

Name Isien
Race Whispling

Hindrances

Thrown to the Ground Anemic, Cautious
Slim Phobia (M claustrophobia)

Edges

Arcane Background
Qualified in Saber
Elemental Manipulation - Air
Fly (1/hour)

Weapon	Range	Damage	Wt.	Notes
<u>Saber</u>		<u>Agi+d4-2</u>	<u>4</u>	<u>Saber</u>
<u>Crossbow</u>	<u>9/18/36</u>	<u>2d4-1</u>	<u>4</u>	<u>AP1, 1 action to reload</u>

Armor	Prot	Wt.	Notes

Power	Cost	Range	Damage/Effect
<u>Bolt</u>	<u>1-3/2</u>	<u>9/18/36</u>	<u>2d6/3d6 damage</u>
<u>Deflection</u>	<u>2</u>	<u>touch</u>	<u>-2/-4 to attackers</u>
<u>Bolt</u>	<u>3</u>	<u>touch</u>	<u>heals 1 / 2 wounds</u>



Way _____



Fatigue -I -II INC -III -II -I Wounds
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Isien spends one year in the Whispling village of Rising Mist, in the Peaks of the Moon, studying the magic arts there. Used as she is to living in wide open spaces, she develops an aversion to narrow places. Being a little delicate, she always thinks twice before taking any action. All this notwithstanding, she's determined to make herself as free and independent as her Kami requires of her and decides to leave her cocoon to go to Legis and learn there about the Ways. She gives voice to her different moods playing her zither and singing songs handed down by her people

Attributes

Agility △ □ ◆ ◇ ○
Smarts △ ● ◇ ◇ ○
Spirit △ □ ◇ ◆ ○
Strength ▲ □ ◇ ◇ ○
Vigor ▲ □ ◇ ◇ ○

○ 6 4 ○ 4 ○
Charisma Pace Parry Toughness

Skills

Fighting ▲ □ ◇ ◇ ○
Healing △ ● ◇ ◇ ○
Knowledge (Arcane) △ □ ◆ ◇ ○
Notice △ ● ◇ ◇ ○
Perform (zither) △ ● ◇ ◇ ○
Shooting △ □ ◆ ◇ ○
Spellcasting △ □ ◇ ◆ ○
Throwing △ ● ◇ ◇ ○

Gear

<u>Bedroll</u>	<u>Flint and steel</u>
<u>Blanket</u>	<u>Torch (3)</u>
<u>Bolts (20)</u>	<u>Zither</u>
<u>Candle</u>	
<u>Canteen</u>	
Total Weight <u>30 pounds</u>	Value <u>100 Kronling</u>
Weight limit <u>20 pounds</u>	Encumbrance Penalty <u>-1</u>

Name Mizjua
 Race Ferua

hindrances

Illiterate Lost, Mean
Bloodthirsty Wanted (M)

Edges

Poison
Assassin
Extraction

Weapon	Range	Damage	Wt.	Notes
<u>Claw</u>		<u>Str+d6</u>		
<u>Bite</u>	<u>9/18/36</u>	<u>Str+d6</u>		
<u>Long bow</u>	<u>2/24/48</u>	<u>2d6</u>	<u>5</u>	<u>requires Str d8</u>

Armor	Prot	Wt.	Notes
_____	_____	_____	_____
_____	_____	_____	_____

Power	Cost	Range	Damage/Effect
_____	_____	_____	_____
_____	_____	_____	_____



Way _____



Fatigue -I -II INC -III -II -I Wounds

Since she found nobody there to greet her at her Genesis, Mizuja has been managing at the best of her capabilities since her very beginning. She applies the law of the survival of the fittest both in nature as in any other circumstances, assaulting the weakest caravans going by. When a survivor manages to escape her and head for the fortress of Zamalki, Mizuja realizes she has to be more careful and watch her back. Trying to get back to her people now would mean to admit failure, so she decides to head for Legis to look for a Way that can help her and give her some stimulating prospect for the future.

Attributes

Agility ☐ ☐ ☐ ☒ ☐
 Smarts ☒ ☐ ☐ ☐ ☐
 Spirit ☒ ☐ ☐ ☐ ☐
 Strength ☐ ☐ ☒ ☐ ☐
 Vigor ☐ ☒ ☐ ☐ ☐
 Charisma ☐ ☒ ☐ ☐ ☐
 Pace ☐ ☒ ☐ ☐ ☐
 Parry ☐ ☒ ☐ ☐ ☐
 Toughness ☐ ☒ ☐ ☐ ☐

Skills

Climbing ☐ ☐ ☒ ☐ ☐
Fighting ☐ ☐ ☒ ☐ ☐
Notice ☐ ☐ ☒ ☐ ☐
Shooting ☐ ☐ ☒ ☐ ☐
Stealth ☐ ☐ ☒ ☐ ☐
Streetwise ☒ ☐ ☐ ☐ ☐
 _____ ☐ ☐ ☐ ☐ ☐
 _____ ☐ ☐ ☐ ☐ ☐

Gear

Arrows (20) 8 gems (10K)
Backpack Quiver
Canteen Rope (52 feet)
Flint and steel Torch (3)
Grappling hook _____
 Total Weight 32 pounds Value _____
 Weight limit 40 pounds Encumbrance Penalty -1

Name Jaro
Race Janah

Hindrances

Arrogant Loyal, Oneeye
Vow (Granting Mercy) Vow (m. honorable burial)

Edges

Abandon oneself to Determination (3/day)

Trademark weapon (halberd)

Polearm expert

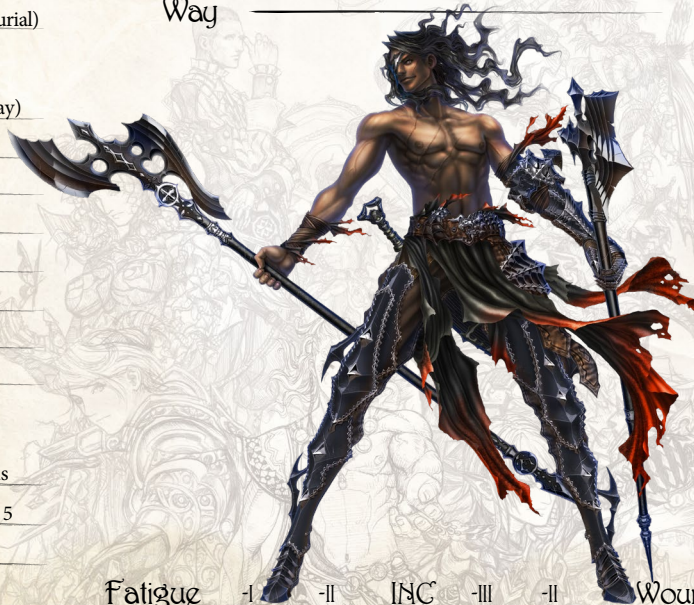
Weapon	Range	Damage	Wt.	Notes
<u>Halberd</u>	<u>2</u>	<u>Str+d8</u>	<u>15</u>	<u>two hands</u>
<u>Bite</u>	<u>3/6/12</u>	<u>Str+d8</u>	<u>2</u>	<u>quantity: 5</u>

Armor	Prot	Wt.	Notes
<u>Chain Hauberk</u>	<u>+2</u>	<u>25</u>	<u>Covers torso, arms and legs</u>

Power	Cost	Range	Damage/Effect



Way _____



Fatigue -I -II INC -III -II Wounds

Jaro gets his training in the Janah village of Rocky Gorge, in the Peaks of the Moon, and conquers his independence by challenging another Janah who can boast fifty years of experience. Jaro wins the fight, but he loses his right eye and also kills his friend through a tragic mistake in managing his own Abandonment to Determination. From that moment he concentrates on the vow of his people of granting mercy to a defeated foe, and also makes the vow of giving an honored burial to any opponents he won't be able to spare, for any reason.

Attributes

Agility ▲ □ ◇ ◇ ○
Smarts ▲ □ ◇ ◇ ○
Spirit △ ● ◇ ◇ ○
Strength △ □ ◇ ● ○
Vigor △ □ ● ◇ ○

○ 6 7 ○ 9 ○
Charisma Pace Parry Toughness

Skills

Fighting (+2 halberd) △ □ ◇ ● ○
Intimidation △ □ ● ◇ ○
Knowledge (military) △ ● ◇ ◇ ○
Notice ▲ □ ◇ ◇ ○
Riding △ ● ◇ ◇ ○
Throwing △ ● ◇ ◇ ○
 △ □ ◇ ◇ ○
 △ □ ◇ ◇ ○

Gear

Bedroll Grappling hook
Blanket 1 jewel (20 K)
Candle (5) Rope (65 feet)
Canteen Shovel
Flint and steel Torch (3)

Total Weight 84 pounds Value _____
Weight limit 50 pounds Encumbrance Penalty -1

Name Dievs
 Race Oscurian

Hindrances

Greedy, Curious Debt (m, Erelidia)
Small, Yellow Quirk (bets on anything)

Edges

Ambidextrous
Thief

Weapon	Range	Damage	Wt.	Notes
<u>Throwing knife</u>	<u>3/6/12</u>	<u>Str+d4</u>	<u>1</u>	<u>quantity: 1</u>

Armor	Prot	Wt.	Notes
<u>Leather</u>	<u>+1</u>	<u>15</u>	<u>Covers torso, arms and leg</u>

Power	Cost	Range	Damage/Effect



Way _____



Fatigue -I -II INC -III -II -I Wounds

Following the advice of his Elders about choosing a prosperous area to live in and doing "what he likes best", Dievs spends the first few years of his life in Erelidia. There he lives a comfortable life picking wealthy pockets, most of all around the arenas where the Earth Hammers play. He loves betting on anything, under any pretext, so much so that he soon runs into debt with Erelidia's bookmakers. That's why he decides to get away for a while. The great city of Legis and the economic transactions taking place in it are a good reason to travel there, as well as the possibility of learning what the Ways can offer to him.

Attributes

Agility △ □ ◇ ◆ ○
 Smarts △ □ ● ◇ ○
 Spirit △ □ ● ◇ ○
 Strength △ □ ● ◇ ○
 Vigor ▲ □ ◇ ○ ○

2 6 6 4
 Charisma Pace Parry Toughness

Skills

Climbing +2 △ □ ◇ ○ ○
Fighting △ □ ● ◇ ○
Gambling △ □ ● ◇ ○
Lockpicking +2 △ □ ● ◇ ○
Persuasion △ □ ● ◇ ○
Stealth (+2 urban) △ □ ● ◇ ○
Streetwise +2 △ □ ● ◇ ○
Throwing △ □ ● ◇ ○

Gear

Backpack 5 gems (10 K)
Blanket Lockpicking tools
Candle (5) Torch (3)
Canteen _____
Flint and steel _____

Total Weight 28 pounds Value 100 Kronling
 Weight limit 30 pounds Encumbrance Penalty _____

Name Ashman
 Race Senduar

Hindrances

Inclined to Traveling Habit (m, videnya)
 Bad luck Delusional (finding a Way)

Edges

Arcane Background _____
 Power Points _____
 Magic Trapping (non-verbal) _____

Weapon	Range	Damage	Wt.	Notes
Staff		Str+d4	8	+1 Parry. 2 hands
Crossbow	9/18/36	2d6+1	6	composite, requires str d6
_____	_____	_____	_____	_____

Armor	Prot	Wt.	Notes
Leather	+1	15	Covers torso, arms and leg
_____	_____	_____	_____

Power	Cost	Range	Damage/Effect
Boost/lower trait	2	smarts x2	+1/2 die type
Smite	2	touch	+2/+2 weapon damage
Oasis	2	smarts x4	+1/+2 parry, sees what is invisible



Way _____



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Ashman's Genesis takes place by Lake Kilara, in the western part of Artanty. There the Tribe's Elders instruct him and travel with him till Claw Pass, setting him on his first journey. From there he travels from one place to another, perfecting his knowledge and use of magic and accepting any kind of hospitality he can find. Bad luck seems to follow him, though, so much so that he soon comes to believe he can defeat it only by giving his journey a goal, that is by following a Way. Therefore, he heads for Legis, there to learn about the different Ways. Meanwhile, he tries to take his mind off his misfortunes indulging in the hallucinations generated by star videnya, to the point of developing a (minor) habit to it.

Attributes

Agility ☒ ☐ ☐ ☐ ☐
 Smarts ☐ ☐ ☒ ☐ ☐
 Spirit ☐ ☒ ☐ ☐ ☐
 Strength ☐ ☒ ☐ ☐ ☐
 Vigor ☐ ☐ ☒ ☐ ☐
 Charisma ☐ Pace ☐ 6 ☐ 7 ☐ 8 ☐ Toughness

Skills

Fighting ☐ ☐ ☒ ☐ ☐
 Healing ☐ ☒ ☐ ☐ ☐
 Knowledge (geography) ☐ ☐ ☒ ☐ ☐
 Notice ☐ ☒ ☐ ☐ ☐
 Riding ☐ ☐ ☒ ☐ ☐
 Shooting ☐ ☒ ☐ ☐ ☐
 Spellcasting ☐ ☐ ☒ ☐ ☐
 Survival ☐ ☒ ☐ ☐ ☐

Gear

Arrows (20)	Canteen
Backpack	Flint and Steel
Bedroll	2 jewels (15 K)
Blanket	Quiver
Candle (5)	Star videnya (3 doses)
Total Weight 46 pounds	Value 100 Kronling
Weight limit 30 pounds	Encumbrance Penalty -1