



Character name Evoral of Rhodia

Profession Merchant adventurer, escaped slave

Home culture & locale Rhodia

Physical description Dark skin, curly brown hair

Handedness Right

Background & Family I was born in far-off Rhodia, center of the world. I joined one of the large merchant houses there and did well for myself. I joined a caravan headed for Kardalos, but a huge storm came up and I was shipwrecked. The other survivors and I found ourselves on a strange, chilly island. We were soon captured and sold as slaves in one of the dingy slums these Morensians call "cities". One day, I killed the cruel idiot who was holding me and set out to find home again. I want to return home to Rhodia, but not before I rescue my shipmates who were also sold into slavery. Morensia has hardened me in many ways.

Religion & Power Karyath: The First Principle (Benevolence -1, Lawfulness -2, Influence +2)

Reputations

Traits

Trait	Rating
Stigmatized (as a Rhodian)	1
Driven: to return to Rhodia	1
Driven: to rescue my shipmates	2
Proud	1

Characteristics

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

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

	Permanent	Current
Eloquence (ELO)	3	
Aura (AUR)	0	
Divine Favor (DF)	1	
Social Class (SC)	3	

Secondary Characteristics

Toughness (TGH)	2
Carrying Capacity (CC)	9
Size (SZ)	14
Composure (CMP)	3
Learning Ability (LA)	4
Current Wealth (WLT)	3
Experience points (XP)	

Skills

Skill	Rating	Usual characteristic
Area Knowledge: Rhodia	2	MEM
Awareness	1	PER
Club/Mace	2	STR
Dagger/Knife	2	DEX
Disguise	2	PER
Dodge	1	AGL
Etiquette: Rhodian	1	ELO
Folklore: Rhodian	1	MEM
Foraging	1	PER
Initiative	2	AGL
Language: Morensian	1	ELO
Language: Rhodian	1	ELO

Skill	Rating	Usual characteristic
Locksmithing	2	DEX
Money-Handling	2	LOG
Navigation	1	LOG
Oratory	2	ELO
Rhetoric	2	ELO
Running	1	AGL
Sailing	1	AGL
Script: Rhodian	1	MEM
Sneaking	2	AGL
Streetwise	1	ELO
Swimming	1	AGL
Sword	1	DEX

Variation Die general results:

- 1-3: Style
- 4-6: Time
- 7-9: Quantity
- 10-12: Quality

Equipment & possessions

CC: 9 Current highest bulk carried:

Item	Bulk	Modifiers	Notes
Backpack	3		

Spells and Nodes

Current total magnitude of nodes:

Node element	Magnitude	Container	Aligned spell	Notes

Weapons

Item	Skill	Bulk	Quality	Minimum STR	Optimal range	Maximum range	Damage Factors			Breakage Value	Notes
							Blunt	Cut	Pierce		
Gladius	Sword 1 + DEX 3	5	+0	1	0-1	1	3	7	5	10	Taken from a Morensian 'noble'
Dagger	Dagger/Knife 2 + DEX 3	2	+0	0	0-1	1	3	5	5	9	Three: belt, boot and back

Armor & clothing

Size (SZ): 14

Item	Area(s) Covered	Bulk	Quality	Protection vs.						Notes
				Blunt	Cut	Pierce	Burn	Shock	Acid	
Cuir-bouilli breastplate	Chest	8	+0	4	5	4	3	3	3	Hidden under shirt
Leather shirt	Chest, arms	6	+0	3	3	2	2	2	2	
Leather pants	Legs	5	+0	3	3	2	2	2	2	
Leather hood	Head	3	+0	3	3	2	2	2	2	
Mail coif	Head	4	-1	4	5	5	2	0	2	Taken from a Morensian 'noble'; hidden under hood
Leather boots	Legs	4	+0	3	4 (5)	2 (3)	2 (3)	2	2 (3)	

Armor protection summary

Current exhaustion:

Current Initiative Phase:

Bleeding?

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

