

ARGORN

(VERDYRI/SYLVAN/SCOUT) (100)

Hits: 38	Wnds: 3/2/1	CrTs: 3/5/7/9/11/13
DT: 19	AR: 6	Move: 10' Fate Pts: 3
Primary Stats:		Secondary Stats:
Chr: 3	Res: 1	Aura: 6 Reflexes: 6
Con: 2	Spd: 3	Init: 6 Stamina: 3
Dex: 3	Str: 3	Insight: 6 Will: 4
Int: 3	Wis: 3	Might: 4 Lift: 200 lbs
Skills: (stats not added)		Attacks: (stats already added)
Acrobatics	3	8 Rapier (9, 3AP, +2 init)
Archery (Bows)	5	8 Dagger (5, 2AP, +4 init)
Athletics	3	8 Long Bow (9, 2AP, RI 70)
Blades (Light & Short)	5	Skills (continued):
Crafts (Herbalist)	5	Perception 5
Crafts (Tanner)	1	Perform (Pipes) 2
Foraging (Forests)	3	Riding (Horses) 2
Healing	1	Stealth 5
Magecraft	1	Survival (Forests) 3
Magelore (Herbals)	2	Tracking 5
Size: 5'8" tall, 135 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) • Lightning Reflexes: Gain +3 to all initiative rolls • Skill Focus: Gain +3 to Stealth when outdoors 		

Argorn is a Wood Elf from the neighboring forests of Aelftyr along the eastern coast of the Tir Tuath region of Anwyn. he hails from a small village in the forests along its northern border.

As a young elf, Argorn became a scout for the local militia, often scouting outside the borders of his homeland, looking for dangers that may approach. His job was to see without being seen in return.

Once his stint in the militia was over, he decided to travel, working as a scout and caravan guard for a trader who travelled to far off lands through dangerous country.

After a year or two of this, Argorn decided that it was time to move on to something else. That something else being adventuring with a group of like minded individuals.

He has been traveling with this group for a few months now.

Equipment:

- **Tools of the Trade:**
 - Soft Leather Armor & Skullcap
 - Reinforced Leather Bracers & Greaves
 - Long Bow (& quiver with 20 arrows)
 - Rapier
- **Standard Pack:**
 - 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:**
 - Equipment belt
 - 2 belt pouches
 - 1 Dagger
- **Clothing:**
 - Cloak
 - Soft Leather boots
 - extra set of clothing (not including outfit worn)
- **Money:**
 - 4 silver pieces
 - 10 bronze pieces
 - 12 copper pieces
- **Languages:**
 - Common
 - Elvish

NOTES:

DAMAGE TAKEN

HITS/FATIGUE	BLEEDING	PENALTIES	
		WOUNDS	OTHER
		ROUNDS OF STUN	
		STAGGERED	SHAKEN
			DAZED