

## CHANYA, KESHANI MERCENARY

AGILITY		9
Skill	TN	Focus
Acrobatics	11	2
Melee	13	4
Stealth	11	2

AWARENESS		8
Skill	TN	Focus
Insight	8	—
Observation	9	1
Survival	10	2
Thievery	9	1

BRAWN		12
Skill	TN	Focus
Athletics	14	2
Resistance	13	1

COORDINATION		10
Skill	TN	Focus
Parry	14	4
Ranged Weapons	13	3
Sailing	10	—

INTELLIGENCE		7
Skill	TN	Focus
Alchemy	7	—
Craft	7	—
Healing	8	1
Linguistics	7	—
Lore	7	—
Warfare	7	—

PERSONALITY		8
Skill	TN	Focus
Animal Handling	9	1
Command	8	—
Counsel	8	—
Persuade	8	—
Society	8	—

WILLPOWER	8	
Skill	TN	Focus
Discipline	9	1
Sorcery	8	—

**D**aughter of a great Keshani warlord, Chanya spent her childhood in military camps, the tools of war her playthings. Throughout her entire life, she strove to impress her father enough that he might make her a part of his private war-band. This was not to be, as he was betrayed by a treacherous king, and his troop ambushed while they guested in a royal hall. Chanya escaped, a vow of vengeance upon her lips. She since travelled throughout the Black Kingdoms, Darfar, Kush, Stygia, and even Shem, selling her spear to those who would pay its price.

Chanya was sailing up the coast, to make her way to Aquilonia, when her ship was attacked by slavers. She is the last of those captives, and seeks a way to escape. The new slaves look more competent than the prior ones... perhaps now is her chance!

## BACKGROUND

- **Homeland:** Keshan  
■ **Caste:** Warrior  
■ **Nature:** Wrathful  
■ **Education:** Educated on the Battlefield

■ **Story:** Glorious Battle  
■ **Trait:** Veteran  
■ **War Story:** Survived a Massacre  
■ **Languages:** Keshani, Aquilonian

## SOAK

<b>Armor</b>	2 (Brigandine Hauberk: Torso)
<b>Courage</b>	—

## FORTUNE POINTS

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## STRESS

[illegible]


## HARMS

Wounds					
Trauma					

## ATTACKS

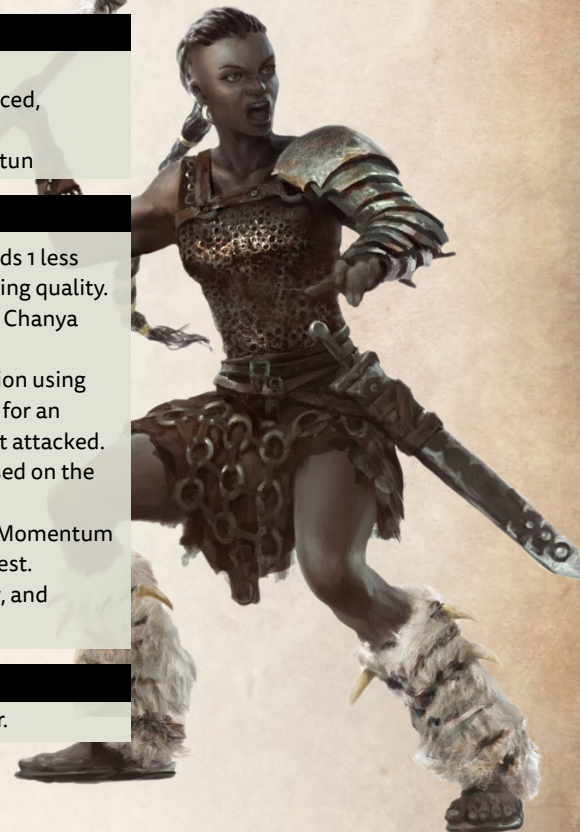
- **Spear (M):** Reach 2, 8 , 1H, Parrying
- **Broadsword (M):** Reach 3, 7 , Unbalanced, Piercing 1
- **Steely Glare (T):** Range C, 2  mental, Stun

## TALENTS

- **Deflection:** When parrying, Chanya spends 1 less point of Doom. This stacks with the Parrying quality.
- **No Mercy:** When making a Melee attack, Chanya can re-roll 1 .
- **Riposte:** With a successful Defend Reaction using the Parry skill, Chanya can spend 1 Doom for an immediate Melee against the foe that just attacked. Any Momentum from the Parry can be used on the Melee attack.
- **Strong Back 1:** Chanya gains 1 additional Momentum whenever making a successful Athletics test.
- Chanya's talents of **Savage Court, Sentry**, and **Subject** are not useful in this adventure.

### OTHER BELONGINGS

A solid, well-crafted armband made of silver.



## PRE-GENERATED CHARACTER

# ULRIKE, BRYTHUNIAN SCOUNDREL

AGILITY		8
Skill	TN	Focus
Acrobatics	10	2
Melee	9	1
Stealth	11	3

AWARENESS		12
Skill	TN	Focus
Insight	12	—
Observation	13	1
Survival	14	2
Thievery	14	2

BRAWN		9
Skill	TN	Focus
Athletics	10	1
Resistance	10	1

COORDINATION		9
Skill	TN	Focus
Parry	11	2
Ranged Weapons	11	2
Sailing	10	1

INTELLIGENCE		10
Skill	TN	Focus
Alchemy	10	—
Craft	10	—
Healing	10	—
Linguistics	11	1
Lore	11	1
Warfare	10	—

PERSONALITY		7
Skill	TN	Focus
Animal Handling	7	—
Command	7	—
Counsel	7	—
Persuade	8	1
Society	8	1

WILLPOWER	7	
Skill	TN	Focus
Discipline	9	2
Sorcery	7	—

**B**orn in rural, idyllic Brythunia, Ulrike's family were outcastes, driven from the towns for their religious beliefs. While most worshipped Mitra, they hewed to the old ways, the worship of Bori, father of the Hyborian peoples. However, she found the life of a farmer boring beyond comprehension, and fled at an early age, joining a group of bandits and learning their ways. Through circumstances too complicated to describe, she found herself briefly in the court of one of Brythunia's provincial rulers, and left a trail of blood on her way out. She put Brythunia at her back, all the better, for she is wanted there for her crimes.

Unfortunately for Ulrike, a quick trip along the Argossean coast to Shem ended up in her capture and slavery. Fortunately, these were mere slavers, and not the bounty hunters seeking her out. She may have a chance...

## BACKGROUND

- **Homeland:** Brythunia
- **Caste:** Outcast
- **Nature:** Wrathful
- **Education:** Against Your Parents' Will
- **Story:** Hunted by the Law
- **Trait:** Hunted!
- **War Story:** Survived a Stint at Court
- **Languages:** Brythunian, Aquilonian, Argossian




## SOAK

Armor	2 (Brigandine Jacket, Torso/Arms)
Courage	1


## STRESS

[illegible]

## ATTACKS

- **Shortsword (M):** Reach 1, 5 , 1H, Parrying
- **Crossbow (R):** Range M, 3 , Unbalanced, Unforgiving, Volley
- **Steely Glare (T):** Range C, 2  mental, Stun

## TALENTS

- **Agile:** Ulrike may re-roll 1d20 when making an Acrobatics test, but must accept the new result.
- **Accurate:** Ulrike may re-roll 2  for successful Ranged Weapons tests, but must accept the new results.
- **Courageous:** Ulrike may re-roll 1d20 when making a Discipline test, but must accept the new result. She gains 1 Courage Soak.
- **Marksman:** Before making a Ranged Combat test, Ulrike can take a Minor Action to aim, gaining 1 Momentum with a successful attack.
- Ulrike's talents of **Cosmopolitan**, **Embittered**, and **Survivor** are not useful in this adventure.

## OTHER BELONGINGS

An ornate symbol of her family's faith: the cult of Bori, god of the Hyborians. Crossbow bolts (3 loads)

