lion who protected her clan. She was separated from her family and became the pupil of the wise women of her village. With them, she learned to control her gifts, to ride the beast within her without losing herself in its rage and to call upon its strength to help her in time of need.

They also schooled her in the way of Animism, teaching her to commune with the spirits and the healing traditions of the Woods.

During her coming of age ceremony, Deirdre received a powerful vision, warning her about a grave danger, threatening not just her people, but the whole land. She saw a dark shadow stretching over the woods and corrupting everything it touched, choking the life out of the trees and turning the spirits into vengeful ghosts.

Then a mighty voice spoke to her. "In the whispering meadow where the painted joined the ranks of the unpainted in battle, allies you'll find against the coming storm. The carrion crows gather where the starving wolf howls, but only the hound will guide you to the resting place of the flower-crowned queen".

She questioned her elderly teachers about her vision, but even they could not fully understand its meaning. However, they told her that the only place where the Woad once fought side by side with other "unpainted" people they knew, was northeast of the Woad Woods, near a town named Willow Lake.

Still uncertain about the vision's true meaning, but determined to prevent the disaster she witnessed there, Deirdre decided to leave her home. She packed her things, asked her teachers for a blessing, and set out on her quest, towards the town of Willow Lake.

Shapechanger

In certain situations, Deirdre can assume the form of a mountain lion. While in this form, she has the AT, DEF, HP, natural physical abilities, skills and attacks of that beast, while her Lore and mental skills (those skills that require concentration and human intellect) suffer a penalty of -50. While in animal form she cannot speak nor cast spells whatsoever and she's pervaded by a bestial fury. At the beginning of each Assessment Phase, if she's not Engaged, she must pass a Perception Roll or attack the nearest creature.

She reverts to her human form if she's Incapacitated or if there aren't enemies within sight and she passes her Perception Roll. When she returns to her original form, she becomes Weary.

Deirdre can use this ability as a Free Action whenever she becomes Bruised or gain a Drive Point because of one of her Passions, or as a Full Action at any time by spending a Drive Point.



PLAYER

CHARACTER

Deirdre

KIN

Man

CULTURE

Wood

VOCATION

Animist

XP

10

LEVEL

1

MOTIVATION

I must discover what hidden evil plagues this lands.

NATURE

All children of Nature are my children.

ALLEGIANCE

I will protect these forests at any cost.



STATSSPECIAL ABILITIESBACKGROUND OPTIONS

Stat nameBaseKinSpecTot

BRAWNBRN055

SWIFTNESSWI00

FORTITUDEFOR1515

WIT'SWIT1515

WISDOMWSD2020

BEARINGBEA00

Specialization (Healer)

Shape Changer (3BP)

Exceptional Training (1BP)

Ancient Heirloom (1BP)

SKILLSSPELL LORES

Skill nameStat# RanksRankVocKinSpecItemTot

ArmorDP:0

Armor (no Stat)-0

CombatDP:1

Blunt (BRN)55

Blades (BRN)51510

Ranged (SWI)0155

Polearms (BRN)51510

Brawl (BRN)531520

AdventuringDP:2

Athletics (BRN)521015

Ride (SWI)0000

Hunting (WIT)15210530

Nature (WSD)202101545

Wandering (WSD)20315540

RoguaryDP:1

Acrobatics (SWI)021010

Stealth (SWI)021010

Locks & Traps (WIT)1515

Perception (WSD)20210535

Deceive (WIT)15520

LoreDP:4

Arcana (WIT)152101035

Charisma (BEA)055

Cultures (WIT)15520

Healer (WSD)20525151070

Songs & Tales (BEA)0155510

BodyDP:

Body (FOR)152103055

Spell Lore NameStat# RanksRankVocKinSpecItemTot

Spell LoresDP:5

Healing20151035

Master of Plants20151035

Master of Animals20151035

Chanting20151035

Movements of Nature20151035

DRIVE POINTSMAGIC POINTSHIT POINTS & WOUNDS

12345

Kin Base0

Magic StatWIT

Special1

Stat Gain per Level1

Voc Gain per Level3

MP TOTAL

Kin Max120Special

Bruised28HP TOTAL55

BleedStunPenalties

Conditions

Injuries

DEFENSE & ARMOR

Armor TypeNo Armor

Zones ProtectedNone

SWI0ShieldSpecItem

Ranged15W/Shield-DEFTOT.15

WEALTHMOVEMENTSSAVE ROLLS

WL0StatusSerf

ELMR

FOR15Kin05SpecTSR20

WSD20Kin05SpecWSR25

EXPERIENCE TRACKING

You travelled to or explored a location you've never seen before.

You faced dangerous foes and/or difficult situations.

You completed a quest or mission.

You suffered a grievous wound.

Your wisdom or healing arts solved a desperate situation.

You destroyed an evil item or unnatural creature more powerful than you.

SECONDARY SKILLS

Skill nameStat# RanksRankVocKinSpecItemTot

EQUIPMENT & GEAR

[illegible]

MAGIC ITEMS

Item & Description	Bonus
Misteltote Brooch (Magical Focus +1)	MF +1

PEOPLE & NPCs KNOWN

PLACE VISITED & OTHER NOTES

[illegible]

WEAPONS & ATTACKS

[illegible]

ARMOR & PROTECTION

<i>Armor Name</i>	<i>Armor Type</i>	<i>Max SWI</i>	<i>Move Penalty</i>	<i>CMB Penalty</i>	<i>Perc. Penalty</i>	<i>Melee Bonus</i>	<i>Ranged Bonus</i>

HIT POINTS TRACKING

RIDING ANIMAL

Name _____				
Animal Type _____			Ride Bonus	
Move _____	Attack Type _____	CMB _____	DEF <u>15</u>	HP _____
Notes _____				

MAGIC POINT TRACKING

COMPANION ANIMAL

Name _____				
Animal Type _____			Ride Bonus _____	
Move _____	Attack Type _____	CMB _____	DEF _____	HP _____
Notes _____				

HEROIC PATH

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100



Maedoc the Cunning



Maedoc the Cunning

Maedoc is a Rover, one of the irregulars who patrol the borders of the Dwarven Kingdom, keeping the roads safe from bandits and wild animals, and watching out for enemies or other dangers.

As such, he often traveled to the mannish lands, together with his master Feargus Stoutbeard, either to escort a merchant's caravan or hunting some troublesome beast.

It was in one of these travels that he met Eamon the Warden. He was pursuing the leader of a gang of bandits, who escaped capture in the mountains and was trying to hide in the woods around Willow Lake.

When Feargus recruited the young Eamon to help them catch the fugitive, Maedoc was initially skeptic, doubting that a short-bearded man could succeed where dwarves had failed. However, when Eamon's knowledge of the territory led to the swift capture of the bandit, Maedoc had to change his mind about the man's capabilities.

Since that episode, the two ended up helping each other on multiple occasions, and soon became very close friends.

Having completed his apprenticeship years with Feargus, now Maedoc works mostly alone. A few days ago, returning from a long scouting trip on the mountains, he found a carrier pigeon waiting for him, bearing a short message: "Dear friend, please come to Willow Lake as soon as you can, there's something I need to show you. Eamon".

Wondering why his friend couldn't be more specific, and troubled by the urgent tone of the message, Maedoc decided to leave immediately, heading towards Willow Lake.

Strider

You lived most of your life in the wilderness, and are accustomed to the laws of Nature. You are stigmatized as an "outsider" by most part of the civilized people you meet - but you probably don't care.

Minor (cost 1 BP): You gain a special +10 bonus to all your Adventuring skills while you are outdoors, far from civilization. Furthermore, you can travel up to 1.5x normal overland distance per day while moving alone, either by foot or mounted, as long as you are Unencumbered or Lightly Encumbered.



CHARACTER	<i>Maedoc the Cunning</i>				
KIN	<i>Dwarf</i>	CULTURE	<i>Weald</i>		
VOCATION	<i>Rogue</i>	XP	<i>10</i>	LEVEL	<i>1</i>
MOTIVATION	<i>I wander the land to protect my clan and Kin</i>				
NATURE	<i>My word is my bond</i>				
ALLEGIANCE	<i>I'll help Eamon to solve Willow Lake's troubles.</i>				



Stats					Special Abilities	Background Options
Stat name		Base	Kin	Spec	Tot	
Brawn	BRN	10	5		15	Dark Sight
Swiftnes	SWI	25	-5		20	Forge Kin
Fortitud	FOR	0	15		15	Stoneborn
Wits	WIT	20			20	Superstitious
Wisdom	WSD	0	5		5	
Bearing	BEA	0	-5		-5	
						Gifted (1BP)
						Exceptional Training (2 BP)
						Strider (1 BP)

SKILLS

<i>Skill name</i>	<i>Stat</i>	<i># Ranks</i>	<i>Rank</i>	<i>Voc</i>	<i>Kin</i>	<i>Spec</i>	<i>Item</i>	<i>Tot</i>
Armor							DP:	1
Armor (no Stat)	-	2	10					10

Combat							DP:	3
Blunt (BRN)	15	4	20	10			10	55
Blades (BRN)	15	1	5					20
Ranged (SWI)	20	3	15	10				45
Polearms (BRN)	15	1	5					20
Brawl (BRN)	15	1	5	5				25

	Adventuring						DP:	4
Athletics (BRN)	15	2	10	5				30
Ride (SWI)	20			5				25
Hunting (WIT)	20	4	20	5				45
Nature (WSD)	5	1	5	5				15
Wandering (WSD)	5	4	20	5				30

Roguary					DP:			5
Acrobatics (SWI)	20	1	5	20				45
Stealth (SWI)*	20	4	20	20				60
Locks & Traps (WIT)	20	2	10	20				50
Perception (WSD)	5	1	5	20				30
Deceive (WIT)	20	1	5	20				45

	Lore						DP:	1
Arcana (WIT)	20							20
Charisma (BEA)	-5							-5
Cultures (WIT)	20	3	15					35
Healer (WSD)	5							5
Songs & Tales (BEA)	-5	1	5					0

	Body					DP:	1
Body (FOR)	15	3	15	5	40		75

SECONDARY SKILLS

Skill name	Stat	# Ranks	Rank	Voc	Kin	Spec	Item	Tot

SPELL LORES

[illegible]

DRIVE POINTS				
1	2	3	4	5

MAGIC POINTS

Kin Base	
Magic Stat	<i>WIT</i>
Special	
Stat Gain per Level	
Voc Gain per Level	
MP TOTAL	<i>0</i>

WEALTH

WL	2	Status	Freeman
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MOVEMENTS

EL	<u>Unenc</u>	MR	<u>15</u>
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EXPERIENCE TRACKING

<i>You travelled to or explored a location you've never seen before.</i>	☐
<i>You faced dangerous foes and/or difficult situations.</i>	☐
<i>You completed a quest or mission.</i>	☐
<i>You suffered a grievous wound.</i>	☐
<i>Your cunning and dexterity opened a new path when all seemed lost</i>	☐
<i>You tricked an NPC more powerful than you</i>	☐
	☐

EQUIPMENT & GEAR

[illegible]

MAGIC ITEMS

PEOPLE & NPCs KNOWN

PLACE VISITED & OTHER NOTES

WEAPONS & ATTACKS

[illegible]

ARMOR & PROTECTION

<i>Armor Name</i>	<i>Armor Type</i>	<i>Max SWI</i>	<i>Move Penalty</i>	<i>CMB Penalty</i>	<i>Perc. Penalty</i>	<i>Melee Bonus</i>	<i>Ranged Bonus</i>
Leather Jerkin	SL - Torso	-	-10	-	-	-	-
Full Shield	-	-	-10	-5	-	+25	+25

HIT POINTS TRACKING

RIDING ANIMAL

Name					
Animal Type				Ride Bonus	
Move	Attack Type	CMB	DEF	HP	
Notes					

MAGIC POINT TRACKING

COMPANION ANIMAL

Name _____				
Animal Type _____			Ride Bonus _____	
Move _____	Attack Type _____	CMB _____	DEF _____	HP _____
Notes _____				

HEROIC PATH

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100



Gandrell "Windblade"



Gandrell Windblade

Gandrell Windblade was born in the secluded elven village of Dàr Entheas. Despite being the son of an important academic figure, and having his life path open toward an eternity of research and lectures, Gandrell started to show a strong inclination toward the art of war since the early adolescence. It was with resignation that Adamar, his father, let him join the rangers that were in charge of patrolling the Elven Forest also known as Dryv Covert, keeping intruders out and escorting visitors safely to their destination.

Among those few welcomed visitors there was Nevynn, an old wizard who used to visit Gandrell's father to discuss the ancient legends and history of the elven people.

It was during Nevynn frequent visits that Gandrell not only grew fond of the old man, laying the foundation of a long friendship, but also learned about the legends surrounding the nearby human town of Willow Lake. According to the old man, Willow Lake was once an elven settlement, but Adamar strongly rejected the notion, calling it a baseless rumor, and refusing to discuss about it.

Gandrell found his father behavior quite strange, and became fascinated by Nevynn's stories about the small town and its mysteries. In the following years, he began to wander closer and closer to the mannish territories, meeting with Nevynn from time to time, to listen to his stories about the land beyond Dryv Covert. He also became acquainted with Nevynn's niece Mornien, a funny little girl who followed him in his travels.

The years passed quickly, and Nevynn's visits became less frequent, but Gandrell never forgot the old man and his stories. One day Gandrell was out hunting alone, when a great white owl swooshed down from a tree, dropping a small roll of parchment right in front of him. Picking it up, with great surprise he discovered that it was a letter from Nevynn:

"My dear friend Gandrell,

Pardon me if I haven't contacted you in a while, but unfortunately I've been very busy. There's something I'd like to show you, please come to Willow Lake as soon as you receive this letter, I'm sure you'll find it very interesting. I'll be staying at the old tower. If I'm not there, ask Eamon, the local Warden. He's a friend of mine and will surely know where to find me.

Mornien, my niece, will be there, too. I've already reserved her a room at the Dancing Trout inn. You'll find that she's grown up quite a bit since the last time you saw her.

Thank you,

Your old friend

Nevynn"



CHARACTER	<i>Gandrell Windblade</i>			
KIN	<i>Dusk Elf</i>	CULTURE	<i>Fey</i>	
VOCATION	<i>Warrior</i>	XP	<i>10</i>	LEVEL <i>1</i>
MOTIVATION	<i>I'll find out the truth about Willow Lake.</i>			
NATURE	<i>The laws of men do not apply to me, only the rules of Nature bind me.</i>			
ALLEGIANCE	<i>Mornien is my friend's pupil, I must see that no harm comes to her.</i>			



Skill name	Stat	# Ranks	Rank	Voc	Kin	Spec	Item	Tot
Armor							DP:	2

Combat								DP:	5
Blunt (BRN)	0		0	20				20	
Blades (BRN)*	30	3	15	20				65	
Ranged (SWI)	30	4	20	20	10			80	
Polearms (BRN)	0		0	20				20	
Brawl (BRN)	0	1	5	20				25	

Athletics (BRN)	<u>0</u>	<u>2</u>	<u>10</u>	<u>10</u>	<u>10</u>	<u>30</u>
Ride (SWI)	<u>30</u>	<u>1</u>	<u>5</u>	<u>15</u>	<u> </u>	<u>50</u>

Roguary				DP:	2
Acrobatics (SWI)	30	1	5		35

Lore				DP:	0
Arcana (WIT)	5	1	5		10

Body						DP: 2
Body (FOR)	15	2	10	15	25	65

<i>Skill name</i>	<i>Stat</i>	<i># Ranks</i>	<i>Rank</i>	<i>Voc</i>	<i>Kin</i>	<i>Spec</i>	<i>Item</i>	<i>Tot</i>
-------------------	-------------	----------------	-------------	------------	------------	-------------	-------------	------------

<i>Keen Senses</i>
<i>Immortal</i>
<i>Light-Footed</i>
<i>Sure Shot</i>
<i>Lithe and Graceful</i>

*Elven Training (3BP) - SWI replaces BRN for Blades
as long ad Short Swords, Long Swords or
Scimitars are used.*

<i>Spell Lore Name</i>	<i>Stat</i>	<i># Ranks</i>	<i>Rank</i>	<i>Voc</i>	<i>Kin</i>	<i>Spec</i>	<i>Item</i>	<i>Tot</i>
Spell Lores							DP:	0

[illegible]

1	2	3	4	5
---	---	---	---	---

Kin Base	3
Magic Stat	<i>BEA</i>

WL	3	Status	<i>Gentry</i>
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1000

EL
MR
15

Kin Max	120	Special	
Bruised	32	HP TOTAL	65
Bleed	Stun ☐	Penalties	
Conditions			
Injuries			

Armor Type	<i>Leather Jerkin</i>				
Zones Protected	<i>Torso</i>				
SWI	30	Shield	Spec	Item	
Ranged	30	W/Shield	-	DEF TOT.	30

FOR	<u>15</u>	Kin	<u>10</u>	Gain per LV	<u>5</u>	Spec		TSR	<u>30</u>
WSD	<u>0</u>	Kin	<u>0</u>	Gain per LV	<u>5</u>	Spec		WSR	<u>5</u>

<i>You travelled to or explored a location you've never seen before.</i>	☐
<i>You faced dangerous foes and/or difficult situations.</i>	☐
<i>You completed a quest or mission.</i>	☐
<i>You suffered a grievous wound.</i>	☐
<i>You slew a foe more powerful than you.</i>	☐
<i>Your might/bravery solved the most critical situation.</i>	☐
	☐

EQUIPMENT & GEAR

[illegible]

MAGIC ITEMS

PEOPLE & NPCs KNOWN

PLACE VISITED & OTHER NOTES

[illegible]

WEAPONS & ATTACKS

[illegible]

ARMOR & PROTECTION

<i>Armor Name</i>	<i>Armor Type</i>	<i>Max SWI</i>	<i>Move Penalty</i>	<i>CMB Penalty</i>	<i>Perc. Penalty</i>	<i>Melee Bonus</i>	<i>Ranged Bonus</i>
Leather Jerkin	SL	-	-10	-	-	-	-

HIT POINTS TRACKING

RIDING ANIMAL

Name _____					
Animal Type _____			Ride Bonus _____		
Move _____	Attack Type _____	CMB _____	DEF _____	15	HP _____
Notes _____					

MAGIC POINT TRACKING

COMPANION ANIMAL

Name _____				
Animal Type _____			Ride Bonus _____	
Move _____	Attack Type _____	CMB _____	DEF _____	HP _____
Notes _____				

HEROIC PATH

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100



Athelstane the Black



Athelstane the Black

Athelstane was born behind the walled defense of Castle Karthmere on the rocky cliffs of the Southern Reach of the Nine Kingdoms, cadet son to Lord Aethelred of House Crownsworth and Lady Eudelme of House Nanscaster.

Since he was born he was destined to assist his elder brother Aethelbert, destined to rule over the joined lands of the two houses. He would have made for a great Guard Chieftain or Lord's Squire. With his father and brother's assent, he should have married a fair lady of a noble minor house, so to annex their lands and possessions to his House's.

But this was not what Athelstane had in mind for himself. Considering himself far superior in physical qualities to his elder brother, Athelstane was convinced that he should have been himself the true heir of the House. His father advised him to tame his pride because not only strength and skill at arms a ruler needs to lead the household, but calmness, wisdom, and disposition; those last gifts his elder brother had instead inherited.

Yet Athelstane grew a deep resentment against his brother and father because he felt wronged and underestimated. He refused all the official roles they offered him, considering them debasing for a man of his qualities. One evening during a banquet an altercation arose between him and a Knight from House Inverdean. Athelstane claimed his right to avenge the wrong in a duel. Vain were the attempts to solve the situation with diplomacy: Athelstane refused to withdraw his challenge, determined to prove his prowess and honor in the end.

So Redwald of Inverdean and Athelstane fought in a duel. The Knight was a veteran of many campaigns, and quickly bested Athelstane. He was really angered by the young Lord's arrogance, determined to grant no mercy. Before he was able to land the killing strike, however Aethelbert stepped into the battle himself and killed the Knight saving his brother's life. This costed a strife between the two Houses that still today rages on. Athelstane was immediately banned from his House's lands. Had he remained, it would have costed his life. From that day he dressed black and thus gained his epithet.

He moved to the capital of the Nine Kingdoms, the City of the White Walls. There he became one of the City Guard and taught himself temperance and allegiance. He befriended (and soon fell in love with - apparently unpaid) a fair maiden: Mornien, an apprentice wizard.

One day Mornien received a message from her former mentor, the wizard Nevynn, summoning her for some unknown reasons to a remote village to the northern border, Willow Lake. Athelstane decided to follow, to protect the lady and challenge danger.



ALLEGIANCE I'll prove Mornien my valor.



Stats					Special Abilities	Background Options	
Stat name		Base	Kin	Spec	Tot	Imposing	Heroic Bloodline (1BP)
BRAWN	BRN	20	10		30		Exceptional Training (2BP)
SWIFTNES	SWI	15			15		
FORTITUDE	FOR	10	10		20		
WITS	WIT	0			0		
WISDOM	WSD	0			0		
BEARING	BEA	5	5		10		

Skills									Spell Lore								
Skill name	Stat	# Ranks	Rank	Voc	Kin	Spec	Item	Tot	Spell Lore Name	Stat	# Ranks	Rank	Voc	Kin	Spec	Item	Tot
Armor								DP: 2	Spell Lore								DP: 0
Armor (no Stat)	-	4	20					20	Healing	0	1	5				-20	-15
Combat								DP: 5									
Blunt (BRN)	30			20				50									
Blades (BRN)	30	3	15	20				65									
Ranged (SWI)	15	3	15	20				50									
Polearms (BRN)	30	5	25	20		10		85									
Brawl (BRN)	30	1	5	20				55									
Adventuring								DP: 4									
Athletics (BRN)	30	3	15	10			-20	35									
Ride (SWI)	15	2	10	15			-20	20									

Hunting (WIT)	0	1	5	5				10	DRIVE POINTS	HIT POINTS & WOUNDS								
Nature (WSD)	0			5				5		1	2	3	4	5	Kin Max	150	Special	
Wandering (WSD)	0			5				5							Bruised	42	HP TOTAL	85
Roguary								DP:	2	MAGIC POINTS	Kin Base	1	Bleed	Stun	☐	Penalties		
Acrobatics (SWI)	15	1	5					20	Magic Stat		BEA	Conditions		Injuries				
Stealth (SWI)	15						-20	-5										

Locks & Traps (WIT)	0						0	Special		DEFENSE & ARMOR						
Perception (WSD)	0	3	15	10			25	Stat Gain per Level	1							
Deceive (WIT)	0	1	5				5	Voc Gain per Level	0	Armor Type	Breastplate and Full Helm					
Lore							DP:	0	MP TOTAL	2	Zones Protected	Torso, Head				
Arcana (WIT)	0	1	5				5	WEALTH			SWI	15	Shield	Spec	Item	
											Ranged	15	W/Shield	-	DEF TOT.	15

Charisma (BEA)	<u>1</u>	<u>2</u>	<u>10</u>	<u>10</u>	<u>5</u>	WL	<u>3</u>	Status	<u>Gentry</u>	SAVE ROLLS									
Cultures (WIT)	<u>0</u>	<u>2</u>	<u>10</u>		<u>10</u>					MOVEMENTS									
Healer (WSD)	<u>0</u>	<u>1</u>	<u>5</u>		<u>5</u>														
Songs & Tales (BEA)	<u>10</u>	<u>1</u>	<u>5</u>		<u>15</u>	FL		MP		FOR	<u>20</u>	Kin	<u>5</u>	Gain per LV	<u>5</u>	Spec		TSR	<u>30</u>
										WSD	<u>0</u>	Kin	<u>0</u>	Gain per LV	<u>5</u>	Spec		WSR	<u>5</u>

Body						DP:	2	EXPERIENCE TRACKING
Body (FOR)	20	3	15	15	35	85		

SECONDARY SKILLS										
Skill name	Stat	# Ranks	Rank	Voc	Kin	Spec	Item	Tot		
									You travelled to or explored a location you've never seen before.	☐
									You faced dangerous foes and/or difficult situations.	☐
									You completed a quest or mission.	☐
									You suffered a grievous wound.	☐
									You slew a foe more powerful than you.	☐
									Your might/bravery solved the most critical situation.	☐
										☐

EQUIPMENT & GEAR

[illegible]

MAGIC ITEMS

PEOPLE & NPCs KNOWN

PLACE VISITED & OTHER NOTES

[illegible]

WEAPONS & ATTACKS

[illegible]

ARMOR & PROTECTION

<i>Armor Name</i>	<i>Armor Type</i>	<i>Max SWI</i>	<i>Move Penalty</i>	<i>CMB Penalty</i>	<i>Perc. Penalty</i>	<i>Melee Bonus</i>	<i>Ranged Bonus</i>
Breastplate	Plate	30	-40	-	-	-	-
Full Helm	-	-	-	-	-15	-	-

HIT POINTS TRACKING

RIDING ANIMAL

Name	<i>Orrostar</i>								
Animal Type	<i>Rouncery (Riding Horse)</i>				Ride Bonus		+0		
Move	25	Attack Type	<i>Trample</i>	CMB	50	DEF	15	HP	120
Notes	<i>A black riding horse with a silver star-shaped patch on the forehead</i>								

MAGIC POINT TRACKING

10. *Journal of the American Medical Association*, 2000; 283: 2689-2694.

COMPANION ANIMAL

Name _____				
Animal Type _____			Ride Bonus _____	
Move _____	Attack Type _____	CMB _____	DEF _____	HP _____
Notes _____				

HEROIC PATH

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100



Mornien the-Fair



Mornien the Fair

Mornien was born in the City of the White Walls in the Southern Realm of the Nine Kingdoms. Since the day she was born her life has not been easy. She was the illegitimate child of a secret relationship between a high ranked city nobleman and Lyriel, one of his courtesan. Rumors about the unwanted pregnancy started to spread quickly, leaving the nobleman the only choice of ousting the pregnant courtesan from the court. Condemned to starve, Lyriel was sheltered by the nobleman's unconventional uncle Nevynn, an unmarried scholar who shunned the nobilities' fanfares, and took her and her daughter with him in his long journeys across the land. The old man soon grew fond of the young and quick Mornien. After the premature departure of the child's mother, Nevynn and Mornien became inseparable, and he always introduced her as his niece.

Around the age of 14 Mornien started to show a natural attitude toward the arcane arts. In order to teach her how to dominate her nature, Nevynn decided to bring her back to the City of the White Walls, so that she could completely channel her energy toward the study of the arcane art. While Mornien was successfully enhancing her skills as apprentice, Nevynn continued to travel. In the beginning, his journeys would not last more than a few weeks, but with time they started to become longer and longer. Mornien found herself often alone, growing into a strong-willed, fiercely independent woman. Her strong personality, together with the very little free time due to her studies, led Mornien to conduct a very poor social life, made of many acquaintances but very few friends. Among these very few friends there is Athelstane the Black, a City Guard. She started to grow fond of the young man after he started to help her with heaviest housework. Quickly he became her confidant and whenever they get a chance they enjoy their friendship with long walks and meaningful chats.

Nevynn's most recent journey was ongoing for more than a year and a half when, one morning, Mornien received a letter from him. To her great joy, in the letter her uncle told her that he missed his niece, and was eager to see how much she's learned. He then asked her to reach him in Willow Lake, a small town on the northern border, leaving her a long list of directions on how to get there.

Having to leave the city in a great rush, Mornien stopped by Athelstane for the farewells, but with her great surprise and pleasure, the young city guard decided to quit his job and sworn to protect her during her perilous journey to Willow Lake.



CHARACTER	<i>Mornien the Fair</i>				
KIN	<i>Man</i>	CULTURE	<i>City</i>		
VOCATION	<i>Wizard</i>	XP	<i>10</i>	LEVEL	<i>1</i>
MOTIVATION	<i>I will conquer the secrets of the Ancients.</i>				
NATURE	<i>I need no help, I can manage myself.</i>				
ALLEGIANCE	<i>I'll show Nevynnn what I've learned during these years.</i>				



Stats					Special Abilities	Background Options	
Stat name		Base	Kin	Spec			Tot
Brawn	BRN	0	5				5
Swiftnes	SWI	0					0
Fortitud	FOR	0					0
Wits	WIT	20					20
Wisdom	WSD	20					20
Bearing	BEA	20					20
Specialization (Songs & Tales)						Gifted (3BP)	
						Exceptional Training (2BP)	

Skills									Spell Lore								
Skill name	Stat	# Ranks	Rank	Voc	Kin	Spec	Item	Tot	Spell Lore Name	Stat	# Ranks	Rank	Voc	Kin	Spec	Item	Tot
Armor							DP:	0	Spell Lore							DP:	5
Armor (no Stat)	-	1	5					5	Eldritch Fire	20	1	5	15				40
Combat							DP:	0	Detections	20	1	5	15				40
Blunt (BRN)	5	1	5					10	Eldritch Hand	20	1	5	15				40
Blades (BRN)	5	1	5					10	Mind Control	20	1	5	15				40
Ranged (SWI)	0	1	5					5	Illusion	20	1	5	15				40
Polearms (BRN)	5	1	5					10									
Brawl (BRN)	5	1	5					10									
Adventuring							DP:	1									
Athletics (BRN)	5	2	10					15									
Ride (SWI)	0							0									

Hunting (WIT)	20						20	DRIVE POINTS					HIT POINTS & WOUNDS			
Nature (WSD)	20						20									
Wandering (WSD)	20						20	1	2	3	4	5	Kin Max	120	Special	
Roguary							DP: 1	MAGIC POINTS					Bruised	15	HP TOTAL	30
Acrobatics (SWI)	0	1	5				5						Kin Base	0	Bleed	
Stealth (SWI)	0	1	5				5	Magic Stat	WIT	Conditions		Injuries				

Locks & Traps (WIT)	20	1	5					25	Special			DEFENSE & ARMOR									
Perception (WSD)	20	1	5					25	Stat Gain per Level	2											
Deceive (WIT)	20	3	15	5				40	Voc Gain per Level	3		Armor Type	No Armor								
Lore								DP:	5	MP TOTAL	5	Zones Protected	No Armor								
Arcana (WIT)	20	3	15	15				50	WEALTH												
	20	5	25	10				10													
													SWI	0	Shield	0	Spec		Item		
													Ranged	0	W/Shield	0	DEF TOT.	0			

Cultures (WIT)	20	3	15	15			50	WL	3	Status	Gentry	SAVE ROLLS										
Healer (WSD)	20			5			25	MOVEMENTS					FOR	0	Kin	0	Gain per LV	5	Spec		TSR	5
Songs & Tales (BEA)	20	4	20	10	10		60						EL		MR	15	WSD	20	Kin	0	Gain per LV	5

Body			DP: 0	EXPERIENCE TRACKING
Body (FOR)	0	30	30	

[illegible]

EQUIPMENT & GEAR

[illegible]

MAGIC ITEMS

PEOPLE & NPCs KNOWN

PLACE VISITED & OTHER NOTES

[illegible]

WEAPONS & ATTACKS

[illegible]

ARMOR & PROTECTION

<i>Armor Name</i>	<i>Armor Type</i>	<i>Max SWI</i>	<i>Move Penalty</i>	<i>CMB Penalty</i>	<i>Perc. Penalty</i>	<i>Melee Bonus</i>	<i>Ranged Bonus</i>

HIT POINTS TRACKING

RIDING ANIMAL

Name _____					
Animal Type _____			Ride Bonus _____		
Move _____	Attack Type _____	CMB _____	DEF _____	15	HP _____
Notes _____					

MAGIC POINT TRACKING

COMPANION ANIMAL

Name _____				
Animal Type _____			Ride Bonus _____	
Move _____	Attack Type _____	CMB _____	DEF _____	HP _____
Notes _____				

HEROIC PATH

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100



Tobold "The Ferret"



Tobold “The Ferret” Mistletoe

Tobold was born in the pleasant town of Grassy Hills in the Bailiwick, home to the Halfling people. His family was a wealthy and well renowned one, having contributed to the community a long series of Bailiffs and Sheriffs. Since Tobold was a child, he always was the smartest and quickest guy around: he was incomparably deft at purloining cookies, cakes and fruits, hiding any traces of his passage or diverting the blame on some of the other brats in his gang. Soon enough his presence became synonym with mischief among the good people of Grassy Hills. They started to call him “Ferret”, as he was shift and mischievous as a little animal.

Being the local Sheriff, his father was doubly exasperated by Tobold’s behavior. So, one day, he decided to bring his son with him whenever he went to work. “This way, if you’re gonna cause trouble” he said “at least I’ll be there to stop your nonsense”.

At first, Tobold was cast down by his father decision, but soon discovered that the Sheriff’s job was far more interesting than running around with the other kids. Solving other people’s problems, and finding out where something disappeared or who committed a theft or other misdeed became a game to him. After a few weeks, he was already better than most of the Bailiwick’s Sheriffs at their job.

Proud of his son turnaround, his father encouraged him, teaching him not only the secrets of his trade, but also what it meant to be a Sheriff.

Finally, when Tobold gained the rank of Undersheriff, his parents threw a great party, and jokingly gifted him a pet ferret, as a reminder of his troublesome childhood. Tobold named her Raffles, and the two became inseparable friends.

People still called him “Ferret”, but now it had an affectionate meaning. If something was missing or stolen in the Bailiwick, “The Ferret” could find it.

A couple of weeks ago, Tobold received a letter from his dearest cousin Mirabella, who followed her husband to settle in the mannish realms, in the distant town of Willow Lake. Mirabella asked for his help, explaining that her sheep have been stolen, and that the local town guards weren’t able to find neither the animals nor the culprit. Shocked by the incompetence of the mannish guards, and intrigued by the perspective of a short vacation abroad, Tobold decided to pay his cousin a visit. He prepared his luggage, picked up Raffles, and jumped on the first coach headed out of the Bailiwick.



CHARACTER	<i>Tobold “the Ferret” Mistletoe</i>			
KIN	<i>Halfling</i>	CULTURE	<i>Pastoral</i>	
VOCATION	<i>Rogue</i>	XP	<i>10</i>	LEVEL <i>1</i>
MOTIVATION	<i>I'll become the greatest Sheriff the Bailiwick ever had.</i>			
NATURE	<i>I think better on a full stomach.</i>			
ALLEGIANCE	<i>I'll do my best to help my cousin Mirabella and the people of Willow Lake.</i>			



Stats					Special Abilities	Background Options	
Stat name		Base	Kin	Spec	Tot	Nimble	Gifted (1BP)
Brawn	BRN	0	-20		-20	Sure-Shot	Exceptional Training (1BP)
Swiftnes	SWI	30	15		45	Second Breakfast	Loyal Companion (3BP)
Fortitud	FOR	0	10		10	Superstitious	
Wits	WIT	15			15		
Wisdom	WSD	5	5		10		
Bearing	BEA	5			5		

SKILLS

Combat	DP: 3
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Adventuring pp. 4

Wandering (MBZ)	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>

Deceive (WIT)	15	3	15	20				<u>50</u>
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Songs & Tales (BEA)	5	2	10						15
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Body (FOR)	<u>10</u>	<u>1</u>	<u>5</u>	<u>5</u>	<u>20</u>	<u> </u>	<u> </u>	<u>40</u>
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SPELL LORES

[illegible]

	Bruised	20	HP TOTAL	40
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Voc Gain per Level	<u>0</u>	Armor Type	<u>No Armor</u>
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FOR	10	10	per LY	5	Spec	TSR	20
WSD	10	35	Gain	5	Spec	WSD	50

You're entitled to an amended location card no later than before

You tricked an NPC more powerful than you.

EQUIPMENT & GEAR

[illegible]

MAGIC ITEMS

PEOPLE & NPCs KNOWN

Archiebold Ravenlock (Brother in Law)

Mirabella Ravenlock (Sister)

Niall the Innkeeper

PLACE VISITED & OTHER NOTES

WEAPONS & ATTACKS

[illegible]

ARMOR & PROTECTION

<i>Armor Name</i>	<i>Armor Type</i>	<i>Max SWI</i>	<i>Move Penalty</i>	<i>CMB Penalty</i>	<i>Perc. Penalty</i>	<i>Melee Bonus</i>	<i>Ranged Bonus</i>

HIT POINTS TRACKING

10. *Journal of the American Medical Association*, 2000; 283: 2689-2694.

RIDING ANIMAL

Name _____					
Animal Type _____			Ride Bonus _____		
Move _____	Attack Type _____	CMB _____	DEF <u>15</u>	HP _____	
Notes _____					

MAGIC POINT TRACKING

10. *Journal of the American Medical Association*, 2000; 283: 2689-2693.

COMPANION ANIMAL

Name	<i>Raffles</i>					
Animal Type	<i>Weasel</i>			Ride Bonus		
Move	15	Attack Type	<i>Bite</i>	CMB	10	DEF 40 HP 10
Notes	<i>A trained, highly intelligent silver ferret</i>					

HEROIC PATH

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

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