. Character Ardda of the Woods name

Profession Priest

Home culture & locale Thentan, Morensia

Physical description Short, rotund

Handedness Left

Background & Family I was the 2nd child in a big family. I got along well with them, but joined the priesthood at a young age and was enthralled. I rarely returned home. On one such occasion, I discovered that my father had been turned into a tree by a renegade priest of Sister Earth for challenging the priest's interpretations of myth. The priest fled, and I have vowed to find her or otherwise return my father to human form before I can return home to live. Since then, I've been exploring the world and seeking clues. I know I'll get him back the way he should be, eventually.

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

Reputations

Trairs

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Trait	Rating
Driven: to find the priest who turned my father into a tree	2
Curious	1
Optimistic	1
Selfless	1

Characteristics

	Permanent	Current
Strength (STR)	2	
Endurance (END)	2	
Agility (AGL)	1	
Dexterity (DEX)	2	

	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)	3	
Social Class (SC)	7	

Secondary Characteristics

secondary Characteristics	
Toughness (TGH)	1
Carrying Capacity (CC)	7
Size (SIZ)	12
Composure (CMP)	4
Learning Ability (LA)	5
Current Wealth (WLT)	7
Experience points (XP)	

Skills

Skill	Rating	Usual character- istic
Area Knowledge: Morensian temples	1	MEM
Area Knowledge: SE Morensia	1	MEM
Awareness	2	PER
Cooking	1	PER
Etiquette: Small village	2	ELO
Folklore: Morensian	2	MEM
Herblore	2	MEM
History: Morensian	2	MEM
Language: Morensian	1	ELO
Leadership	1	WIL
Musician: Percussion	1	ELO
Oratory	2	ELO

Skill	Rating	Usual character- istic
Religion: Morensian (Specialization: rituals of healing)	3	MEM
Rhetoric (Specialization: disputes re: Sister Earth)	3	ELO
Script: Morensian	1	MEM
Staff	2	DEX

Variation Die general results::

1-3: Style

4-6: Time

7-9: Quantity

10-12: Quality

$\hbox{\it Equipment \& possessions}$

Current highest bulk carried

Spells and Nodes

Current total magnitude of nodes:

Item	Bulk	urrent highest bulk Modifiers	Notes
Holy symbol	2	+0 to Religion	Brass ring

Node element	Magnitude	Container	Aligned spell	Notes

Weapons

Item	Skill	Bulk	Quality	Minimum STR	Optimal range	Maximum range	Damage Factors		Damage Factors		Damage Factors		Damage Factors		Notes
							Blunt	Cut	Pierce						
Quarterstaff	Staff 2 + DEX	5	+0	1	1-2	2	5	n/a	n/a	8					

Armor & clothing Size (SIZ): 12

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Item	Area(s) Covered	Bulk	Quality		Protection vs.					Notes
				Blunt	Cut	Pierce	Burn	Shock	Acid	
Hooded robe	Chest, arms, legs, head	5	+0	2	3	1	2	2	2	Heavy cloth
Leather shoes	Legs	2	+0	3	3 (4)	2 (3)	2 (3)	2	2 (3)	

Current exhaustion:

Armor protection summary

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

Current Initiative Phase:

Bleeding?