



**Character name** Thaesida of Karyath

**Profession** Crusader, warrior priest

**Home culture & locale** Sashtia

**Physical description**

**Handedness** Left

**Background & Family** I was born to a peasant family, but followed a priest proclaiming the truth of Karkaer away from my humble roots. She never fully trusted me, though I worked hard to promote the True Way. When word came of a crusade against the ignorant and loathsome Morensians, I gladly joined. But it turned out that the crusade was a fool's errand; our rag-tag collection of believers were ill-prepared for the ocean voyage, and many of my compatriots were sold into slavery by a cold-blooded ship captain. Those of us who made it to Morensia were quickly defeated by a local militia. I escaped, though, and I've been wandering Morensia ever since. I still dream of founding a Kingdom of Karkaer in this impure land. While I know in my heart that the spear often works better than the sermon, I still try to fill these unbelievers with pure thoughts and the truth of Karyath.

**Religion & Power** Karyath (Benevolence +0, Lawfulness +2, Influence +1)

**Reputations**

**Traits**

Trait	Rating
Ambitious	1
Passionate for the religion of Karyath	2
Extroverted	1
Driven: to found my own kingdom	1

**Characteristics**

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

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

	Permanent	Current
Eloquence (ELO)	2	
Aura (AUR)	0	
Divine Favor (DF)	2	
Social Class (SC)	7	

**Secondary Characteristics**

Toughness (TGH)	1
Carrying Capacity (CC)	10
Size (SZ)	14
Composure (CMP)	3
Learning Ability (LA)	4
Current Wealth (WLT)	7
Experience points (XP)	

**Skills**

Skill	Rating	Usual characteristic
Area Knowledge: Sashtia	1	MEM
Area Knowledge: Southeast Morensia	1	MEM
Awareness	1	PER
Club/Mace	1	STR
Dagger/Knife	1	DEX
Dodge	1	AGL
Etiquette: Morensian peasants	1	ELO
Folklore: Sashtian	1	MEM
Initiative	1	AGL
Language: Morensian	1	ELO
Language: Sashtian	2	ELO
Leadership	2	WIL
Navigation	1	LOG
Oratory	3	ELO

Skill	Rating	Usual characteristic
Religion: Karyathism	3	MEM
Religion: Morensian	1	MEM
Rhetoric	1	ELO
Shield	1	STR
Sneaking	1	AGL
Spear/Polearm	3	STR
Swimming	1	AGL
Thrown Spear	1	PER
Unarmed Combat	2	STR

**Variation Die general results:**

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

A note about Karyathism: Karyath taught that there are ten principles in the world (Air, Crystal, Dark, Earth, Fire, Life, Light, Metal, Spirit and Water), the first of which is Dark – it is the principle from which all others flow. Other powers are real, but unimportant.

Equipment & possessions

CC: Current highest bulk carried:

Item	Bulk	Modifiers	Notes
Holy symbol			of Karyath; nine-pointed star with a black circle at the center

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			
Spear	Spear 3 + STR 3	8	+0	1	2-3	3	[2]	3	8	8		
Throwing spear	Throwing Spear 1 + PER 2	6	+0	1	2-8	15	[2]	n/a	2	8		
Round-shield	Shield 1 + STR 3	6	+0	0	0-1	1	3	n/a	n/a	11		

Armor & clothing Size (SZ): 14

Item	Area(s) Covered	Bulk	Quality	Protection vs.						Notes	
				Blunt	Cut	Pierce	Burn	Shock	Acid		
Gambeson	Chest	8	+0	5	4	3	3	3	2		
Leather shirt	Chest, arms	6	+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		
Leather pants	Legs	5	+0	3	3	2	2	2	2		

Armor protection summary

Location	Protection vs.					
	Blunt	Cut	Pierce	Burn	Shock	Acid
12. Head	5	4	3	3	3	2
9-11. Chest	5	4	3	3	3	2
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)

Current exhaustion:

Current Initiative Phase:

Bleeding?

