

JIRO

(ZHUAN/RURAL/BOUNTY HUNTER) (100)

Hits: 36	Wnds: 6/4/2	CrTs: 6/8/10/12/14/16
DT: 20	AR: 6	Move: 10' Fate Pts: 3
Primary Stats:		Secondary Stats:
Chr: 2	Res: 2	Aura: 4 Reflexes: 8
Con: 4	Spd: 4	Init: 6 Stamina: 6
Dex: 4	Str: 4	Insight: 4 Will: 4
Int: 2	Wis: 2	Might: 6 Lift: 300 lbs
Skills: (stats not added)		Attacks: (stats already added)
Archery	2	9 Bastard Sword (9, 3AP, -1 init)
Blades (Heavy Blades)	5	(2h: 11, 3AP, -1 init)
Bludgeoning (Clubs)	2	6 Baton (6, 2AP, +4 init)
Crafts (Herbalist)	2	4 Short Bow (6, 2AP, +2 init, RI 50)
Crafts (Trap-Making)	2	7 Jab (6, 2AP, +2 init)
Crafts (Woodcarving)	1	7 Kick (7, 3AP, -1 init)
Foraging (Forests)	3	3 RP (7, -2 init, 3AP)
Gimmickry	3	7 Strike (Punch) (6, 2AP, +2 init)
Healing	1	7 Takedown (7, 3AP)
Influence (Trading)	1	Skills (continued):
Martial Arts (Boxing)	3	Survival (Forests) 2
Perception	4	Tracking 4
Riding (Horses)	2	Trickery 1
Stealth	4	Two-Handed (Great Blades) 5

Size: 5'0" tall, 175 lbs

Special Skills & Abilities:

- **Darkvision:** 30' (see core rules for details)
- **Destiny Sense:** Spend Full Action contrating to know direction to goal. No sense of distance or obstacles.
- **Judge of Arms:** Know pluses/minuses or magical abilities of any weapon or armor that he touches.
- **Waylaying:** May knock foe unconscious for 1d10 minutes if they fail their Stamina Save (TN 20); requires using blunt or heavy weapon (blackjack, club, mace, etc.); Must attack from behind and/or with surprise; attack deals 2x Base Damage & no Scaled Damage; Helms provide bonus to Save.
- **Boxing Combat Moves:** description
 - **Jab:** No Scaled Damage
 - **Quickfire Attack:** This Comat Move allows the character to gain +1 to their Init in exchange for each -1 to their AB for their attack this round, up to max ranks in Boxing. This Move can be used with any Strike or Kick attack.
 - **Roundhouse Punch (RP):** Double amount of Scaled Damage (SD) after figuring it. It may exceed normal SD limits.
 - **Takedown:** On successful attack, both character & foe are prone. Foe makes Stamina Save or be Stunned (Dazed, Shaken if fail by 3+, Staggered if failed by 5+). Increase Save TN by trading 2 pts Scaled Dmg for each +1 to TN.
 - **Unarmed Block:** The character uses his AB to make a Save against the incoming attack. The TN of this Save is 10 + the foe's Attack Bonus (AB). Success means that the character takes no damage. Failing this Save means that the character takes damage normally. This Combat Move is also known as an Interrupt, meaning that it can be used as an Abort Action.

Equipment:

- **Tools of the Trade:**
 - Bastard Sword
 - Baton
 - Short Bow (& Quiver with 20 arrows)
 - Soft Leather Armor and Helm
 - Reinforced Leather Bracers & Greaves
- **Standard Pack:**
 - 50' of Superior Rope
 - 2 weeks of iron rations
 - 1 small steel mirror
 - 1 waterskin (filled with water)
 - 1 flask of oil (padded)
 - 1 small lantern
 - 1 set of Flint & Steel
 - 1 Bedroll
- **At Belt Items:**
 - Equipment belt
 - 2 belt pouches
 - 1 Dagger
- **Clothing:**
 - Cloak
 - Soft Leather boots
 - extra set of clothing (not including outfit worn)
- **Money:**
 - 3 silver pieces
 - 4 bronze pieces
 - 6 copper pieces
- **Languages:**
 - Common
 - Elvish

Jiro grew up in Utara, a small kingdom in the southwestern section of Tir Tuath on Anwyn. Unlike other humans, he he always been able to see in the dark. That and his uncanny ability to find things that he was looking for brought him to the notice of a local Bounty Hunter.

This man arranged for Jiro to be his apprentice and together they were able to apprehend quite a few wanted criminals. It was during this time that Jiro was exposed to the northern culture found in Cymbri, and found it fascinating. So much so that he took up Boxing, rather than the Wushu of his native land.

His mentor recently retired and Jiro has struck out on his own, eventually finding and joining a small group of like-minded people looking for adventure.

NOTES:

DAMAGE TAKEN

HITS/FATIGUE	BLEEDING	PENALTIES	
		WOUNDS	OTHER
ROUNDS OF STUN			
	STAGGERED	SHAKEN	DAZED

MYDDAN'S CANTRIPS & SPELLS

CANTRIPS

Clean - Caster is able to remove all dirt and grime from a single object. It takes a full minute for this to be accomplished.

Cool - This reduces the temperature of any one object by up to 50 degrees over the course of a minute. This cannot freeze an object, nor take it below the freezing point of water.

Dry - This removes the surface dampness from a 5' radius area, or it can be used to completely remove all water from a single object over the course of 1 minute.

Firejet - Caster is able to cause a small 1-inch jet of flame to erupt from the tip of one of his fingers for as long as the caster concentrates. The caster is not harmed by this.

Flavor - This is a trivial illusion that alters the flavor of a single dish to any flavor desired. This does not change the nutritional content or make it edible. The more food within the dish the weaker the flavor and it cannot flavor anything if there is more than enough for a dozen people. The flavor lasts for an hour.

Glowsphere - This cantrip creates a small, 2-inch diameter sphere of colored light that will follow the caster around. The caster chooses the color at the time of casting. This light sheds no shadows. It gives off enough light to illuminate a 2' radius. This light does not help nor hinder the various types of vision (i.e. Darkvision, Nightvision, etc.), nor can it be seen from more than 50' away.

Refresh - This allows a caster to restore something to freshness. It can undo, about 1 weeks of natural aging of an object. Using this cantrip will always cause the caster 1 Fatigue as it uses the caster's own life force to restore the item. It takes a full minute for the effect of this cantrip to be accomplished.

Sigil - This cantrip allows the caster to permanently mark a non-magical object with his own personal mark. This mark may be visible or invisible. The caster may make the mark glow with just a single round of concentration (this will make an invisible mark visible). The caster must be within 20' of the object to make the sigil glow. The glow is bright enough to be visible in daylight, but sheds no light otherwise.

SPELLS

ELEMENTAL ARC (M_J 2/M_N 3/N 4)

CTN: 16 Fatigue: 1
Vs: DT Range: 5'
Duration: —

Description: Caster is able to create an arc of elemental energy and use it as a slashing attack. This may be of fire, cold (frozen air particles), or lightning. The caster chooses at the time of casting. This attack does a Base Damage of 4 + the caster's Intelligence. If the bolt is of fire, the flame has a 5 out of 10 chance of setting any flammable materials that are worn or carried by the target on fire.

Casting Options	CTN	Ftg
Increase Base Damage (per +1 hit)	+3	+1
Increase Arc (per +45°)	+2	+1
Ranged Arc (per +10' & -2 Hits)	+2	+1
Bolt Attack (to +50')	+2	+1
Increase Bolt Range (per +50')	+2	+1

MAGE ARMOR (M_J 2/M_N 3/N 4)

CTN: 17 Fatigue: 1
Vs: — Range: Self
Duration: 1 round/rank

Description: Caster is encased in an invisible force field that grants him a bonus of +2 to his DT. This force field also reduces all damage received by 2 points (i.e. AR 2) and it does not impede spell casting or have any penalties like worn armor does. Nor does *Mage Armor* impede the flow of gases such as air. When a blow strikes the Mage Armor, it becomes momentarily visible through a short series of ripples radiating out from the point of impact.

Casting Options	CTN	Ftg
Increase DT (per +1; to +5 maximum)	+2	+1
Increase AR (per +1, up to 5 AR)	+2	+1
Increase AR (per +1, AR 6 to 10 max.)	+4	+2
Increase Duration (1 minute/rank)	+4	+2
Target Other (Range: Touch)	+2	+1
Increase Range (from Touch to 10')	+2	+1
Increase Range (from Touch to 50')	+4	+2

SHIELD* (M_J 2/M_N 3/N 4)

CTN: 17 Fatigue: 1
Vs: — Range: 5'
Duration: 1 round/rank

Description: Caster creates a floating disk of translucent magical force 2' in diameter that floats in front of him, up to 5' away. The caster may move the disk by moving his hand and the disk acts like a shield, and provides the caster with a +2 to his DT against all frontal attacks. This is always cast as a *Fast Cast* spell.

Casting Options	CTN	Ftg
Increase DT (per +1; max +5 total)	+2	+1
Increase Duration (1 minute/rank)	+4	+2
Moves on its own to defend caster	+5	+2

SLEEP (M_J 2/M_N 3/N 4)

CTN: 18 Fatigue: 1
Vs: Aura Range: 20'
Duration: 1 Minute

Description: Caster puts target into a magically induced slumber, and nothing will wake him during the first round that he is asleep (thus, falling to the ground will not awaken him). Beyond that first round, normal noises will not wake the targets, but loud noises, such as screaming, or slapping or wounding the target will wake him up. Once the duration of the spell has expired, the sleep becomes non-magical, and the target will awaken at whatever would normally awaken him.

Casting Options	CTN	Ftg
Increase Save TN*	+2	+1
Additional Target	+2	+1
Area Effect (5' radius)	+5	+2
Increase Radius (per +5' radius)	+3	+1
Increase Range (to 50')	+6	+2

NUIHC'S CANTRIPS & SPELLS

CANTRIPS

Cool - This reduces the temperature of any one object by up to 50 degrees over the course of a minute. This cannot freeze an object, nor take it below the freezing point of water.

Heat - This allows the caster to increase the heat of an object by up to 50 degrees over the course of a minute. This increase in temperature cannot raise the temperature above the boiling point of water. Nor can it affect more than the contents of a large cooking pot.

Ignite/Douse - This allows the caster to ignite any one object within 10' that is designed for burning, such as a candle, torch, lantern, or even a pile of kindling that has been prepped for starting a fire. The target must be dry, and it cannot be used as any sort of attack. The reverse of this Cantrip allows the caster to put out any one flame of the sort that could be lit using this Cantrip.

Refresh - This allows a caster to restore something to freshness. It can undo, about 1 weeks of natural aging of an object. Using this cantrip will always cause the caster 1 Fatigue as it uses the caster's own life force to restore the item. It takes a full minute for the effect of this cantrip to be accomplished.

SPELLS

MYSTIC ARC (M_J 2/M_N 3/N 4)

CTN: 16 **Fatigue:** 1
Vs: DT **Range:** 5'
Duration: —

Description: Caster focuses his mental energy into a telekinetic slashing attack that does an amount of Base Damage equal to 4 + the caster's Resolve. See p. 72 for more information on Attack Spells.

Casting Options	CTN	Ftg
Increase Base Damage (per +1 hit)	+3	+1
Increase Arc (per +45°)	+2	+1
Ranged Arc (per +10' & -2 Hits)	+2	+1
Bolt Attack (to +50')	+2	+1
Increase Bolt Range (per +50')	+2	+1

SENSE HIDDEN (M_J 2/M_N 3/N 4)

CTN: 15 **Fatigue:** 1
Vs: — **Range:** Self
Duration: 1 round/rank (C)

Description: Caster enhances his sensitivity to minute details, allowing him to easily detect such things as hidden or concealed doorways or compartments, hidden switches or triggers, invisible or ethereal foes, or any other type of hidden object or person that is within 10' of himself. Caster can only check a single 10' wide area as a Half Action, and he may not move faster than a walk while this spell is active, or he will not be able to detect anything.

Casting Options	CTN	Ftg
Increase Detection Rate (Snap Action)	+3	+1
Increase Movement Speed (Running)	+3	+1
Increase Duration (1 minute/rank)	+4	+2
Increase Duration (10 minutes/rank)	+6	+2

INNATE SPELL

AWARENESS (M_J 2/M_N 3/N 4)

CTN: 17 **Fatigue:** 1
Vs: — **Range:** Self
Duration: 1 minute/rank (C)

Description: Caster is able to sense the presence of thinking, sentient beings within a 50' radius around him. This spell lasts for entire duration, but only works if the caster is concentrating by spending a Snap Action on it. If the caster stops concentrating, he loses the ability to sense others until he begins concentrating again. Caster may stop concentrating and begin again any number of times within the duration of this spell.

The amount of information gained is based on how long the caster spends concentrating. With 1 round of concentration, the caster knows how many sentient beings are within the radius (this includes himself and any friends), but not where or what they are doing. With 2 rounds of concentration, the caster will know how many beings there are and get a general idea of their direction and distance. With 3 rounds of concentration, the caster will also know their general actions (i.e. casting a spell, but not which spell).

Casting Options	CTN	Ftg
Cast in 1 round	+2	+1
Fast Cast (cast as Half Action)	+7	+3
Increase Radius (per +10' radius)	+1	+1
Increase Duration (10 minutes/rank)	+6	+2

WUSHU COMBAT MOVES

Disarm: Character makes an attack roll using Dex as the Stat, if it hits, it does no damage and foe makes a Might Save. If foe fails the Save, his weapon goes flying 1-10' in a random direction. The TN of the Save is increased by +1 for every 3 points over foe's DT the Disarm (attack) roll was. It requires 2 AP to use this Move.

Legsweep: This attack deals no Scaled Damage, but if the attack is successful, the foe must make a Reflexes Save or be knocked prone. It requires 3 AP to use this Move.

Quickfire Attack: This Combat Move allows the character to gain +1 to their Init in exchange for each -1 to their AB for their attack this round. This Move can be used with any Strike or Kick attack. The exchange of points cannot exceed the number of ranks in Wushu. The AP requirement of the Move that this is used with is increased by 1 AP.

Throw: Upon a successful attack, the foe must make a Reflexes Save or be knocked prone. It requires 2 AP to use this Move.

Unarmed Block: The character uses his AB to make a Save against the incoming attack. The TN of this Save is 10 + the foe's Attack Bonus (AB). Success means that the character takes no damage. Failing this Save means that the character takes damage normally. This Combat Move is also known as an Interrupt, meaning that it can be used as an Abort Action. It requires 3 AP to use this Move.

VIKLIN

(AESHI/HILLOCK/MONK) (100)

Hits: 35	Wnds: 7/3/2	CrTs: 7/9/11/13/15/17
DT: 20	AR: 1	Move: 10' Fate Pts: 3
Primary Stats:		Secondary Stats:
Chr: 2	Res: 4	Aura: 4 Reflexes: 7
Con: 3	Spd: 4	Init: 6 Stamina: 7
Dex: 3	Str: 2	Insight: 4 Will: 6
Int: 2	Wis: 2	Might: 6 Lift: 300 lbs
Skills: (stats not added)		Attacks: (stats already added)
Acrobatics	1	8 Disarm (0, 2 AP, notes)
Athletics	3	8 Kick (7, 3AP, +1 init)
Casting (Monk Spells: Res)	2	9 Legsweep (6, 3AP, +3 init, notes)
Crafts (Herbalist)	2	8 Strike (6, 2AP, +2 init)
Crafts (Leatherworking)	2	8 Throw (7, 2 AP, notes)
Crafts (Tanner)	1	7 Off. Kick (10, 4AP, -2 init)
Healing	2	7 Off. Strike (8, 4AP, -2 init)
Influence (Trading)	1	Skills (continued):
Lore (Kuo Sho)	5	Perform (Pipes) 2
Lore (Xingyi)	2	Riding (Riding Dogs) 1
Lore (Herlore)	1	Stealth 4
Magecraft	1	Targeting 1
Magelore (Herbals)	1	Thrown (Edged) 1
Martial Arts (Wushu)	5	Trickery 3
Perception	2	

Size: 3'11 tall, 75 lbs

Special Skills & Abilities:

- **Darkvision:** 20' (see core rules for details)
- **Size:** Gain +2 to DT and Stealth; -1 to all attacks except spell and Chain Plus weapons (added in already)
- **Sense Magic:** +2 to Aura rolls to sense active magic
- **Hammerhands:** Gain +2 to DR of all Martial Arts attacks (already added in)
- **Weapon Focus:** Gain +1 DR to 7 core Wushu Combat Moves (already added in)
- **Adrenal Defense:** refer to Martial Arts notes
- **Kuo Sho Special Ability:** 3 CP ability, refer to Martial Arts notes for more information
- **Weapon Kata (Chains Plus):** refer to the Martial Arts notes (additions to damage not figured in and varies based on weapon) for more information

NOTES:

Equipment:

- **Tools of the Trade:**
 - Leather Bracers
 - Weapon Kata Weapons: Meteor Hammer, Rope Dart, Monkey Fist, & Nunchaku
 - Crystal Pendant (Casting Focus)
 - Spell Book (carried in pack)
- **Standard Pack:**
 - 50' of Superior Rope
 - 2 weeks of iron rations
 - 1 small steel mirror
 - 1 waterskin (filled with water)
 - 1 flask of oil (padded)
 - 1 small lantern
 - 1 set of Flint & Steel
 - 1 Bedroll
- **At Belt Items:**
 - Equipment belt
 - 2 belt pouches
 - 1 Dagger
- **Clothing:**
 - Cloak
 - Soft Leather boots
 - extra set of clothing (not including outfit worn)
- **Money:**
 - 2 silver pieces
 - 5 bronze pieces
 - 12 copper pieces
- **Languages:**
 - Common
 - Dwelfish

Viklin's parents left their Duin Weald, the Dark Woods to move to a village in the high hills of the southern Bryni Weall (the Wall of Hills) that border Utara. They did so to be near the monestary that housed a man that had previously saved them from bandits. Their personal honor demanded that they help him in some fashion in return.

Thus growing up near the monestary, it was almost inevitable that Viklin would eventually join. He spent many years there before graduating from Initiate to Brother.

This monestary has a tradition that once a monk reaches the status of Brother, they must leave the monestary and wander the world to learn more about it before returning and becoming a Master. Viklin made Brother just over a year ago, and began his journeys. He recently met up with a group of adventurers and joined them in their search for adventure, so that he could learn more about how people react to various things.

DAMAGE TAKEN

HITS/FATIGUE	BLEEDING	PENALTIES	
		WOUNDS	OTHER
		ROUNDS OF STUN	
		STAGGERED	SHAKEN
			DAZED

VIKLIN'S SPELLS & MARTIAL ARTS NOTES

SPELLS

EMPTY FIST (M) 2/MN 3/N 4)

CTN: 17 **Fatigue:** 1
Vs: DT **Range:** 50'
Duration: —

Description: The caster is able to externalize his Chi energy, allowing him to make the equivalent of a Martial Arts Punch at any single target within range. This attack does an amount of Base Damage equal to 4 + the caster's Resolve Stat and manifests as a translucent bolt of light that races out to strike the target.

If the option, *Chi Cone*, is used the attack will form a cone attack. The cone starts at the caster's location and has a width of 5' and it ends at the maximum range of the spell and has a width of 3' for every 10' in length. Thus a 50' long cone has a width of 15' at its distant end. See p. 72 for more information on Attack Spells.

Casting Options	CTN	Ftg
Increase Damage (per +1 hit)	+4	+2
Increase Range (per +50')	+4	+2
Chi Cone	+5	+2

MARTIAL ARTS RELATED NOTES

ADRENAL DEFENSE

Adrenal Defense requires a Half Action (2 AP) to activate and the character must then spend a Snap Action (1 AP) each round to maintain it. While it is active, the player can split double his character's Resolve (8 points) between his Initiative and his Defensive Threshold (DT) in any manner. This split may only be changed during the Action Declaration Phase of the round.

The character may have this ability active for a number of rounds equal to double the sum of his Stamina and Will (26 rounds total). Regardless of how long it was active, once ended, the character must wait 10 minutes before he can use it again.

MAINTAINING KUO SHO STYLE

The character must spend a Snap Action (1 AP) each round to maintain and use any style related Abilities.

If used in conjunction with Adrenal Defense, this means that the character must spend 2 AP (2 Snap Actions) each round, leaving only 3 AP for other actions.

KUO SHO: 3 CP ABILITY

Any Combat Moves used with this style gain a+1 to their Initiative modifiers when used with this style. They also gain a +1 to their Damage Rating for every 2 ranks that the character has in the style skill, up to a maximum bonus of +5.

With 5 ranks in his Style skill, this provides +2 to all damage dealt when maintaining the style.

MARTIAL ARTS COMBAT MOVES

Disarm: Character makes an attack roll using Dex as the Stat, if it hits, it does no damage and foe makes a Might Save. If foe fails the Save, his weapon goes flying 1-10' in a random direction. The TN of the Save is increased by +1 for every 3 points over foe's DT the Disarm (attack) roll was. it requires 2 AP to use this Move

Legsweep: This attack deals no Scaled Damage, but if the attack is successful, the foe must make a Reflexes Save or be knocked prone. It requires 3 AP to use this Move.

Quickfire Attack: This Combat Move allows the character to gain +1 to their Init in exchange for each -1 to their AB for their attack this round. This Move can be used with any Strike or Kick attack that is not also using a Weapon Kata at the time. The exchange of points cannot exceed the number of ranks in Wushu. Using this Move increases the number of AP required by 1 for the Move it is used with.

Throw: Upon a successful attack, the foe must make a Reflexes Save or be knocked prone. It requires 2 AP to use this Move.

Unarmed Block: The character uses his AB to make a Save against the incoming attack. The TN of this Save is 10 + the foe's Attack Bonus (AB). Success means that the character takes no damage. Failing this Save means that the character takes damage normally. This Combat Move is also known as an Interrupt, meaning that it can be used as an Abort Action. It requires 3 AP to use this Move.

Weapon Kata (Group): The character is able to use weapons from the Chains Plus group with his Martial Arts Attacks. Not every weapon listed below can be used with every move. When using a Weapon Kata, the character is able to use the Universal Combat Move: Block and the Melee Combat Moves: Fight Defensively and Full Parry with their Martial Arts skill. Using a Weapon Kata does not change the number of AP required for the Move(s) it is used with.

- **Meteor Hammer:** Gain +3 damage to the Combat Moves that this is used with; May be used to make attacks up to 6' from the character; May be used with Disarm, Kick, Strike, Offensive Kick and Offensive Block; May do Bash criticals instead of Martial Arts Criticals (player's choice); Gain +2 to Attack Bonus when used against foes with a Shield
- **Rope Dart:** Gain +2 damage to the Combat Moves that this is used with; May be used to make attacks up to 6' from the character; May be used with Disarm, Kick, Strike, Offensive Kick and Offensive Block; May do Slash or Pierce criticals instead of Martial Arts Criticals (player's choice); Gain +2 to Attack Bonus when used against foes with a Shield
- **Monkey Fist:** Gain +2 damage to the Combat Moves that this is used with; May be used with Disarm, Strike, and Offensive Strike; May do Bash criticals instead of Martial Arts Criticals (player's choice); Gain +2 to Attack Bonus when used against foes with a Shield
- **Nunchaku:** Gain +3 damage to the Combat Moves that this is used with; May be used with Disarm, Strike, and Offensive Strike; May do Bash criticals instead of Martial Arts Criticals (player's choice)

PATCHES

(DVARGR/URBAN:LOWER/ROGUE) (100)

Hits: 44	Wnds: 7/5/3	CrTs: 7/9/11/13/15/17	
DT: 21	AR: 12	Move: 10' Fate Pts: 3	
Primary Stats:		Secondary Stats:	
Chr: 1	Res: 2	Aura: 3 Reflexes: 6	
Con: 5	Spd: 3	Init: 5 Stamina: 7	
Dex: 3	Str: 4	Insight: 4 Will: 4	
Int: 2	Wis: 2	Might: 6 Lift: 300 lbs	
Skills: (stats not added)		Attacks: (stats already added)	
Archery (Crossbows)	5	8 Broadsword (10, 3AP)	
Athletics	3	8 Dagger (6, 2AP, +4 init)	
Blades (Heavy & Short)	5	7 Light Crossbow (8, 2AP, RI 50)	
Crafts (Leatherworking)	3	Skills (continued):	
Crafts (Blacksmith)	1	Riding (Horses)	3
Foraging (Forests)	2	Stealth	5
Gimmickry	3	Streetwise	3
Healing	1	Survival (Forests)	1
Influence (Trading)	1	Thievery	3
Lore (Local City)	2	Trickery	3
Perception	5		
Size: 5'0" tall, 210 lbs			
Special Skills & Abilities:			
<ul style="list-style-type: none"> • Darkvision: 30' (see core rules for details) • Stone Sense: All perceptions rolls involving the gathering of information about stone objects (slopes, dangerous stone work, secret doors, traps, etc.) gain a +3 modifier • Like a Rock: Receives a -2 to all swimming rolls • Natural with Armor: Has no negative modifiers for armors that he is trained in (Soft & Reinforced Leather) • Tough Skin: The character has extremely tough, leathery skin that grants him +4 to his AR, already added in • Shield Training: Gains +1 with Normal Shields, added in 			

Patches was born to a set of normal Dwarven parents who worked in the Human city of Hyb Rasil, capital of Cymbri, on the western coast of the Tir Tuath region of Anwyn. They were killed by a deranged madman who broke into thier house. The young Dwarf was soon tossed out into the street. He had to learn how to steal to survive.

One night he broke into an alchemist's shop and during the course of his attempt to steal money for food, he knowcked over a rack of chemicals. They splashed all over him and knocked him out. He barely survived, the chemicals left his skin a blotchy patchwork of random colors, thus his name of Patches.

The alchemist nursed him back to health and then made him work off his debt for the destroyed chemicals by doing odd jobs and guarding his shop against other intruders. The alchemist also provided room and meals, but no actual pay, until he paid off what he owed.

Once he was out of debt, he went to work for a friend of the alchemist, who lead a trading caravan. One one such trip, Patches met a group of adventurers and decided to travel with them for a while.

Equipment:

• Tools of the Trade:

- Reinforced Leather Armor, Helm, Bracers, & Greaves
- Broadsword
- Light Crossbow (& quiver with 20 bolts)
- Lockpicks

• Standard Pack:

- 50' of Superior Rope
- 2 weeks of iron rations
- 1 small steel mirror
- 1 waterskin (filled with water)
- 1 flask of oil (padded)
- 1 small lantern
- 1 set of Flint & Steel
- 1 Bedroll

• At Belt Items:

- Equipment belt
 - 2 belt pouches
 - 1 Dagger
- ### • Clothing:
- Cloak
 - Soft Leather boots
 - extra set of clothing (not including outfit worn)

• Money:

- 6 silver pieces
- 9 bronze pieces
- 6 copper pieces

• Languages:

- Common
- Dwarven

NOTES:

DAMAGE TAKEN

HITS/FATIGUE	BLEEDING	PENALTIES	
		WOUNDS	OTHER
		ROUNDS OF STUN	
		STAGGERED	SHAKEN
			DAZED

ARGORN

(VERDYRI/SYLVAN/SCOUT) (100)

Hits: 38	Wnds: 3/2/1	CrTs: 3/5/7/9/11/13
DT: 19	AR: 6	Move: 10' Fate Pts: 3
Primary Stats:		Secondary Stats:
Chr: 3	Res: 1	Aura: 6 Reflexes: 6
Con: 2	Spd: 3	Init: 6 Stamina: 3
Dex: 3	Str: 3	Insight: 6 Will: 4
Int: 3	Wis: 3	Might: 4 Lift: 200 lbs
Skills: (stats not added)		Attacks: (stats already added)
Acrobatics	3	8 Rapier (9, 3AP, +2 init)
Archery (Bows)	5	8 Dagger (5, 2AP, +4 init)
Athletics	3	8 Long Bow (9, 2AP, RI 70)
Blades (Light & Short)	5	Skills (continued):
Crafts (Herbalist)	5	Perception 5
Crafts (Tanner)	1	Perform (Pipes) 2
Foraging (Forests)	3	Riding (Horses) 2
Healing	1	Stealth 5
Magecraft	1	Survival (Forests) 3
Magelore (Herbals)	2	Tracking 5
Size: 5'8" tall, 135 lbs		
Special Skills & Abilities:		
<ul style="list-style-type: none"> • Nightvision: 500' (see core rules for details) • Enhanced Perception: +2 to all Perception rolls (added in) • Enhanced Hearing: +1 to Hearing-related rolls (not added in) • Lightning Reflexes: Gain +3 to all initiative rolls • Skill Focus: Gain +3 to Stealth when outdoors 		

Argorn is a Wood Elf from the neighboring forests of Aelftyr along the eastern coast of the Tir Tuath region of Anwyn. he hails from a small village in the forests along its northern border.

As a young elf, Argorn became a scout for the local militia, often scouting outside the borders of his homeland, looking for dangers that may approach. His job was to see without being seen in return.

Once his stint in the militia was over, he decided to travel, working as a scout and caravan guard for a trader who travelled to far off lands through dangerous country.

After a year or two of this, Argorn decided that it was time to move on to something else. That something else being adventuring with a group of like minded individuals.

He has been traveling with this group for a few months now.

Equipment:

• Tools of the Trade:

- Soft Leather Armor & Skullcap
- Reinforced Leather Bracers & Greaves
- Long Bow (& quiver with 20 arrows)
- Rapier

• Standard Pack:

- 50' of Superior Rope
- 2 weeks of iron rations
- 1 small steel mirror
- 1 waterskin (filled with water)
- 1 flask of oil (padded)
- 1 small lantern
- 1 set of Flint & Steel
- 1 Bedroll

• At Belt Items:

- Equipment belt
- 2 belt pouches
- 1 Dagger

• Clothing:

- Cloak
- Soft Leather boots
- extra set of clothing (not including outfit worn)

• Money:

- 4 silver pieces
- 10 bronze pieces
- 12 copper pieces

• Languages:

- Common
- Elvish

NOTES:

DAMAGE TAKEN

HITS/FATIGUE	BLEEDING	PENALTIES	
		WOUNDS	OTHER
		ROUNDS OF STUN	
		STAGGERED	SHAKEN
			DAZED

ZHORAN

(ETHORI/UNDERHILL/SCOUT) (100)

Hits: 39	Wnds: 5/2/1	CrTs: 5/7/9/11/13/15
DT: 18	AR: 6	Move: 10' Fate Pts: 3
Primary Stats:		Secondary Stats:
Chr: 2	Res: 3	Aura: 4 Reflexes: 8
Con: 2	Spd: 5	Init: 7 Stamina: 5
Dex: 3	Str: 2	Insight: 5 Will: 6
Int: 3	Wis: 2	Might: 5 Lift: 250 lbs
Skills: (stats not added)		Attacks: (stats already added)
Acrobatics	3	8 Smallsword (7, 3AP, +2 init)
Archery	5	8 Dagger (4, 2AP, +4 init)
Athletics	2	7 Short Bow (6, 2AP, +2 init, RI: 50)
Blades (Short & Light)	5	Skills (continued):
Crafts (Herbalist)	4	Magelore (Herbals) 4
Crafts (Fletching)	1	Magelore (Dusts) 2
Crafts (Bone-Carver)	1	Perception 4
Foraging	3	Riding (Horses) 1
Gimmickry	2	Stealth 5
Healing	3	Survival (Forests) 3
Influence (Trading)	1	Tracking 5
Size: 4'2" tall, 76 lbs		
Special Skills & Abilities:		
<ul style="list-style-type: none"> • Gnomish Cantips: Firejet, Flavor, & Refresh, Use Will to cast • Magically Inclined: +1 to Magecraft • Skill Focus: +3 Stealth when outdoors (not added in) • Outdoorsman: +5 to Stealth, Survival, and Tracking when outdoors (not added in) • Drawback: Cold Skin (may be mistaken as undead by some) 		

Zhoran is a Gnome from a small Ethori city-state called Zhubroch nestled in the western foothills of the Coastal Mountains along the southern coast of the Tir Tuath region of Anwyn.

His village was on the edge of the wilderness and Zhoran often wandered the area surrounding his home.

When he came of age, he left home to explore the wider world, and in his travels, he met several people who have become his friends and they now travel together.

CANTRIPS

Firejet - Caster is able to cause a small 1-inch jet of flame to erupt from the tip of one of his fingers for as long as the caster concentrates. The caster is not harmed by this.

Flavor - This is a trivial illusion that alters the flavor of a single dish to any flavor desired. This does not change the nutritional content or make it edible. The more food within the dish the weaker the flavor and it cannot flavor anything if there is more than enough for a dozen people. The flavor lasts for an hour.

Refresh - This allows a caster to restore something to freshness. It can undo, about 1 weeks of natural aging of an object. Using this cantrip will always cause the caster 1 Fatigue as it uses the caster's own life force to restore the item. It takes a full minute for the effect of this cantrip to be accomplished.

Equipment:

• Tools of the Trade:

- Soft Leather Armor
- Leather Pot Helm
- Reinforced Leather Bracers & Greaves
- Smallsword
- Short Bow (& quiver with 20 arrows)

• Standard Pack:

- 50' of Superior Rope
- 2 weeks of iron rations
- 1 small steel mirror
- 1 waterskin (filled with water)
- 1 flask of oil (padded)
- 1 small lantern
- 1 set of Flint & Steel
- 1 Bedroll

• At Belt Items:

- Equipment belt
- 2 belt pouches
- 1 Dagger

• Clothing:

- Cloak
- Soft Leather boots
- extra set of clothing (not including outfit worn)

• Money:

- 6 silver pieces
- 9 bronze pieces
- 6 copper pieces

• Languages:

- Common
- Gnomish

NOTES:

DAMAGE TAKEN

HITS/FATIGUE	BLEEDING	PENALTIES	
		WOUNDS	OTHER
		ROUNDS OF STUN	
		STAGGERED	SHAKEN
			DAZED

CHZOR CURSEBANE (ODAVI/BARBARIAN/WARDER (100))

Hits: 45	Wnds: 7/5/3	CrTs: 7/9/11/13/15/17
DT: 20	AR: 6	Move: 10' Fate Pts: 3
Primary Stats:		Secondary Stats:
Chr: 2	Res: 2	Aura: 4 Reflexes: 5
Con: 5	Spd: 3	Init: 5 Stamina: 7
Dex: 2	Str: 5	Insight: 4 Will: 4
Int: 2	Wis: 2	Might: 7 Lift: 350 lbs
Skills: (stats not added)		Attacks: (stats already added)
Athletics	3	8 Mace (11, 3AP)
Blades (Short)	2	4 Dagger (7, 2AP, +4 init)
Bludgeoning	5	(Thrown: 7, 2AP, +4 init, RI 20)
Crafts (Leatherworking)	2	8 Shield Bash (13, 3AP, notes)
Crafts (Weaponsmith)	1	10 Shield Ram (13, 4AP, notes)
Foraging (Plains)	2	Skills (continued):
Healing	2	Stealth 3
Lore (Shield Adept)	5	Survival (Plains) 2
Perception	4	Thrown (Edged) 2
Riding (Horses)	3	Tracking 3
Size: 6' 0" tall, 230 lbs		
Special Skills & Abilities:		
<ul style="list-style-type: none"> • Nightvision: 300' (see core rules for details) • Keen Scent: +4 to tall Tracking/Perception rolls based on scent • Chivalrous: Always gives sentient foes initiative on first round of combat, allow foes to regain dropped weapons, never fight from horseback if foe on foot, etc. • Enspellment Cure: Upon touching another being, any magical affliction or curse (lycanthropy, petrification, etc.) they suffer from must make a Save (+5 to roll, TN 15) or the affliction/curse is permanently removed. • Shield Training: The DT of any Small Shield is increased by 1 for this character. • Shield Adept Combat Style: The character has the following Moves and Abilities from this style. <ul style="list-style-type: none"> • Advanced Shield Training: Gain +1 to DT for every 5 ranks in the style (Lore) skill. Must have Shield Training for the type of shield. • Shield Bash [3 AP]: Lose Shield Bonus (4) to DT in round this Move is performed. This attack requires a Standard Action (3 AP) to perform. • Shield Parry: Gain +2 to DT, but lose the Shield Bonus (4) from DT in round this is performed. Requires 3 AP to perform. Chzor's AB for <i>Fighting Defensively</i> or doing a <i>Full Parry</i> is considered to be normal Attack Bonus plus the Shield Bonus. The minimum of the Shield Bonus must be used defensively when performing one of those two Moves. This is considered an Abort Action. • Shield Ram [4 AP]: Similar to a Shield Bash, Gain a bonus to AB (already added in), and the target of the attack must make a Reflexes Save or they are knocked prone. This attack requires a Full Action (4 AP) to perform. 		

Equipment:
<ul style="list-style-type: none"> • Tools of the Trade: <ul style="list-style-type: none"> • Soft Leather Armor & Skullcap • Reinforced Leather Bracers & Greaves • Mace • Small Shield • 2 Daggers (strapped to back of shield) • Standard Pack: <ul style="list-style-type: none"> • 50' of Superior Rope • 2 weeks of iron rations • 1 small steel mirror • 1 waterskin (filled with water) • 1 flask of oil (padded) • 1 small lantern • 1 set of Flint & Steel • 1 Bedroll • At Belt Items: <ul style="list-style-type: none"> • Equipment belt • 2 belt pouches • 1 Dagger • Clothing: <ul style="list-style-type: none"> • Cloak • Soft Leather boots • extra set of clothing (not including outfit worn) • Money: <ul style="list-style-type: none"> • 3 silver pieces • 5 bronze pieces • 18 copper pieces • Languages: <ul style="list-style-type: none"> • Common • Odavi (Orcish)

Chzor grew up among the Orc tribes of Xondaz, in the northern portion of the Tir Caledi region of Anwyn. The rolling hills and plains of his homeland was backed up by imposing Dwarf Mountains, and thus they often received harsh weather coming in from the coast. The Odavi are a fierce people, the product of their homeland, but they are also very honorable.

Chzor served as a guardian of one of the few permanent villages that are scattered around Xondaz. His village was located near the Border Hills and the pass that connected Xondaz with the Mirr Valley, and his duties sometimes brought him into contact with adventurers.

Once Chzor finished his time as village guardian, he decided to seek his own fortunes and find a group of adventurers that he liked. He eventually succeeded and has been with his current group ever since.

NOTES:			
DAMAGE TAKEN			
HITS/FATIGUE	BLEEDING	PENALTIES	
		WOUNDS	OTHER
ROUNDS OF STUN			
	STAGGERED	SHAKEN	DAZED

TYLN JYRQOL

(DVARGR/SUBTERRANEAN/WARRIOR) (100)

Hits: 46	Wnds: 6/4/2	CrTs: 6/8/10/12/14/16	
DT: 20	AR: 10	Move: 10' Fate Pts: 3	
Primary Stats:		Secondary Stats:	
Chr: 1	Res: 2	Aura: 3 Reflexes: 6	
Con: 4	Spd: 3	Init: 5 Stamina: 6	
Dex: 3	Str: 5	Insight: 4 Will: 4	
Int: 2	Wis: 2	Might: 7 Lift: 350 lbs	
Skills: (stats not added)		Attacks: (stats already added)	
Archery (Crossbows)	2	9 War Hammer (11, 3AP)	
Blades (Heavy & Light)	2	9 Hand Axe (10, 2AP, +2 init, RI 15)	
Bludgeoning (Axes & Clubs)	5	4 Light Crossbow (8, 2AP, RI 50)	
Crafts (Herbalist)	5	Skills (continued):	
Crafts (Weaponsmith)	2	Riding (Horses)	1
Crafts (Blacksmith)	1	Stealth	3
Foraging (Mountains)	3	Survival (Mountains)	3
Gimmickry	3	Thrown (Hafted)	2
Healing	4	Two Handed (Big Clubs)	2
Perception	3		
Size: 4' 11" tall, 200 lbs			
Special Skills & Abilities:			
<ul style="list-style-type: none"> • Darkvision: 30' (see core rules for details) • Stone Sense: All perceptions rolls involving the gathering of information about stone objects (slopes, dangerous stone work, secret doors, traps, etc.) gain a +3 modifier • Like a Rock: Receives a -2 to all swimming rolls • Natural with Armor: Has no negative modifiers for armor that he is trained in (Soft Leather, Reinforced Leather & Chain) • Weapon Focus (Hand Axe): Gain +1 to the Base Damage of the Hand Axe; already added into attacks • Weapon's Master: Gain +1 to all rolls involving Axes, Hammers, and Maces; already added into attacks 			

Equipment:

- **Tools of the Trade:**
 - Chain Armor (including sleeves, hood, and Leggings)
 - War Hammer, 2 Hand Axes
 - Normal Shield
 - Light Crossbow (& quiver with 20 bolts)
- **Standard Pack:**
 - 50' of Superior Rope
 - 2 weeks of iron rations
 - 1 small steel mirror
 - 1 waterskin (filled with water)
 - 1 flask of oil (padded)
 - 1 small lantern
 - 1 set of Flint & Steel
 - 1 Bedroll
- **At Belt Items:**
 - Equipment belt
 - 2 belt pouches
 - 1 Dagger
- **Clothing:**
 - Cloak
 - Soft Leather boots
 - extra set of clothing (not including outfit worn)
- **Money:**
 - 6 silver pieces
 - 9 bronze pieces
 - 6 copper pieces
- **Additional Equipment:**
 - Multi-Tool
 - Nunchaku
- **Languages:**
 - Common
 - Dwarvish

NOTES:

Tyln Jyrqol is was born and raised in the tunnels of Nidrhein, the capital city of the Dwarven nation of Chorak, located within the Coastal Mountains. The mountains are found on the southeastern shores of the Tir Tuath region of Anwyn.

Tyln (pronounced Teeln) always knew that he would be a warrior, especially with a family name of Jyrqol, which translates to Ironhand.

Seeking adventure, Tyln headed first for Hyb Rasil, but found that he did not like the idea of sailing to Hyb Ciuin, so instead he met and decided to travel with a group of adventurers who were taking the longer overland route to Mirrhyc and then the Esker Highlands.

DAMAGE TAKEN

HITS/FATIGUE	BLEEDING	PENALTIES	
		WOUNDS	OTHER
		ROUNDS OF STUN	
		STAGGERED	SHAKEN
			DAZED