

Character Ardos the Arrow Profession
name Bandit

Home culture & locale Somewhere in Morensia

Physical description Tall, black hair, well-built

Handedness Right

Background & Family My childhood was peaceful until a disease killed everyone in my village. The Earl refused to send help, so I had to watch while my family died. I survived somehow and went out to make my way. I soon fell in with a band of robbers. They showed me true loyalty and helped me like my family never did. The bandits were eventually killed in an ambush by the Earl's troops, and I swore revenge. Since then, I've been in many bands of robbers, happily wandering free of the law.

Religion & Power Morensian religion: Sister Wind (Benevolence +0, Lawfulness -1, Influence +1)

Reputations

Traits

Trait	Rating
Haunted by my parents' grisly deaths	1
Driven to exact revenge on the Earl	2
Loyal to my companions	1
Irrepressible	1

Characteristics

	Permanent	Current
Strength (STR)	3	
Endurance (END)	2	
Agility (AGL)	2	
Dexterity (DEX)	3	

	Permanent	Current
Perception (PER)	2	
Logic (LOG)	2	
Will (WIL)	3	
Memory (MEM)	2	

	Permanent	Current
Eloquence (ELO)	2	
Aura (AUR)	0	
Divine Favor (DF)	1	
Social Class (SC)	4	

Secondary Characteristics

Toughness (TGH)	1
Carrying Capacity (CC)	10
Size (SIZ)	14
Composure (CMP)	4
Learning Ability (LA)	5
Current Wealth (WLT)	4

Experience points (XP)

Skills

Skill	Rating	Usual character- istic	Skill
Area Knowledge: Southern Morensia	1	MEM	Tracking
Awareness	1	PER	Traps
Bow	2	PER	Unarmed
Climbing	1	AGL	
Concealment	1	PER	
Dagger/Knife	2	DEX	
Dodge	2	AGL	
Etiquette: Bandits	1	ELO	
Folklore: Morensian	1	MEM	
Foraging	2	PER	
Herblore	1	MEM	
Initiative	2	AGL	
Interrogation	1	WIL	
Language: Morensian	1	MEM	
Navigation	1	LOG	
Running	1	AGL	
Sneaking	2	AGL	
Spear/Polearm	3	STR	

	Skill	Rating	Usual character- istic
	Tracking	1	PER
	Traps	1	DEX
	Unarmed combat	2	STR
1			
1			
1			
1			
1			
1			
1			
1			
1			
1			
1			
1			
1			
1			

Variation Die general results::

1-3: Style

4-6: Time

7-9: Quantity

10-12: Quality

Equipment & Possessions

CC: 10 Current highest bulk carried: 10

Spells & Nodes

Current total magnitude of nodes:

CC: 10 Current highest bulk carried: 10									
Item	Bulk	Modifiers	Notes						
24 arrows	1		In quiver						
Belt pouches	2								
Copper plate	2		For eating						
Backpack	4		Holds Bulk 5						
Dried meat	3		Several days' worth						
Wineskin, large	4		Full of beer						
Bedroll	4								
Rope	4								
Several torches	4								
Flint & steel	2								
Dry bread	3		Several days' worth						

Node element	de element Magnitude Container Aligned spell						

Weapons

Item	Skill	Bulk	Quality	Minimum STR	Optimal range	Maximum range	Damage Factors		Damage Factors		Breakage Value	Notes
							Blunt	Cut	Pierce			
Spear	Spear/Polearm 3 + STR 3	8	+0	2	2-3	3	[2]	3	8	8		
Short bow	Bow 2 + PER 2	3	+0	1	2-50	100	[2]	n/a	5	7		
Dagger	Dagger 2 + DEX 3	2	+0	0	0-1	1	3	5	5	9		

Armor & clothing Size (SLZ): 14

4rmor & clothing	Size (SIZ): 14									
Item	Area(s) Covered	Bulk	Quality			Protect	ion vs.			Notes
				Blunt	Cut	Pierce	Burn	Shock	Acid	
Mail short hauberk	Chest	8	+0	4	6	5	2	0	2	Stolen from one of the Earl's knights
Long gambeson	Chest, arms	8	+0	5	4	3	3	3	2	Also stolen
Leather shirt	Chest, arms	6	+0	3	3	2	2	2	2	
Leather pants	Legs	5	+0	3	3	2	2	2	2	
Leather boots	Legs	4	+0	3	4 (5)	2 (3)	2 (3)	2	2 (3)	
Padded cap	Head	3	+0	5	4	3	3	3	2	

Armor protection summary

Location			Protect	ion vs.		
	Blunt	Cut	Pierce	Burn	Shock	Acid
12. Head	5	4	3	3	3	2
9-11. Chest	5	6	5	3	3	2
7-8. Left arm	5	4	3	3	3	2
5-6. Right arm	5	4	3	3	3	2
3-4. Left leg	3	4 (5)	2 (3)	2 (3)	2	2 (3)
1-2. Right leg	3	4 (5)	2 (3)	2 (3)	2	2 (3)

Current exhaustion:

Current Initiative Phase:

Bleeding?