Eddyrim Yitana Sylvari/Urban:Upper/Warrior) (100)

Hits: 40	**Wnds:** 5/3/2	**CrTs:** 5/7/9/11/13/15	
DT: 19	**AR:** 10	**Move:** 10'	**Fate Pts:** 3

Primary Stats:		**Secondary Stats:**	
Chr: 3	**Res:** 2	**Aura:** 6	**Reflexes:** 6
Con: 3	**Spd:** 3	**Init:** 6	**Stamina:** 5
Dex: 3	**Str:** 3	**Insight:** 5	**Will:** 4
Int: 2	**Wis:** 3	**Might:** 5	**Lift:** 250 lbs

Skills: (stats not added)		**Attacks:** (stats already added)
Archery (Bows)	5	8 Long Sword (9, 3AP)
Athletics	2	8 Long Bow (9, 2AP, RI 70)
Blades (Heavy/Light/Short)	5	8 Dagger (5, 2AP, +4 init)
Bludgeoning (Chains Plus)	3	8 Short Spear (1h) (8, 3AP)
Crafts (Calligraphy)	2	6 Short Spear (2h) (8, 3AP)
Healing	2	6 Short Spear (Th) (8, 2AP, RI 40)
Influence (Diplomacy)	2	**Skills (continued):**
Lore (City of Avel Lin)	2	Riding (Horses) 2
Lore (Navigation)	2	Stealth 3
Lore (Anwyn History)	2	Thrown (Spears) 3
Lore (Anwyn Geography)	2	Two Handed (Staves) 3
Perception	7	

Size: 6' 5" tall, 185 lbs

Special Skills & Abilities:

- **Nightvision:** 500' (see core rules for details)
- **Enhanced Perception:** +2 to all Perception rolls (added in)
- **Magically Inclined:** Gain +1 to all Magecraft rolls (not added in)
- **Chivalrous:** Always gives sentient foes initiave on first round of combat, allow foes to regain dropped weapons, never fight from horseback if foe on foot, etc
- **Natural with Armor:** No negative modifiers from any armor from Armor that is trained with (Soft Leather & Chain)

Eddyrim Yitana (prounounced eth ee rim ee tah nah) is the younger son of a very minor High Elven noble from Avel Lin, the capital city of the Tir Hoige region of Anwyn.

Being a younger son, he had no chance to inherit a title or even to take over in way. The best that he could hope for would be to secure a position as a Seneschal or other high ranking servant in some other noble household.

However, Eddyrim had always been good with weapons of all sorts. And since he had no real, as he saw them, prospects at home, he decided to seek his fortune, and perhaps a little

Having no real prospects at home, Eddyrim decided that he would travel to Tir Tuath and seek excitement, as well as possible fame and fortune by joining a band of adventurers.

Therefore, he took passage to Hyb Rasil, and started looking for like-minded adventurer with which he could join.

He recently found and joined such a group, and they were on their way to Mirrhyc and from there up into the Esker Highlands to explore and see what they could find.

Equipment:

- **Tools of the Trade:**
  - Chain Shirt
  - Soft Leather Skullcap, Jacket & Trousers (equivalent of Bracers & Greaves)
  - Long Sword
  - Long Bow (& quiver with 20 arrows)
  - Short Spear
  - Small Shield
- **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:**
  - 7 silver pieces
  - 11 bronze pieces
  - 3 copper pieces
- **Languages:**
  - Common
  - High Elvish

Notes:

Damage taken

Hits/Fatigue	Bleeding	Penalties	
		Wounds	Other
	Rounds of Stun		
	Staggered	Shaken	Dazed