

TALYN

(VERDYRI/SYLVAN/ARCHER) (100)

Hits: 39		Wnds: 4/3/2		CrTs: 4/6/8/10/12/14		
DT: 20		AR: 6		Move: 10' Fate Pts: 3		
Primary Stats:				Secondary Stats:		
Chr: 3		Res: 1		Aura: 5 Reflexes: 9		
Con: 3		Spd: 4		Init: 6 Stamina: 4		
Dex: 5		Str: 3		Insight: 4 Will: 3		
Int: 2		Wis: 2		Might: 4 Lift: 200 lbs		
Skills: (stats not added)				Attacks: (stats already added)		
Acrobatics		2		7 Long Bow (10, 2AP, RI: 80)		
Archery		5		9 Rapier (9, 3AP, +2 Init)		
Athletics		2		9 Dagger (5, 2AP, +4 Init)		
Blades (Light & Short)		4		Skills (continued):		
Crafts (Bowyer)		4		Magelore (Herbals)		1
Crafts (Fletching)		3		Perception		6
Foraging		2		Perform (Pipes)		1
Healing		1		Riding (Horses)		2
Lore (Zen Archery)		5		Stealth		3
Magecraft		1		Tracking		2
Size: 5'11" tall, 144 lbs						
Special Skills & Abilities:						
<ul style="list-style-type: none">• Nightvision: 500' (see core rules for details)• Enhanced Perception: +2 to all Perception rolls (added in)• Enhanced Hearing: +1 to Hearing-related rolls (not added in)• Ranged Archer: Range Increment for Long Bows increased one step (added in)• Extraordinary Aim: If not moving or mounted, range penalties halved; take a Full Action for no range penalties at all• Zen Archery: Uses his Bow much more efficiently than others. The following moves and Abilities are known<ul style="list-style-type: none">• Defensive Shot: Character gets -2 to AB and +3 to DT. The AP for this shot is increase by 1.• Double Shot: Increase of +1 AP applies to both loading and shooting 2 arrows at once. Targets must be within same direction, not more than 5' apart for every 20' of range.• Precise Shot: Increase the AP of this shot by +1 and no -4 modifier when firing into melee. Also, missed shots will not hit friends in range.• Agile Shooting: May fire bow from any position, or even when moving. Position and movement will not generate any modifiers.						

Talyn is a Wood Elf from the forests of Aelftyr, set along the eastern coast of the Tir Tuath region of Anwyn.

Even for a people known for having exceptional archers, Talyn has more skill than most. At a young age he was apprenticed to and mentored by one of the best archers in the region. After his apprenticeship, he spent another 5 years in the village militia, helping protect his home land.

Once his enlistment was up, Talyn decided to spend time wandering the land and learning new things, besides he had always wanted to become an adventuring hero!

Recently, he hooked up with a small crew of adventurers to see what sort of exciting things they could find.

Equipment:
<ul style="list-style-type: none">• Tools of the Trade:<ul style="list-style-type: none">• Soft Leather Armor• Reinforced Leather Bracers, Greaves & Helm• Long Bow (& quiver with 20 arrows)• Long Sword• Standard Pack:<ul style="list-style-type: none">• 50' of Superior Rope• 2 weeks of iron rations• 1 small steel mirror• 1 waterskin (filled with water)• 1 flask of oil (padded)• 1 small lantern• 1 set of Flint & Steel• 1 Bedroll• At Belt Items:<ul style="list-style-type: none">• Equipment belt• 2 belt pouches• 1 Dagger• Clothing:<ul style="list-style-type: none">• Cloak• Soft Leather boots• extra set of clothing (not including outfit worn)• Money:<ul style="list-style-type: none">• 5 silver pieces• 2 bronze pieces• 10 copper pieces• Languages:<ul style="list-style-type: none">• Common• Elvish

NOTES:			
DAMAGE TAKEN			
HITS/FATIGUE	BLEEDING	PENALTIES	
		WOUNDS	OTHER
		ROUNDS OF STUN	
		STAGGERED	SHAKEN
			DAZED