



**Character name** Terol of Narshae

**Profession**  
Knight

**Home culture & locale** Morensia; Narshae

**Physical description** Tall and bulky

**Handedness** Right

**Background & Family** I was born into a noble family. A wandering mystic consulted the stars and declared that my older brother would die a painful death near to home, while I would die peacefully but far from home. Soon after, my father died. My brother became lord of the manor, but was a terrible leader and I told him so. He threw me out. Many months later, I heard that my brother had been killed in a peasant uprising, and that the Baron had stripped my family of its titles and lands. But the Baron had allowed me to remain a knight on one condition: that I never set foot in his lands again. Since then, I've spent my time trying to win back my family's lands, but I know it will be a long time before I can return home. No fear, my courage will see me through.

**Religion & Power** Morensian religion: Father Sky (Benevolence +0, Lawfulness +2, Influence +0)

**Reputations**

**Traits**

Trait	Rating
Fated: to die peacefully, far from home	2
Honest	1
Fearless of death	1
Irrepressible	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)	1	

	Permanent	Current
Eloquence (ELO)	1	
Aura (AUR)	0	
Divine Favor (DF)	1	
Social Class (SC)	13	

**Secondary Characteristics**

Toughness (TGH)	1
Carrying Capacity (CC)	10
Size (SZ)	14
Composure (CMP)	3
Learning Ability (LA)	4
Current Wealth (WLT)	13
Experience points (XP)	

Variation Die general results:

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

**Skills**

Skill	Rating	Usual characteristic
Area knowledge: The roads of Morensia	1	MEM
Awareness	1	PER
Axe	1	STR
Club/Mace	3	STR
Dagger/knife	1	DEX
Divination: Astrology	1	MEM
Dodge	1	AGL
Etiquette: Morensian nobles	1	ELO
Foraging	1	PER
Folklore: Morensian	1	MEM
Heraldry	1	MEM
History: Morensia	1	MEM
Initiative	2	AGL

Skill	Rating	Usual characteristic
Language: Morensian	1	ELO
Leadership	1	ELO
Money-handling	1	LOG
Religion: Morensian	1	MEM
Riding: Horse	1	AGL
Script: Morensian	1	MEM
Shield	2	STR
Spear/Polearm	2	STR
Swimming	1	AGL
Sword	2	DEX
Tactics	1	LOG
Unarmed combat	2	STR

Equipment & possessions

CC: 10 Current highest bulk carried: 10

Spells and Nodes

Current total magnitude of nodes:

Item	Bulk	Modifiers	Notes
Signet ring	1		
Holy symbol	2		Stylized cloud

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		
Warhammer	Mace/Club 3 + STR 3	5	+0	1	1-1	2	8	n/a	6	8	
Kite-shield	Shield 2 + STR 3	7	+0	1	0-1	1	3	n/a	n/a	11	
Dagger	Dagger/knife 1 + DEX 2	2	+0	0	0-1	1	3	5	5	9	

Armor & clothing Size (SIZ): 14

Item	Area(s) Covered	Bulk	Quality	Protection vs.						Notes
				Blunt	Cut	Pierce	Burn	Shock	Acid	
Short mail hauberk	Chest	8	+0	4	6	5	2	0	2	
Long gambeson	Chest, arms	8	+0	5	4	3	3	3	2	
Plate full helm	Head	6	+0	7	8	5	3	0	3	
Padded leggings	Legs	7	+0	5	4	3	3	3	2	
Leather boots	Legs	4	+0	3	4 (5)	2 (3)	2 (3)	2	2 (3)	

Armor protection summary

Location	Protection vs.					
	Blunt	Cut	Pierce	Burn	Shock	Acid
12. Head	7	8	5	3	0	3
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	5	4 (5)	3	3	3	2 (3)
1-2. Right leg	5	4 (5)	3	3	3	2 (3)

Current exhaustion:

Current Initiative Phase:

Bleeding?

