



CUMAL, SWIFT WARRIOR



A man in his thirties, a swift and forthright warrior of his people. Cumal joined with other Cimmerian tribes to fight in early clashes with raiding Picts and Hyrkanians. In a distant village he fell in love and married another tribe's woman, Erin. However, she died in childbirth. Since then he has fought all the more to defend and unite the Cimmerian people. Physically, he is sleekly built with broad shoulders, powerful arms, and thin waist. He moves with the quickness of a panther, and his brown skin gleams with the sun of the wastelands that colored it. He is clean-shaven, while a wave of deep brown hair crests his head, and his blue eyes smoulder beneath.

| AGILITY | 11 | |
|------------|----|-------|
| Skill | TN | Focus |
| Acrobatics | 13 | 2 |
| Melee | 12 | 1 |
| Stealth | 12 | 1 |

| AWARENESS | 7 | |
|-------------|----|-------|
| Skill | TN | Focus |
| Insight | 7 | |
| Observation | 8 | 1 |
| Survival | 8 | 1 |
| Thievery | 8 | 1 |

| BRAWN | 9 | |
|------------|----|-------|
| Skill | TN | Focus |
| Athletics | 10 | 1 |
| Resistance | 9 | |

| COORDINATION | 9 | |
|----------------|----|-------|
| Skill | TN | Focus |
| Parry | 10 | 1 |
| Ranged Weapons | 9 | |
| Sailing | 9 | |

| INTELLIGENCE | 8 | |
|--------------|----|-------|
| Skill | TN | Focus |
| Alchemy | 8 | |
| Craft | 8 | |
| Healing | 8 | |
| Linguistics | 8 | |
| Lore | 10 | 2 |
| Siegecraft | 8 | |

| PERSONALITY | 9 | |
|-----------------|----|-------|
| Skill | TN | Focus |
| Animal Handling | 9 | |
| Command | 10 | 1 |
| Counsel | 9 | |
| Persuade | 10 | 1 |
| Society | 10 | 1 |

| WILLPOWER | 9 | |
|------------|----|-------|
| Skill | TN | Focus |
| Discipline | 10 | 1 |
| Sorcery | 9 | |

| SOAK | |
|---------|----------|
| Armor | 0 (none) |
| Courage | 0 |

| STRESS | |
|---------|--|
| Vigor | |
| Resolve | |

| SERIOUS HARMES | |
|----------------|--|
| Wounds | |
| Trauma | |

| BONUS DAMAGE (included below) | |
|-------------------------------|------|
| Ranged | 0 ☠ |
| Melee | +1 ☠ |
| Presence | +1 ☠ |

- | ATTACKS | |
|--|--|
| ■ Sword (M): Reach 2, 1H, 5 ☠, Parrying | |
| ■ Small Shield (M): Reach 2, 1H, 3 ☠, Knockdown, Parrying, Shield 2 | |
| ■ Battle Axe (M): Reach 2, Unbalance, 5 ☠, Intense, Vicious 1 | |
| ■ Steely Glare (T): Range C, 3 ☠ mental, Stun | |

- | TALENTS | |
|--|--|
| ■ Agile: When making an Acrobatics test Cumal can re-roll one d20, but must accept the new result. | |
| ■ Strong Back: Whenever Cumal rolls at least one success on an Athletics test, he gains one additional success automatically. | |
| ■ Sharp Senses: When making an Observation test, Cumal may re-roll one d20 but must accept the new result. | |

| OTHER BELONGINGS |
|---|
| Basic Travelling Provisions, 1 Load of Arrows |



CUMA, SWIFT WARRIOR



A woman in her thirties, a swift and forthright warrior of her people. Cuma joined with other Cimmerian tribes to fight in early clashes with raiding Picts and Hyrkanians. In a distant village she fell in love and married another tribe's man, Erinosh. However, he died in battle against the Kothians. Since then she has fought all the more to defend and unite the Cimmerian people. Physically, she is sleekly built with sturdy shoulders, powerful arms, and thin waist. She moves with the quickness of a panther, and her brown skin gleams with the sun of the wastelands that colored it. She is relatively without scars, while a wave of deep brown hair crests her head, and his blue eyes smoulder beneath.

| AGILITY | 11 | |
|------------|----|-------|
| Skill | TN | Focus |
| Acrobatics | 13 | 2 |
| Melee | 12 | 1 |
| Stealth | 12 | 1 |

| AWARENESS | 7 | |
|-------------|----|-------|
| Skill | TN | Focus |
| Insight | 7 | |
| Observation | 8 | 1 |
| Survival | 8 | 1 |
| Thievery | 8 | 1 |

| BRAWN | 9 | |
|------------|----|-------|
| Skill | TN | Focus |
| Athletics | 10 | 1 |
| Resistance | 9 | |

| COORDINATION | 9 | |
|----------------|----|-------|
| Skill | TN | Focus |
| Parry | 10 | 1 |
| Ranged Weapons | 9 | |
| Sailing | 9 | |

| INTELLIGENCE | 8 | |
|--------------|----|-------|
| Skill | TN | Focus |
| Alchemy | 8 | |
| Craft | 8 | |
| Healing | 8 | |
| Linguistics | 8 | |
| Lore | 10 | 2 |
| Siegecraft | 8 | |

| PERSONALITY | 9 | |
|-----------------|----|-------|
| Skill | TN | Focus |
| Animal Handling | 9 | |
| Command | 10 | 1 |
| Counsel | 9 | |
| Persuade | 10 | 1 |
| Society | 10 | 1 |

| WILLPOWER | 9 | |
|------------|----|-------|
| Skill | TN | Focus |
| Discipline | 10 | 1 |
| Sorcery | 9 | |

| SOAK | |
|---------|----------|
| Armor | 0 (none) |
| Courage | 0 |

| STRESS | |
|---------|--|
| Vigor | |
| Resolve | |

| SERIOUS HARMES | |
|----------------|--|
| Wounds | |
| Trauma | |

| BONUS DAMAGE (included below) | |
|-------------------------------|----|
| Ranged | 0 |
| Melee | +1 |
| Presence | +1 |

- | ATTACKS | |
|---|--|
| ■ Sword (M): Reach 2, 1H, 5 , Parrying | |
| ■ Small Shield (M): Reach 2, 1H, 3 , Knockdown, Parrying, Shield 2 | |
| ■ Battle Axe (M): Reach 2, Unbalance, 5 , Intense, Vicious 1 | |
| ■ Steely Glare (T): Range C, 3 mental, Stun | |

- | TALENTS | |
|--|--|
| ■ Agile: When making an Acrobatics test Cuma can re-roll one d20, but must accept the new result. | |
| ■ Strong Back: Whenever Cuma rolls at least one success on an Athletics test, she gains one additional success automatically. | |
| ■ Sharp Senses: When making an Observation test Cuma can re-roll one d20, but must accept the new result. | |

| OTHER BELONGINGS |
|---|
| Basic Travelling Provisions, 1 Load of Arrows |



CRUAIDH, GRIZZLED VETERAN



An older man in his 40s, but stronger than any two civilized men and more dangerous unarmed than they with swords. He is a leader in the village and uncle of the twins (Eanbotha and Canbotha). Since early war campaigns, he has stayed in the village and been a responsible leader, husband, and father. Now his brother Cruacht stays home as he looks after his nephews in battle. Within the village, he has been dubbed "Peacemaker" for resolving disputes, but his peace is the sort from firm words and reeling heads. Like most Cimmerians, he has few words, but they have eloquence and force. Physically, he is a bull of a figure, with tiger-like arms and brown curly hair in a thin fringe over the muscles of his chest. He has a short brown beard, which stands in contrast to his shaven head.

| AGILITY | 9 | |
|------------|----|-------|
| Skill | TN | Focus |
| Acrobatics | 10 | 1 |
| Melee | 12 | 3 |
| Stealth | 10 | 1 |

| AWARENESS | 9 | |
|-------------|----|-------|
| Skill | TN | Focus |
| Insight | 9 | |
| Observation | 10 | 1 |
| Survival | 10 | 1 |
| Thievery | 9 | |

| BRAWN | 10 | |
|------------|----|-------|
| Skill | TN | Focus |
| Athletics | 12 | 3 |
| Resistance | 11 | 1 |

| COORDINATION | 9 | |
|----------------|----|-------|
| Skill | TN | Focus |
| Parry | 12 | 3 |
| Ranged Weapons | 11 | 2 |
| Sailing | 9 | |

| INTELLIGENCE | 9 | |
|--------------|----|-------|
| Skill | TN | Focus |
| Alchemy | 9 | |
| Craft | 10 | 1 |
| Healing | 10 | 1 |
| Linguistics | 9 | |
| Lore | 9 | |
| Siegecraft | 9 | |

| PERSONALITY | 9 | |
|-----------------|----|-------|
| Skill | TN | Focus |
| Animal Handling | 10 | 1 |
| Command | 12 | 3 |
| Counsel | 9 | |
| Persuade | 10 | 1 |
| Society | 9 | |

| WILLPOWER | 8 | |
|------------|----|-------|
| Skill | TN | Focus |
| Discipline | 9 | 1 |
| Sorcery | 8 | |

| SOAK | | |
|---------|---|--------|
| Armor | 0 | (None) |
| Courage | 1 | |

| STRESS | | | | | | | | | |
|---------|--|--|--|--|--|--|--|--|--|
| Vigor | | | | | | | | | |
| Resolve | | | | | | | | | |

| SERIOUS HARMS | | | | |
|---------------|--|--|--|--|
| Wounds | | | | |
| Trauma | | | | |

| BONUS DAMAGE (included below) | |
|-------------------------------|----|
| Ranged | +1 |
| Melee | +2 |
| Presence | +1 |

- | ATTACKS | |
|---|--|
| ■ Sword (M): Reach 2, 1H, 6 , Parrying | |
| ■ Small Shield (M): Reach 2, 1H, 4 , Knockdown, Parrying, Shield 2 | |
| ■ War Bow (R): Range L, 4 , 2H, Piercing 1, Volley | |
| ■ Steely Glare (T): Range C, 3 mental, Stun | |

- | TALENTS | |
|---|--|
| ■ Deflection: When Cruaidh makes a Defense Reaction using the Parry skill, he pays one fewer Doom than normal (minimum 0). | |
| ■ No Mercy: Cruaidh may re-roll up to one when rolling damage for a melee weapon. | |
| ■ Captain: When making a Command test, Cruaidh can re-roll one d20, but must accept the new result. | |

| OTHER BELONGINGS | |
|--|--|
| Basic Travelling Provisions, 1 Load of Arrows, Healer's Bag (1 poultice — each poultice spent adds 1 bonus d20 to Healing tests) | |



DARO, TALENTED ARCHER



A young man in his early twenties, with a wild nature. Since coming of age, he has roamed the lands near Cimmeria for several years as hunter and mercenary, with nothing to tame him. He has become known particularly for his way with animals, and was dubbed "Tamer of Horses" upon his return to the village. He is nephew of Cruaidh by way of his mother, and friend of his younger cousins. Physically, he is rippling with muscles strung sleekly over a powerful frame, like the horses he breaks. His skin is browned from outland suns, his eyes blue and brightly flashing, his face clean-shaven; while a shock of tousled black hair crowns his broad forehead.

| AGILITY | 10 | |
|------------|----|-------|
| Skill | TN | Focus |
| Acrobatics | 12 | 2 |
| Melee | 11 | 1 |
| Stealth | 12 | 2 |

| AWARENESS | 10 | |
|-------------|----|-------|
| Skill | TN | Focus |
| Insight | 10 | |
| Observation | 11 | 1 |
| Survival | 12 | 2 |
| Thievery | 10 | |

| BRAWN | 8 | |
|------------|----|-------|
| Skill | TN | Focus |
| Athletics | 9 | 1 |
| Resistance | 8 | |

| COORDINATION | 10 | |
|----------------|----|-------|
| Skill | TN | Focus |
| Parry | 12 | 2 |
| Ranged Weapons | 14 | 4 |
| Sailing | 10 | |

| INTELLIGENCE | 9 | |
|--------------|----|-------|
| Skill | TN | Focus |
| Alchemy | 9 | |
| Craft | 10 | 1 |
| Healing | 9 | |
| Linguistics | 9 | |
| Lore | 10 | 1 |
| Siegecraft | 9 | |

| PERSONALITY | 7 | |
|-----------------|----|-------|
| Skill | TN | Focus |
| Animal Handling | 10 | 2 |
| Command | 8 | 1 |
| Counsel | 8 | 1 |
| Persuade | 7 | |
| Society | 7 | |

| WILLPOWER | 8 | |
|------------|----|-------|
| Skill | TN | Focus |
| Discipline | 9 | 1 |
| Sorcery | 8 | |

| SOAK | | |
|---------|---|--------|
| Armor | 0 | (none) |
| Courage | 0 | |

| STRESS | | | | | | | | | |
|---------|--|--|--|--|--|--|--|--|--|
| Vigor | | | | | | | | | |
| Resolve | | | | | | | | | |

| SERIOUS HARMS | | | | |
|---------------|--|--|--|--|
| Wounds | | | | |
| Trauma | | | | |

| BONUS DAMAGE (included below) | |
|-------------------------------|----|
| Ranged | +2 |
| Melee | 0 |
| Presence | 0 |

| ATTACKS | |
|---|--|
| ■ Sword (M): Reach 2, 1H, 4 , Parrying | |
| ■ Dagger (M): Reach 1, 1H, 3 , Hidden 1, Parrying, Thrown, Unforgiving 1 | |
| ■ War Bow (R): Range L, 5 , 2H, Piercing 1, Volley | |
| ■ Steely Glare (T): Range C, 2 mental, Stun | |

| TALENTS | |
|---|--|
| ■ Accurate: When Daro rolls damage for a ranged attack, he may re-roll up to 1 | |
| ■ Deflection: When making a Defense Reaction using the Parry skill, Daro pays one fewer Doom than normal (minimum 0). This stacks with the weapon's Parrying quality. | |
| ■ Born in the Saddle 2: On any Animal Handling test where you generate at least one success, you may immediately roll 2d20 and add the result to the test, and Complications on these extra dice may be ignored. | |

| OTHER BELONGINGS | |
|--|--|
| Basic Travelling Provisions, 3 Loads of Arrows | |



DORA, TALENTED ARCHER



A young woman in her early twenties, with a wild nature. Since coming of age, she has roamed the lands near Cimmeria for several years as hunter and mercenary, with nothing to tame her. She has become known particularly for her way with animals, and was dubbed "Tamer of Horses" upon her return to the village. She is niece of Cruaidh by way of her mother, and friend of her younger cousins. Physically, she has a powerful frame strung sleekly over with muscles, like the horses she breaks. Her skin is light as she protects herself from outland suns, her eyes blue and brightly flashing, her face clean of scars; while a shock of tousled light brown hair crowns her broad forehead.

| AGILITY | 10 | |
|------------|----|-------|
| Skill | TN | Focus |
| Acrobatics | 12 | 2 |
| Melee | 11 | 1 |
| Stealth | 12 | 2 |

| AWARENESS | 10 | |
|-------------|----|-------|
| Skill | TN | Focus |
| Insight | 10 | |
| Observation | 11 | 1 |
| Survival | 12 | 2 |
| Thievery | 10 | |

| BRAWN | 8 | |
|------------|----|-------|
| Skill | TN | Focus |
| Athletics | 9 | 1 |
| Resistance | 8 | |

| COORDINATION | 10 | |
|----------------|----|-------|
| Skill | TN | Focus |
| Parry | 12 | 2 |
| Ranged Weapons | 14 | 4 |
| Sailing | 10 | |

| INTELLIGENCE | 9 | |
|--------------|----|-------|
| Skill | TN | Focus |
| Alchemy | 9 | |
| Craft | 10 | 1 |
| Healing | 9 | |
| Linguistics | 9 | |
| Lore | 10 | 1 |
| Siegecraft | 9 | |

| PERSONALITY | 7 | |
|-----------------|----|-------|
| Skill | TN | Focus |
| Animal Handling | 10 | 2 |
| Command | 8 | 1 |
| Counsel | 8 | 1 |
| Persuade | 7 | |
| Society | 7 | |

| WILLPOWER | 8 | |
|------------|----|-------|
| Skill | TN | Focus |
| Discipline | 9 | 1 |
| Sorcery | 8 | |

| SOAK | | |
|---------|---|--------|
| Armor | 0 | (none) |
| Courage | 0 | |

| STRESS | | | | | | | | | |
|---------|--|--|--|--|--|--|--|--|--|
| Vigor | | | | | | | | | |
| Resolve | | | | | | | | | |

| SERIOUS HARMES | | | | | |
|----------------|--|--|--|--|--|
| Wounds | | | | | |
| Trauma | | | | | |

| BONUS DAMAGE (included below) | |
|-------------------------------|----|
| Ranged | +2 |
| Melee | 0 |
| Presence | 0 |

- | ATTACKS | |
|---|--|
| ■ Sword (M): Reach 2, 1H, 4 , Parrying | |
| ■ Dagger (M): Reach 1, 1H, 3 , Hidden 1, Parrying, Thrown, Unforgiving 1 | |
| ■ War Bow (R): Range L, 5 , 2H, Piercing 1, Volley | |
| ■ Steely Glare (T): Range C, 2 mental, Stun | |

- | TALENTS | |
|---|--|
| ■ Accurate: When Dora rolls damage for a ranged attack, she may re-roll up to 1 | |
| ■ Deflection: When making a Defense Reaction using the Parry skill, Dora pays one fewer Doom than normal (minimum 0). This stacks with the weapon's Parrying quality. | |
| ■ Born in the Saddle 2: On any Animal Handling test where you generate at least one success, you may immediately roll 2d20 and add the result to the test, and Complications on these extra dice may be ignored. | |

| OTHER BELONGINGS | |
|--|--|
| Basic Travelling Provisions, 3 Loads of Arrows | |

EREMON, EXPERIENCED TRACKER

A man in his thirties, with dark looks to match his moods. He is sharp-witted and skillful, but also capable of sudden, shocking brutality. He has been viewed with suspicion by many, but his dire words have often proved right. He has traveled far -- escaping by wits, bluff, and threat as well as force of arms. Physically, he is tall and broad and dark. Black curly hair runs up his torso to cover the lean but powerful frame. His black hair is cropped short, ranging over a dark scarred face, with trimmed facial hair and eyes which pierce their prey with feral intensity.

| AGILITY | 9 | |
|------------|----|-------|
| Skill | TN | Focus |
| Acrobatics | 11 | 2 |
| Melee | 12 | 3 |
| Stealth | 11 | 2 |

| AWARENESS | 9 | |
|-------------|----|-------|
| Skill | TN | Focus |
| Insight | 9 | |
| Observation | 11 | 2 |
| Survival | 12 | 3 |
| Thievery | 10 | 1 |

| BRAWN | 9 | |
|------------|----|-------|
| Skill | TN | Focus |
| Athletics | 10 | 1 |
| Resistance | 9 | |

| COORDINATION | 8 | |
|----------------|----|-------|
| Skill | TN | Focus |
| Parry | 9 | 1 |
| Ranged Weapons | 8 | |
| Sailing | 8 | |

| INTELLIGENCE | 10 | |
|--------------|----|-------|
| Skill | TN | Focus |
| Alchemy | 10 | |
| Craft | 10 | |
| Healing | 11 | 1 |
| Linguistics | 10 | |
| Lore | 11 | 1 |
| Siegecraft | 10 | |




| PERSONALITY | 8 | |
|-----------------|----|-------|
| Skill | TN | Focus |
| Animal Handling | 10 | 1 |
| Command | 9 | |
| Counsel | 9 | |
| Persuade | 10 | 1 |
| Society | 9 | |





| WILLPOWER | 8 | |
|------------|----|-------|
| Skill | TN | Focus |
| Discipline | 9 | 1 |
| Sorcery | 8 | |


| SOAK | |
|---------|---------------------|
| Armor | 1 (Fur and Leather) |
| Courage | 0 |

| STRESS | | | | | |
|---------|--|--|--|--|--|
| Vigor | | | | | |
| Resolve | | | | | |

| SERIOUS HARMES | | | | | |
|----------------|--|--|--|--|--|
| Wounds | | | | | |
| Trauma | | | | | |

| BONUS DAMAGE (included below) | |
|-------------------------------|--|
| Ranged | +1  |
| Melee | +1  |
| Presence | 0  |

- | ATTACKS | |
|---|--|
| ■ Spear (M): Reach 3, Unbalanced, 5  , Piercing 1 | |
| ■ Battle Axe (M): Reach 2, Unbalance, 5  , Intense, Vicious 1 | |
| ■ Dagger (M): Reach 1, 4  , 1H, Hidden 1, Parrying, Thrown, Unforgiving 1 | |
| ■ Steely Glare (T): Range C, 2  mental, Stun | |

- | TALENTS | |
|--|--|
| ■ No Mercy: When Eremon rolls damage for a melee weapon, he may re-roll up to one  but must accept the new result. | |
| ■ Sharp Senses: When making an Observation test, Eremon may re-roll one d20 but must accept the new result. | |
| ■ Survivor: When deprived of obvious sources of food and water, Eremon reduces the Difficulty of Survival tests by one. This may reduce tests to Simple (Do). | |

| OTHER BELONGINGS |
|---|
| Basic Travelling Provisions, Healer's Bag (2 poultices — each poultice spent adds 1 bonus d20 to Healing tests) |

EANBOTHAN, YOUNG WARRIOR

The 19-year-old son of Cruacht (brother of Cruaidh), brother to his identical twin Canbotha. Eanbotha was born first, though, and has always taken the greater share of responsibility. Their father taught his sons well, and they both fight like seasoned warriors. Eanbotha pursued skillful and intricate swordplay to match his serious warrior ambitions. Physically, he is swift and powerful, moving like a watchful tiger. His sinewy arms move his sword in graceful but deadly curves. His long dark hair is generally tied back, while his deep brown eyes reflect the weight he bears.

| AGILITY | 10 | |
|------------|----|-------|
| Skill | TN | Focus |
| Acrobatics | 11 | 1 |
| Melee | 11 | 1 |
| Stealth | 11 | 1 |

| AWARENESS | 10 | |
|-------------|----|-------|
| Skill | TN | Focus |
| Insight | 11 | |
| Observation | 11 | 1 |
| Survival | 11 | 1 |
| Thievery | 10 | |

| BRAWN | 10 | |
|------------|----|-------|
| Skill | TN | Focus |
| Athletics | 11 | 1 |
| Resistance | 13 | 3 |

| COORDINATION | 10 | |
|----------------|----|-------|
| Skill | TN | Focus |
| Parry | 13 | 3 |
| Ranged Weapons | 11 | 1 |
| Sailing | 10 | |

| INTELLIGENCE | 7 | |
|--------------|----|-------|
| Skill | TN | Focus |
| Alchemy | 7 | |
| Craft | 7 | |
| Healing | 8 | 1 |
| Linguistics | 7 | |
| Lore | 9 | 2 |
| Siegecraft | 7 | |




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





| WILLPOWER | 9 | |
|------------|----|-------|
| Skill | TN | Focus |
| Discipline | 10 | 1 |
| Sorcery | 9 | |

| SOAK | |
|---------|----------|
| Armor | 0 (none) |
| Courage | 0 |

| STRESS | |
|---------|--|
| Vigor | |
| Resolve | |

| SERIOUS HARM | |
|--------------|--|
| Wounds | |
| Trauma | |

| BONUS DAMAGE (included below) | |
|-------------------------------|--|
| Ranged | +2  |
| Melee | +2  |
| Presence | 0  |

- | ATTACKS | |
|---|--|
| ■ Sword (M): Reach 2, 1H, 5  , Parrying | |
| ■ Small Shield (M): Reach 2, 1H, 4  , Knockdown, Parrying, Shield 2 | |
| ■ Battle Axe (M): Reach 2, Unbalance, 5  , Intense, Vicious 1 | |
| ■ Steely Glare (T): Range C, 2  mental, Stun | |

- | TALENTS | |
|---|--|
| ■ Agile: When making an Acrobatics test Eanbotha can re-roll one d20, but must accept the new result. | |
| ■ Courageous: Eanbotha may re-roll a single d20 on any Discipline test, but must accept the new result. | |
| ■ Hardy: When making a Resistance test, Eanbotha may re-roll any dice that did not generate a success on the initial roll, but you must accept the new result. | |

| OTHER BELONGINGS |
|------------------------------|
| Basic Travelling Provisions, |

CANBOTH, YOUNG WARRIOR

The 19-year-old son of Cruacht (brother of Cruaidh), brother to his identical twin Canbotha. Canbotha was born second, and has rebelled against the pressure to be like his "good" brother. He, too, learned his lessons in fighting well -- though as much from dodging his father's blows as from the more formal lessons. He is reckless and unorthodox in his fighting, striking unexpectedly. Physically, he is sleekly muscled and powerful, moving like a wolf -- with a silent casual walk that can burst into sudden savagery. His long dark hair falls loosely over his brawny shoulders, and his deep brown eyes alternately twinkle with laughter and flash with fire.

| AGILITY | 10 | |
|------------|----|-------|
| Skill | TN | Focus |
| Acrobatics | 11 | 1 |
| Melee | 11 | 1 |
| Stealth | 11 | 1 |

| AWARENESS | 10 | |
|-------------|----|-------|
| Skill | TN | Focus |
| Insight | 11 | |
| Observation | 11 | 1 |
| Survival | 11 | 1 |
| Thievery | 10 | |

| BRAWN | 10 | |
|------------|----|-------|
| Skill | TN | Focus |
| Athletics | 11 | 1 |
| Resistance | 13 | 3 |

| COORDINATION | 10 | |
|----------------|----|-------|
| Skill | TN | Focus |
| Parry | 13 | 3 |
| Ranged Weapons | 11 | 1 |
| Sailing | 10 | |

| INTELLIGENCE | 7 | |
|--------------|----|-------|
| Skill | TN | Focus |
| Alchemy | 7 | |
| Craft | 7 | |
| Healing | 8 | 1 |
| Linguistics | 7 | |
| Lore | 9 | 2 |
| Siegecraft | 7 | |




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





| WILLPOWER | 8 | |
|------------|----|-------|
| Skill | TN | Focus |
| Discipline | 8 | |
| Sorcery | 8 | |

| SOAK | |
|---------|----------|
| Armor | 0 (none) |
| Courage | 0 |

| STRESS | |
|---------|--|
| Vigor | |
| Resolve | |

| SERIOUS HARM | |
|--------------|--|
| Wounds | |
| Trauma | |

| BONUS DAMAGE (included below) | |
|-------------------------------|--|
| Ranged | +2  |
| Melee | +2  |
| Presence | 0  |

- | ATTACKS |
|---|
| <ul style="list-style-type: none"> Sword (M): Reach 2, 1H, 5  Parrying Small Shield (M): Reach 2, 1H, 4  , Knockdown, Parrying, Shield 2 Battle Axe (M): Reach 2, Unbalance, 5  , Intense, Vicious 1 Steely Glare (T): Range C, 2  mental, Stun |

- | TALENTS |
|---|
| <ul style="list-style-type: none"> Agile: When making an Acrobatics test Canbotha can re-roll one d20, but must accept the new result. living Shadow: When attempting to remain unseen or unnoticed, Canbotha gains one bonus Momentum. Courageous: Canbotha may re-roll a single d20 on any Discipline test, but must accept the new result. |

| OTHER BELONGINGS |
|------------------------------|
| Basic Travelling Provisions, |