

Charlotte Kordé

Level 1 Monk, Good

Charisma: 17 (+3/+2)

Home: Crosspoint

Agility: 8 (-1)

Age: 36

Endurance: 10

Height: 5 foot 1 inch

Intelligence: 12 (+1)

Weight: 93 pounds

Strength: 9

Experience: 0

Wisdom: 15 (+2/+1)

Mojo: 11

Movement: 9

Reactions

Defense: -1

Perception: 8

Survival: 5

Evasion: 3

Verve: 7

Fortitude: 4

Health: 4

Reason: 6

Fields

Willpower: 8

Fighting Art +0: Quarterstaff

Native Culture +2: Crosspoint etiquette

Language Science +1: English, Frankish, Literacy

Performance Art +1: Acting

Personality Art +1: Demagoguery, Mediation

Engineering Science +1: Clockworks

Specialties

Half-elf species, night vision (-2), move quietly alone (-3), +4 against mind control and sleep, age at one-sixth normal

Psychic pool: 1

Telepathic Art +5

Illusion: senses (1, +1); damage (1); independent items (1)

Psychokinetic Craft: +3

Telekinesis: mass (1 pound); motion (1 yd/rnd); area of effect technique (1 yard)

Equipment (carry: 6)

1. 16 shillings, 6 pennies in pocket

2-3. quarterstaff (d6 damage, bulk 12)

Even though I have a good life, I will explore the ruins because I want to meet the Elves.

Charlotte was born in the mountains southeast of Crosspoint to a human mother. She has never met her father, and has only recently begun to realize what her ancestry means—at 36 years of age, she is the youngest-looking of all her friends.

Charlotte believes her psychic powers are from her father's side. She is self-trained. She has been a mentor to Sam Stevens since Sam left the thieves' ring in Crosspoint.

Gralen Noslen

Ordered Good Sorcerer

Level 1

Intelligence: 15 (+2/+1)

Home: Crosspoint

Agility: 12 (+1)

Age: 16

Charisma: 12 (+1)

Height: 6' 6"

Endurance: 12 (+1)

Weight: 217 lbs

Strength: 11

Experience: 0

Wisdom: 9

Mojo: 13

Reactions

Movement: 11

Reason: 7

Defense: 1

Evasion: 6

Survival: 6

Fortitude: 4

Verve: 6

Health: 5

Perception: 5

Willpower: 4

Fields

Fighting Art +0

Native Culture +2: Sorcerer's Etiquette

Language Science +1: English, Latin, Literacy

Historical Science +1: Ancient History

Specialties

Raven familiar: 5 survival, 4 intelligence, 4 charisma, 4 wisdom

Spells

3 spell slots

	<u>Spell</u>	<u>Range</u>	<u>Formula</u>	<u>Duration</u>	<u>Cast</u>	<u>Effect area</u>	<u>Reaction</u>
	Farseeing	touch	WG	10 min	1 rnd	1 creature	none
	Mage bolt	20+10yd/lvl	WGI (arrow)	1 rnd/lvl	1	3 yd radius	none
	Light/ darkness	20yd/lvl	WGI (spark)	1hr+ 10 min/lvl	1	10+lvl yds	evasion
	Understand languages	touch	WGI	5 min/lvl (mandrake)	1 rnd	1 creature/item	willpower

Equipment (carry: 8)

1. 15 shillings in pouch
2. spellbook (1.2 bulk)

Even though I prefer libraries, I will explore the ruins because I want knowledge no one else has.

Gralen knew he was a sorcerer from a young age. Poe, his raven familiar, has been his friend and confidante since he was eight. Gralen is self-taught. He left home at twelve to study at Illustrious Library across the mountains from Crosspoint. He stumbled, almost literally, across the magical research of a sorcerer who once lived in the now abandoned Illustrious Castle outside of town. He's been daring Will Stratford into going to Illustrious Castle, where he believes more magic can be found.

Sam Stevens

Thief 1, WARRIOR 0

Agility: 14 (+1)

Strength: 11

Charisma: 14 (+1)

Endurance: 14 (+1)

Intelligence: 11

Wisdom: 10

Home: Crosspoint

Moral code: Good

Age: 20

Height: 5'9"

Weight: 154 lbs

Experience: 0

Reactions

Mojo: 8

Evasion 6

Fortitude 4

Movement 11

Health 5

Defense +1

Perception 5

Max combat pool 2

Reason 4

Survival 6

Willpower 4

Verve 5

Fighting Art +1, weapon fluency, basic weapons, unarmed combat, crossbow, short sword

Native Culture +2, english, underworld etiquette

Scaling Craft +1, climb walls

Stealth Art +1, hide, silence

Burglary Science +2, locks & traps

	damage	fire actions	range
short sword	d6	2	2
crossbow	d6	2	15

Specialty: multiple archetypes (next: warrior)

CARRYING (CARRY 9)

1. 1 shilling
2. short sword, bulk 6
3. crossbow, bulk 14
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.

Even though I'm a sneak, I will explore the ruins because I am on the run from the mob.

Sam was born on the waterfront in Crosspoint and lived on the streets until she was taken "under the wing" of a burglary and child-fighting ring run by the infamous Will Riley (hanged two years ago for the murder of councilman Jim Myers). Charlotte helped Sam quit the ring and get work as a guard for travelers. She met Will through his father's guard company. She avoids the Crosspoint mob.

TOROMEEN

TONY B.

DWARF WARRIOR, LEVEL 1

+4/+2 STRENGTH: 18

FELTARN

+2/+1 WISDOM: 15

CHAOTIC/GOOD

AGILITY: 10

151 YEARS OLD

-1 CHARISMA: 8

4'8"

+2/+1 ENDURANCE: 15

220 LBS

+1 INTELLIGENCE: 12

0 XP

15 MOJO

FORTITUDE: 10

EVASION: 4

+4 DEFENSE

HEALTH: 10

10 MOVEMENT

PERCEPTION: 3

7 SURVIVAL

REASON: 6

7 VERVE

WILLPOWER: 6

DWARVEN CULTURE +2: DWARVISH, MOUNTAIN DWARF

ETIQUETTE, SPELUNKING

ENGINEERING SCIENCE +1: DEFENSES

FIGHTING ART +1: WEAPON FLUENCY, UNARMED COMBAT, BATTLEAXE

WAR CRAFT +1: WEAPONSMITH

DAMAGE

FIRE ACTIONS

RANGE

BATTLEAXE

D8

2

1

+3 ATTACK IN CLOSE COMBAT, +4 DAMAGE

+1 ATTACK THROWN, +2 DAMAGE, -2 RANGE PENALTY

EQUIPMENT (13)

1. 18 SHILLINGS IN BELT POUCH
2. BANDED LEATHER ARMOR (BULK 4, DEFENSE 3)
3. SHIELD (BULK 4, DEFENSE 1)
4. BATTLE AXE (BULK 18)

SPECIALTY

DWARVEN: -2 UNDERGROUND VISION, +4 REACTIONS AGAINST MAGIC, SMALL SIZE, AGINGx8

FOUR EXTRA SKILLS OR FIELD BONUSES DUE TO AGE

EVEN THOUGH I AM AN ARCHITECT, I WILL EXPLORE THE RUINS BECAUSE I WANT TO SEE THE ANCIENT BATTLEFIELD, FOMHOR ACHADH, WHERE MY GRANDFATHER DIED.

THIS IS TOROMEEN'S FIRST JOURNEY OUTSIDE OF HIS CLAN'S HOME IN FELTARN, SOUTH OF THE LEATHER ROAD. HE IS ON A "VISION QUEST" TO THE GREAT DWARVEN BATTLEFIELD FOMHOR ACHADH IN THE FAR NORTH WHERE HIS GRANDFATHER DIED IN BATTLE FAR FROM HOME. HE SEEKS ADVICE FROM HIS ANCESTORS.

TOROMEEN IS AN ENGINEER. HE BUILDS DEVICES FOR CASTLES. HE WORKED WITH CHARLOTTE ON A CASTLE OVERLOOKING THE RIVER VALLEY. HE HAS RETURNED TO BIBLYON TO OFFER MAINTENANCE ON WORK THEY DID IN ILLUSTRIOUS CASTLE.

Will Stratford

Level 1 Warrior, Good

Strength: 15 (+2/+1)

Agility: 14 (+1)

Charisma: 9

Endurance: 14 (+1)

Intelligence: 10

Wisdom: 11

Movement: 12

Defense: +1

Survival: 6

Verve: 6

Home: Hightown

Age: 21

Height: 6'1"

Weight: 169

Experience: none

Mojo: 8

Specialties

Weapon specialist, Stigmas di Cristos style:
slashing weapons

Reactions

Fortitude: 7

Evasion: 5

Health: 6

Perception: 4

Reason: 4

Willpower: 4

Fields

Fighting Art +1: weapon fluency, unarmed combat, longsword

Native Culture +2: English, caravan etiquette

Slashing weapons +1: longsword

Weapons

	Damage	Fire actions	Range
Longsword (+3)	d8+2	2	3

Equipment (11 carry)

1. 15 shillings (pouch)
2. longsword (bulk 8)

Combat pool stuff

Pool max: 2

+1 defense: 1 pt

+1 damage: 1 pt

+3 combat movement: 1 pt

+1 attack: 4 pts

+1 quickdraw: 1 pt

+1 act first: 1 pt

+1 lose surprise: 1 pt

Even though my father wants me to run the company, I will explore the ruins because I am friends with Gralen.

Will's father owns a security company. Will works for him as a guard on the leather road, guiding caravans from Crosspoint, across the mountains, to Black Stag. Will longs for more than the back and forth between Crosspoint and Black Stag. He is good friends with Gralen, whom he met while researching the low roads at the Biblyon library.

Valono

NPC Prophet, ordered Evil

Agility: 12 (+1)	Movement: 12	Home: Papau
Charisma: 14 (+1)	Defense: +1	Age: 27
Endurance: 11	Survival: 5	Height: 5'7"
Intelligence: 10	Verve: 7	Weight: 146 lbs
Strength: 15 (+2/+1)		
Wisdom: 16 (+2/+1)		

specialties
understand basic weapons

Reactions

Evasion: 5
Fortitude: 6
Health: 5
Perception: 5
Reason: 5
Willpower: 7

Fighting Art +0: spear, hand axe
Native culture +2: Maori language, island culture
English culture +1: English
seafaring craft +2: animal lore, oceans, navigation
war Art +1: tactics

damage fire actions range

spear	d6	1	6
hand axe (2)	d6	1	3

+1 attack in close combat, +2 damage

+1 attack thrown, +1 damage, -1 range penalty

Equipment (to carry)

1. tiki stick
2. 11 shillings (pouch)
3. spear (bulk 8)
4. hand axe (bulk 10)
5. hand axe (bulk 10)

spirits (3 spirit points)

prophet

water

weather 1

animal 1

death 1

valono is called by the god Tawhiri to return the world to order. To Tawhiri, "order" means stagnation and decay. In valono's tongue, he is a tohunga, or priest.

valono is an example of a (possibly recurring) villain. If valono acts alone, the Guide might wish to increase valono to second or third level. If used as a recurring villain, valono's level might track that of the player characters (that is, their levels or 2 to 3 levels higher).

If you choose to use valono as a villain, watch his intelligence: it is average. where he excels is wisdom and charisma. His plots will be simple. He will almost always attempt to build a power base of worshippers with which to further his plans.