

Ganya, apprentice hedge mage

ST 9; DX 10; IQ 12; HT 10; Will 12; Per 13.

HP 9 □□□□□□ □□□; **FP 10** □□□□□□□ □□□.

Basic Speed 5; Basic Move 5; Dodge 8; Parry 8 (Sickle).

Advantages

Intuition – When faced with two or more options, you can use your intuition to get a hint as to the better choice(s).

Plant Empathy – You have a natural feeling for plants. You can tell how healthy a plant is and whether it has supernatural properties.

The Sight – You often get a vague sense when magic is nearby, although only rarely can you tell where.

Languages: You speak the Common Tongue.

Disadvantages

Healer's Code of Honor – Help the injured to the best of your ability; do no harm to those under your care.

Reluctant Killer – You find it hard to strike a killing blow against a thinking creature. Try to subdue whenever you can. If you must kill, it will be very difficult.

Skills

Area Knowledge (the country)-12

Climbing-9

Esoteric Medicine-13

Farming-13

Faerie Lore-11

First Aid-13

Gardening-14

Geology-10

Herb Lore-12

Hiking-10

Naturalist-12

Navigation (Land)-11

Observation-12

Occultism-11

Poisons-10

Sickle-12 (11)

Survival (Woodlands)-12

Possessions: a backpack, containing 10 yards of 3/8" rope and personal basics (for the Survival skill); cloth armor (protects your torso with DR 1); a hedge mage's silver-edged sickle (gives +1 to attack rolls).

Attack: You can swing with the blade of your sickle, dealing 1d cutting damage. If you attack with the point of the sickle, you deal 1d impaling damage, but the blade may get stuck in your target.

You are the apprentice of the village hedge witch, the seemingly ancient Zembla. At a young age, Zembla recognized the Sight in you, and she has nurtured your ability to sense magic, as well as your powerful intuition and your connection to plants. For 10 years, she has tutored you in the quiet magics of the world, including how to concoct poultices and potions and how to clear the energies of the human body.

Only recently, Zembla has implied that your apprenticeship may be drawing to a close. She has presented you with the traditional silver sickle of the hedge mage, used for ritually harvesting herbs but also keen enough for self-defense. She has given you more responsibility for the health of the village, letting you deal with the everyday injuries and illnesses the people suffer.

Nikita, former soldier

ST 11; **DX** 11; **IQ** 10; **HT** 11; **Will** 10; **Per** 10.

HP 11 □□□□□□□□ □□□; **FP** 11 □□□□□□□□ □□□.

Basic Speed 5.5; **Basic Move** 5 (4); **Block** 12 (Shield); **Dodge** 11/9 (10/8); **Parry** 12/10 (Shortsword).

Advantages

Combat Reflexes – You are never surprised by enemies, and you generally are better able to defend yourself.

High Pain Threshold – While you still feel pain, it doesn't slow you down.

Languages: You speak the Common Tongue, and you can converse in the language of the Roma, although you have an accent and miss some of the nuances of the language.

Disadvantages

Bad Temper – You have a short fuse. If you want to keep your cool in a stressful situation, you must roll 9 or less on three dice.

Soldier's Code of Honor – Be tough but fair, lead from the front, look out for your buddies, and take care of your kit. Every soldier should be willing to fight and die for the honor of his country; treat an honorable enemy with respect.

Truthfulness – You find it hard to lie. To tell a deliberate untruth, you must roll a 12 or less on three dice.

Skills

Area Knowledge (the country)-10

Armoury (Melee Weapons)-9

Climbing-10

Fast-Draw (Sword)-12

First Aid-10

Hiking-10 (HT-1)

Savoir-Faire (Military)-10

Shield-12

Shortsword-14 (13)

Soldier-10

Survival (Woodlands)-11

Tactics-10

Wrestling-12

Possessions: your personalized shortsword (gives +1 to attack rolls) on a leather lanyard attached to your belt; a mail shirt (protects your torso with DR 4, DR 2 against crushing); a studded leather skirt (protects your legs and groin with DR 3, DR 2 against crushing); cloth sleeves (protect your arms with DR 1); a leather helm (protects your skull and face with DR 2); medium shield; small backpack containing a wineskin filled with a gallon of water, a whetstone, a torch, 10 yards of 3/8" rope, and personal basics (for use with the Survival skill).

Attack: You can swing your shortsword for 1d+1 cutting damage or thrust with it for 1d-1 impaling damage. You can bash with your shield for 1d-1 crushing damage.

While you grew up in the village the child of a successful merchant, you left a number of years ago to join the voivode's men-at-arms. You learned the skills of a soldier and took part in a number of battles with the lord's enemies. You have returned to the village now to help your father with his business. To be honest, trade bores you. You long for some adventure once more.

Minya, acolyte of the Faith

ST 10; **DX** 11; **IQ** 11; **HT** 11; **Will** 13; **Per** 11.

HP 10 □□□□□□□ □□□; **FP** 11 □□□□□□□□ □□□.

Basic Speed 5.5; **Basic Move** 5; **Dodge** 8; **Parry** 11 (Staff).

Advantages

Blessing – With a touch on his bare skin, you can offer another the blessings of the Faith, shielding him from minor harm.

Honest Face – You look honest, reliable, and generally harmless. People find it easy to confide in you, and they rarely suspect you of wrongdoing.

Languages: You speak the Common Tongue.

Disadvantages

Cannot Harm Innocents – While you can defend yourself and even attack those you know to be wicked, you cannot bring yourself to harm the innocent.

Curious – The world fascinates you, and you have trouble keeping your nose to yourself. If you must avoid investigating something interesting (and potentially dangerous), you must roll 12 or less on three dice.

Ritualism – There are specific rituals you must follow when performing everyday actions, like taking meals or bathing. These rituals add extra time to most daily activities.

Sense of Duty toward members of the Faith – You feel responsible for your flock, and you will go out of your way to defend them.

Vegetarian – Part of your religious devotion is a vow to never again eat the flesh of any creature.

Skills

Acting-11 (12 to act "innocent")

Area Knowledge (the country)-11

Climbing-10

Detect Lies-10

Diplomacy-12

Exorcism-13

Hiking-10

Psychology-10

Public Speaking-10

Religious Ritual (the Faith)-12

Staff-12

Survival (Woodlands)-10

Theology (the Faith)-12

Possessions: symbol of the Faith (a crossed wheel pendant around your neck); quarterstaff; cloth armor, sleeves, and gloves (protect your torso, arms, and hands with DR 1); small backpack containing personal basics (for use with the Survival skill), a lantern and a pint of oil; a pouch on your belt holding a gold coin and 7 silver coins.

Attack: You can swing your quarterstaff for 1d+2 crushing damage or thrust with it for 1d crushing damage.

You have always held a great faith in your heart. When you reached young adulthood, you became an acolyte with the village priest, Father Mischa. You have studied theology and ritual, the rites to expel evil spirits, and simple blessings, but mostly you have helped Father Mischa settle disputes between the villagers. Your pleasant attitude and honest face puts people at ease, and you have a knack for getting them talking when they'd rather shout. Occasionally, you pry a little too hard and find yourself involved in things that aren't really your business. God made an incredible world; who can blame you for being fascinated by it?