

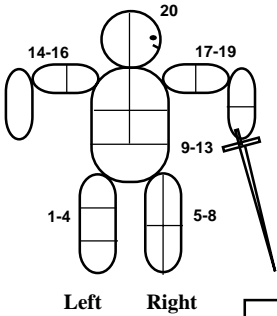


# Valor

Mage

Stamina	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Wounds	1	2	3	4	5	6	7	8	9	10	11									

Hero points	
-------------	--



Distance	Modifier
Point blank	-1
Short	-2
Medium	-4
Long	-7
<b>Ignore armour</b>	
Flight	2
Sheaf	1

Lng swd	Bow Flgt / Shf
0	1 1 1
1	2 1 1
2	3 1 2
3	4 2 2
4	5 2 3
5	6 2 3
6	7 3 4
7	8 3 4
8	9 3 5
9	10 4 5
10	10/1 4 6
11	11/1 5 6
12	11/2 5 7
13	12/2 5 7
14	12/3 6 8
15	13/3 6 8
16	14/3 6 9
17	14/4 7 9
18	15/4 7 10
19	15/5 8 10

Save modifiers
Ring of mind prot. +2
Ring of prot evil
Magic - depending on type

Save	Att	Add	Mods	Base
Mind	Wis		+2	11
Constitution	Con			10
Dodge	Agl	+1		14
Perception	Per			12

Statistic	Value
Strength	10
Intelligence	13
Wisdom	9
Constitution	10
Agility	13
Manipulation	11
Charisma	11
Perception	12

Skill	Att	Value
Walking	Str	3 mph
Swimming	Str	0.75 mph
Lifting	Str	120 lbs
Running jump	Agl	9'0"
Climbing	Agl	3'0"
mod		7"

Power points 28	Armour points 12
Crowns	Marks

Skill	Att	Sec	Add	Total
Defence		Agl	+1	
Long sword	Str	Man	+3	14
Surprise	Per	Agl	+3	16
Alteration	Int		+1	14
Elemental	Int		+2	15
Emotion	Int		+4	17
Electro-magnetism	Int		+2	15
Conjuration / Abjuration	Int		+1	14
Force	Int		+4	17
Divination	Int		+1	14
Gaming	Int		+1	14
Orcish	Int		+4	17
Halfling	Int		+5	18
Animal handling (horse)	Wis		+2	11
Persuasion	Chr		+1	12
Riding (horse)	Agl	Per	+2	16
Swimming	Str	Con	+1	11
Stealth	Agl	Per	+3	17
Arcane knowledge	Int		+4	17
Etiquette	Chr	Per	+1	13
Brawling	11	Agl		12
Appraising	Int	Per	+1	15
Tracking	Per		+2	14
Survival	Per	Con	+1	13
Hunting	Per		+1	13

181 years	Born 19/5/ 813
6' 1"	10 st 2 lbs
Carrying ability	
Weight	48 lbs
Bulk	279

Armour	
Light leather	11
Medium shield	
Defence bonus	+2
Agility bonus	
<b>Total</b>	<b>13</b>

Die roll	1	2	3	4	5	6	7	8-9	10-11	12-13	14-15	16	17	18	19-20	21-25	26-30	31-35	36-40	41-45
Bonus	-10	-8	-6	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11

# Valor

Mage

Trait	
Positive	Negative
Eidetic memory	Snake phobia (moderate)
Keen eyesight	Hay fever
Keen hearing	Affected by cold
Animal Empathy	Monster bane - Goblins

Attack Modes	You		Effects
	To Hit	Dam- age	
All out	+3	-2	lose init.
Sweep	+2	-2	
Aimed	+3		miss round
Aggressive defense	-4		+2

Multiple actions	
Actions	Difficulty
2	+3
3	+6
4	+8
5	+10

# Tufang Whiteacre

Mountain Dwarf

Priest of Thor

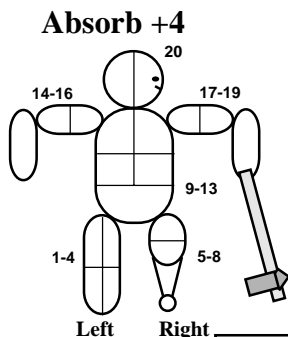
Stamina

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
21																				

Wounds

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

Hero points

Absorb +4

Distance Modifier

Point blank	-1	5'
Short	-2	10'
Medium	-4	20'
Long	-8	30'

Ignore armour

Quarrel	
Pile	4
Flight	3
Sheaf	2

Save modifiers

Ring of luck (+2 dodge)	
Dwarf +4 vs Con.	
Dwarf +3 vs ind. magic	
Priest +3 vs electricity	

Weapon  
Hammer  
Hand Throw

	16	12
0	1	1
1	2	1
2	3	2
3	3	2
4	4	3
5	5	3
6	6	4
7	6	4
8	7	5
9	8	5
10	9	6
11	8/1	6
12	9/1	6/1
13	9/2	6/1
14	10/2	6/2
15	10/2	6/2
16	10/3	7/2
17	11/3	7/2
18	11/4	8/2

Statistic	Value
Strength	12
Intelligence	11
Wisdom	13
Constitution	12
Agility	7
Manipulation	8
Charisma	8
Perception	10

Movement	Att	Value
Walking	Str	2 mph
Swimming	Str	0
Lifting	Str	150 lbs
Running jump	Agl	5'7"
Climbing	Agl	2'
mod		5"

Save	Att	Add	Mods	Base
Mind	Wis	+1		14
Constitution	Con		+4	16
Dodge	Agl	+1	+2	10
Perception	Per			10

Prayer points	Armour points
20	23
Crowns	Marks

Notes

Hit goblins & Orcs at +1

Skill	Att	Sec	Add	Total
Hammer (hand)	Str		+4	16
(thrown)	Str		+1	12
Defence		Agl	+2	
Faith	Wis		+3	16
Fishing	Per	Man	+4	13
Healing	Int		+3	14
Riding	Per	Agl	+1	10
Trollwar history	Int		+4	15
Brawling	10	S+A		9
Medium shield			+1	
Light Crossbow (+3)	Man		+1	12
Direction of travel	Per		+2	12
Survival (Mountains)	Per	Con	+2	13
Detect new construction	Per		+2	12
Intimidation	Wis		+2	15
Unsafe ceilings / walls	Per		+1	11

256 years Born 14-10-742  
4' 1" 11 st 8 lbs  
Carrying Ability  
Weight ?? lbs  
Bulk ???

Armour	
Light chain	9
Medium shield	+2
Defence bonus	+2
Agility bonus	-1
Ring luck	+2
<b>Total</b>	<b>14</b>

Die roll	1	2	3	4	5	6	7	8-9	10-11	12-13	14-15	16	17	18	19-20	21-25	26-30	31-35	36-40	41-45
Bonus	-10	-8	-6	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11

Trait	
Positive	Negative
Internal Compass	Arthritis
	Near sighted (moderate)
	Disability

Attack Modes	To Hit	You Dam-age	Defense	Effects
All out	+3		-2	lose init.
Sweep	+2	-2		
Aimed	+3			miss round
Aggressive defense	-4		+2	

Multiple actions	
Actions	Difficulty
2	+3
3	+6
4	+8
5	+10



Trait	
Positive	Negative
Lucky	Powerful enemy

Attack Modes	To Hit	You Damage	Defense	Effects
All out	+3		-2	lose init.
Sweep	+2	-2		
Aimed	+3			miss round
Aggressive defense	-4		+2	

Multiple actions	
Actions	Difficulty
2	+3
3	+6
4	+8
5	+10

# Simeon Bolsworthy

Human Court Mage (in training)

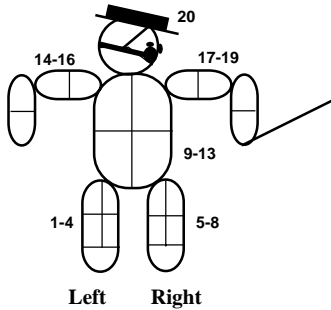
Stamina

1	2	3	4	5	6	7	8	9	10	11	12	13								

Wounds

1	2	3	4	5	6	7	8	9	10	11	12	13
---	---	---	---	---	---	---	---	---	----	----	----	----

Hero points

## Weapon Stick

0	1
1	1
2	1
3	2
4	2
5	2
6	3
7	3
8	3
9	4
10	4
11	5
12	5
13	4/1
14	5/1
15	5/1
16	5/1
17	5/2
18	5/2
19	6/2

### Save modifiers

Cloak of Displacement +2
Magic - depending on type

Save	Att	Add	Mods	Base
Mind	Wis		+2	10
Constitution	Con			11
Dodge	Agl	+1	+2	15
Perception	Per			11

Statistic	Value
Strength	12
Intelligence	12
Wisdom	8
Constitution	11
Agility	12
Manipulation	12
Charisma	11
Perception	11

Skill	Att	Value
Walking	Str	3 mph
Swimming	Str	1 mph
Lifting	Str	160 lbs
Jumping run	Agl	8' 9"
Climbing	Agl	2' 11"
mod		7"

Crowns (1)	Marks (5)

26 years      Born 22-5-973  
 5' 10"      13 st 0 lbs  
 Carrying Ability  
 Weight      ?? lbs  
 Bulk      ???

### Armour

None	12
Cloak of displacement	+2
Defence bonus	+1
Agility bonus	0
<b>Total</b>	<b>15</b>

### Power points

1	2	3	4	5	6	7	4 hours	
8	9	10	11	12	13	14		
6 hours								
15	16	17	18	19	20	21	22	23
24	25	26	27	28				
8 hours								

	Att	Sec	Add	Total
Defence		Agl	+1	13
Riding	Per	Agl	+4	16
Rope Use	Man		+2	14
Arcane Knowledge	Int		+4	16
Alteration	Int		+2	14
Emotion	Int		+3	15
Electro magnetism	Int		+4	15
Elemental	Int		+1	13
Conjuration / Abj	Int		+1	13
Force	Int		+2	14
Divination	Int		+1	13
Unknown	M/P		+1	13/12
Dagger	Agl		+1	13
Stick	Man	Str		13
Swimming	Str		+3	15
Brawling	12	S+A		14
Etiquette	Chr		+2	13
Disguise	Per		+2	13

Die roll	1	2	3	4	5	6	7	8-9	10-11	12-13	14	15	16	17	18	19-20	21-25	26	30	31-35	36-40	41-45	
Bonus	-10	-8	-6	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11			

Magic	Cost/level
Alteration	3
Emotion	2
Electro-mag	2
Elemental	2
Conj./Abj.	2
Force	1
Divination	1

Attack Modes	To Hit	You Dam-age	Defense	Effects
All out	+3		-2	lose init.
Sweep	+2	-2		
Aimed	+3			miss round
Aggressive defense	-4		+2	

Multiple actions	
Actions	Difficulty
2	+3
3	+6
4	+8
5	+10



Trait	
Positive	Negative
Ambidextrous	Compulsive honesty
Keen smell	Powerful enemy (Snake)
Keen hearing	
Climate sense	
Poison resistant	
Fast Healer	

Long-Distance Signalling
2-handed fighting (longsword and dagger)

Attack Modes	To Hit	You Dam-age	Defense	Effects
All out	+3		-2	lose init.
Sweep	+2	-2		
Aimed	+3			miss round
Aggressive defense	-4		+2	

Multiple actions	
Actions	Difficulty
2	+3
3	+6
4	+8
5	+10