Name: Eun-òran

Save | Clear

Novus

Primary Stats

	Total	=	Base	+	Racial
Charisma (Chr)	4	=	3	+	1
Constitution (Con)	2	=	2	+	
Dexterity (Dex)	4	=	3	+	1
Intelligence (Int)	2	=	2	+	
Resolve (Res)	1	=	2	+	-1
Speed (Spd)	3	=	2	+	1
Strength (Str)	1	=	2	+	-1
Wisdom (Wis)	4	=	4	+	

Secondary Stats

Aura =	8	(Chr + Wis)
Initiative =	7	(Spd + Wis)
Insight =	6	(Int + Wis)
Might =	2	(Str + Res)
Reflexes =	7	(Dex + Spd)
Stamina =	3	(Con + Res)
Will =	3	(Res + Int)
Lift Weight =	100	(Might x 50)

Race: Verdyri

Culture: Sylvan

Background: Scribe

Training Path: Ranger

Base Move: 10

Fate Pts: 3

Damage Tracking

Vitality (Base 20 + Stamina 3 + Spec. 6)

29 | Hits (heals after 4 hrs rest) + Fatigue (4 hrs rest) = Total

Minor (-1 per Wnd; Stamina 3; min. 1;)

3 | (heals 1 per day of rest) | Threshold ≥ 10 Hits

Major (-2 per Wnd; Con ____; min 1)

2 | (heals 1 per week of rest) | Threshold 12

Dire (-3 per Wnd; 1/2 Con 1 -1; min. 1)

1 | (heals 1 per 2 weeks of rest) | Threshold 13

Secondary Damage

Type I 4 (Threshold = Con + 2)

Type II 7 (Threshold = Stamina + 4)

Stg>Shk>Dz - heals 1 per round

Staggered | Shaken | Dazed

Bleeding | Penalties

Defensive Stats

DT 17 | AR 4

Type of Armor		DT	AR	Pen	Imp
Base	(10 + Reflexes)	17			
Armor	Soft Leather Jerkin		3		1
Helm			/		
Bracers	Soft Leather		1 /		1
Greaves			/		
Shield					
NPB (+1 per 5 ranks best Melee)		0			
Misc					
Misc					
Total		17	4	0	2

Skills

Favored	Skill	Ranks
☑	Athletics (Climb, Swim)	1
☑	Casting: Ranger spells	4
☐	Casting:	
☑	Cbt: Blades (Light)	3
☑	Cbt: Archery (Bows)	5
☐	Cbt: ( )	
☐	Cbt: ( )	
☐	Cbt: ( )	
☑	Crafting: Bowyer	2
☑	Crafting: Calligraphy	2
☐	Crafting:	
☑	Foraging	5
☐	Gimmickry	
☐	Healing	
☑	Influence (Diplomacy, Trade)	1
☐	Lore:	
☐	Lore:	
☐	Lore:	
☑	Magecraft	3
☑	Magelore	3
☑	Perform: Singing	5
☐	Perform:	
☐	Perform:	
☑	Riding	2
☐	Search	
☑	Stealth	4
☐	Streetwise	
☑	Survival	4
☐	Targeting	
☐	Thievery	
☑	Tracking	4
☐	Trickery	

Skill Costs (ranks 1-10/11-20/21+)

Favored: 1/5/8

Standard: 3/9/11

Languages

	S	W		S	W

Weapons

Weapon:	Short Bow			Init:	9
Attk Bns:	10	BD: 6	SD: 12	RI:	50
Notes:	Piercing				
Weapon:	Smallsword			Init:	9
Attk Bns:	7	BD: 6	SD: 12	RI:	-
Notes:	Pierce / Slash				
Weapon:	Dagger			Init:	11
Attk Bns:	7	BD: 3	SD: 6	RI:	20
Notes:	Slash / Pierce				
Weapon:				Init:	
Attk Bns:		BD:	SD:	RI:	
Notes:					
Weapon:				Init:	
Attk Bns:		BD:	SD:	RI:	
Notes:					

Range Mods

PB: +4
Short: +2
Med: +0
Long: -4
Max: -10

Height:	4'10"
Hair:	Fiery red
Weight:	72lbs
Age:	35
Eye Color	Green
Sex:	Female

Other Notes: un-òran (or Enora as many non-Verdyri call her) is a bright flower, her presence bringing vibrant colors, her voice a crystalline enchantment to hear. Lively and friendly, she is decided to see all the world has to offer rather than enjoying the calm of her native secluded village. A rebel at heart, her flame won't be put out!

CP Total: 0

XP Total: 100

Treasure

Platinum Pieces:	
Gold Pieces:	
Silver Pieces:	15
Bronze Pieces:	
Copper Pieces:	
Gems/Jewelry:	
Other Treasure:	

Notes & Equipment

Nightvision (500', 2* artificial light source)	Short Bow + 20 arrows in a quiver	Standard pack:
Enhanced senses (+2 to all perceptions)	Smallsword	- 50' superior rope
Enhanced hearing (+1 to all hearing rolls)		- 2 weeks of iron rations
Natural bowman (+1 AB)		- 1 small steel mirror
Minor spe: Magelore (Scrolls), Influence(Trade)		- 1 waterskin
Armor: soft leather		- 1 flask of oil
Impedance Reduction 2		- 1 small lantern
Spell Access: Ranger (Mj), Universal (Mn)		- 1 set of flint and steel
Sense Magic +2	Spells : (casting + 8)	- 1 bedroll
Vigor (Vitality+6)	- Animal Aspect (CTN21, Ftg 2, 1 rnd/rk)	Equipment belt:
Weapon training 1		- 2 pouches
Favored skill: Perform (Singing)		- 1 dagger

Name: Eun-òran

Born in a secluded Verdyri settlement in the depth of Vernisse forest in Tir Hoige, Eun-òran has long been named Lasair (flame in her native dialect).

When most of her brethren were contemplative, she was always on the move, eager to explore and test things. From a young age, she has been an embodiment of passion and emotion. Even her physical features seem meant to express her inner flame. Possessed of flaming red hair, bright green eyes and a crystal-clear voice, she stands out like a hummingbird amidst a flock of dull sparrows. Long hours did she spend running in the woods, laughing and singing to the stars.

Hoping to settle her down, her parents tasked her to learn the trade of a scribe, spending hours learning how to draw exquisite runes and copying lengthy texts. But the flame was burning hot and bright within her soul and was not to be smothered.

When it became apparent that her temperament would not be placated, she was freed from this tutelage and let free to find her own way. Soon she was back to the woods she so dearly loved, ranging further and further. Meeting with other rangers and rovers, she learned some notions of natural magic or Nàdarra Draoidheachd.

Recently, when striding further than ever from her village, she reached a point that she has only heard of before: the edge of the forest, vast stretches of land to explore, new friends to meet… This calling was too beguiling for her to ignore so, after quick good-byes to her family, she sets herself for her new life-course: explore the world to its border.