

Ways:

Combativeness: 4.
Creativity: 3.
Empathy: 5.
Reason: 2.
Conviction: 1.

Skills:

Close Combat: 7.
Erudition: 4.
Feats: 6.
Natural Environment: 9.
Perception: 7 (Discipline: Alertness: 8).
Relation: 6.
Shooting and Throwing: 5.
Stealth: 7.
Travel: 10.

Advantages: Mentor (Jarn).

Sanity:

Mental Resistance: 6.
Latent Disorder: Elation

Character Traits:

Intuitive / Impulsive

Combat:

Attack: 7 (Carath Damage: 2).
Short Sword Damage: 2).
Defense: 12 (Protection: 2).
Speed: 9.

Health Condition Chart

Good	○○○○○○
Okay -1	○○○○○○
Bad -2	○○○○○
Critical -3	○○○○○
Agony	○

Stamina: 10.

Survival Points: 3.

Equipment

Rope, grappling hook, pitons, several maps, writing utensils, a portable Nebular (a Magientist hurricane lamp giving a bluish light, five mineral Flux cartridges (each one can fuel the Nebular for 12 hours), and first aid gear.

Weaponry:

Studded leather armor, a short sword, and a Carath (a Varigal traveling stick).

Ways:

Combativeness: 5. Creativity: 2. Empathy: 3.
Reason: 1. Conviction: 4.

Skills:

Close Combat: 10. (Discipline: Swords: 11).
Erudition: 3.
Feats: 9 (-1 for extended actions).
Natural Environment: 5.
Performance: 3 (+1 bonus).
Perception: 5.
Relation: 6 (+1 bonus).
Shooting and Throwing: 8.
Stealth: 5.

Advantages: Ally, Beautiful.

Disadvantages: Fragile.

Sanity:

Mental Resistance: 9.
Latent Disorder: Frenzy

Character Traits: Upright / Bold

Combat:

Attack: 10 (Sword: 11. Long Sword Damage: 3).
Crossbow: 8. Crossbow Damage: 2).
Defense: 9 (Protection: 4).
Speed: 8.

Stamina: 9.

Survival Points: 3.

Equipment:

A large leather bag with traveling gear, a rope, torches, and a blanket.

Weaponry:

Chainmail armor, a long sword, a crossbow, and a large round shield with the Mac Lyr's symbol.

Health Condition Chart

Good	○○○○○○
Okay -1	○○○○○○
Bad -2	○○○○○
Critical -3	○○○○○
Agony	○

Ways:

Combativeness: 1.
Creativity: 5.
Empathy: 4.
Reason: 2.
Conviction: 3.

Skills:

Close Combat: 6 (+2 bonus).
Craft: 8.
Demorthen Mysteries: 8.
Erudition: 3.
Feats: 6 (+2 bonus to rolls related to strength).
Natural Environment: 9.
Performance: 9.
Travel: 6.

Advantages: Colossus.

Sanity:

Mental Resistance: 8.
Latent Disorder: Melancholia

Combat:

Attack: 8 (Claymore Damage: 4).
Defense: 11 (Protection: 2).
Speed: 5.

Stamina: 10.

Survival Points: 3.

Equipment

A bag with torches, camping equipment, a sizable gourd, and first aid gear. In his bag is also hidden his most precious object, a lute.

Weaponry:

Claymore (a gift from his adoptive father), studded leather armor.

Health Condition Chart

Good	○○○○○○
Okay -1	○○○○○○
Bad -2	○○○○○
Critical -3	○○○○○
Agony	○



Ways:

Combativeness: 2.
Creativity: 5.
Empathy: 4.
Reason: 1.
Conviction: 3.

Skills:

Close Combat: 5.
Craft: 7.
Erudition: 2.
Natural Environment: 7.
Perception: 4 (+1 bonus to rolls related to hearing).
Performance: 10.
Prayer: 8. Relation: 9.
Shooting and Throwing: 4.
Stealth: 6. Travel: 6.

Advantages: Keen Hearing.

Sanity:

Mental Resistance: 8.
Latent Disorder: Mental Confusion

Combat:

Attack: 5 (Long Sword Damage: 3.
Crossbow Damage: 2).
Defense: 10 (Protection: 4).
Speed: 6.

Health Condition Chart

Good	○○○○○○
Okay -1	○○○○○○
Bad -2	○○○○○
Critical -3	○○○○○
Agony	○

Stamina: 10.

Survival Points: 3.

Equipment:

A prayer book, maps, traveling gear, a gourd, a hurricane lamp, and two doses of oil.

Weaponry:

A long sword, a crossbow, chainmail armor, and a shield engraved with the Temple's symbol.

Ways:

Combativeness: 5. Creativity: 3.
Empathy: 2. Reason: 4.
Conviction: 1.

Skills:

Close Combat: 6.
Craft: 5.
Erudition: 6.
Feats: 7 (+1 bonus to rolls related to agility).
Natural Environment: 5.
Perception: 8.
Relation: 5.
Shooting and Throwing: 10.
Stealth: 6 (+1 bonus).
Travel: 3.

Advantages:

Nimble.

Disadvantages:

Enemy (corrupt knight).

Sanity:

Mental Resistance: 6.
Latent Disorder: Paranoia

Character Traits:

Persevering / Unreliable

Health Condition Chart

Good	○○○○○
Okay -1	○○○○○
Bad -2	○○○○○
Critical -3	○○○○○
Agony	○



Combat:

Attack: 6 (Bow: 10. Bow Damage: 2.
Short Sword Damage: 2).
Defense: 12 (Protection: 2).
Speed: 7.

Stamina: 10.

Survival Points: 3.

Equipment

A bag containing consumables, travel gear, tools to pick locks, and a spy-glass.

Weaponry:

Studded leather armor, a short sword, a bow, and several knives.

Ways:

Combativeness: 1.
Creativity: 4.
Empathy: 3.
Reason: 5.
Conviction: 2.

Skills:

Close Combat: 3.
Craft: 6.
Demorthèn Mysteries: 7.
Erudition: 10 (Herbalism: 11) (+1 bonus).
Magience: 7.
Natural Environment: 4.
Occultism: 7.
Perception: 7.
Relation: 3.
Sciences: 9.
Travel: 4.



Advantages:

Well-read.

Sanity:

Mental Resistance: 7.
Latent Disorder: Elation

Character Traits:

Resourceful / Irresolute

Combat:

Attack: 3 (Short Sword Damage: 2.
Knife Damage: 1).
Defense: 13 (Protection: 0).
Speed: 4.

Stamina: 10.

Survival Points: 3.

Equipment:

A satchel with various parchments, writing devices, a magnifying glass, a torch, medicinal herbs, and first aid gear.

Weaponry:

A short sword and a knife.

Health Condition Chart

Good	○○○○○
Okay -1	○○○○○
Bad -2	○○○○○
Critical -3	○○○○○
Agony	○