

ARGORN

AGE: 72 EYES: Purple HAIR: Auburn HEIGHT: 5'8" WEIGHT: 135 lbs KIN: Verdryi (Wood Elf) SEX: _____ SKIN: Tan DRESS: Earth tone clothing DEMEANOR: Friendly, Jovial TRUE ATTITUDE: Loyal, Serious
LVL: 1 VOCATION: Scout/Scout CULTURE: Sylvan XP: 10
STATS: Br: 1 Dx: 4 St: 2 Ws: 2 In: 3 Ch: 3 Re: 2 TSR: 10 RSR: 14 WSR: 9 Mana: 0 Drive: 2 Heroic Path: 0 Mv: 24
HITS: 44 DM: 5 (4+1 sh) AR: B5/S8/P6/E6/SL0 Sh: Buckler
ATTACKS: 8 Smallsword (8s/8p); 9 Short Bow (10p, Rng: 65); 7 Dagger (6s/7p); 9 Thrown Dagger (6s/7p, Rng: 10);
COMBAT SKILLS (4 DP): Blades [6] 7; Brawl [3] 4; Ranged [3] 9;
ADVENTURING SKILLS (6 DP): Athletics [3] 7; Hunting [4] 8; Nature [6] 11; Ride [4] 8; Wandering [7] 12;
ROGUERY SKILLS (4 DP): Perception [7] 12; Stealth [8] 12;
KNOWLEDGE SKILLS (4 DP): Crafts:Fletching [1] 4; Cultures [6] 8; Healing [4] 7; Lore [1] 3;
SPELL LORES (0 DP):
MISC. SKILLS: Armor (2 DP) [3] 4; Body (2 DP) [5] 7; Mana (0 DP) [0] 0;
LANGUAGES (2 DP): Teangi S3/W3; Æglits S3/W0; Sprak S2/W1; Varni S2/W0; Tauro S2/W1;
SPECIAL SKILLS: <ul style="list-style-type: none"> • Reconnoiter (Perception roll to determine number/type of beings (sentient/animal) with 100' radius outdoors, 30' radius indoors) • Weapon Focus (Swordsword, +1 to all uses & DR, multiple attacks if over 10 ranks)
SPECIAL ABILITIES: <ul style="list-style-type: none"> • Battle Hardened (1 BP — Impressive scar on cheek, +15 starting Hits, +10 Max Hits) • Loyal Companion (1 BP — Yip: Wolf, Level 3, 12 Bite (12ps), DM: 6, AR (B6/S5/P3/E5/SL0), 100 Hits, MR: 50L, TSR:14, RSR:14, WSR:11, Rog: 6, Adv: 10, Lor: 0) • Strider (1 BP — +2 to all Adventuring skills while outside, travel 1.5x normal distance when on foot and no more than Lightly Encumbered) • Keen Senses (Kin: +2 Perception; <i>Night Sight:</i> See up to 100' in Dim Light, the first 50' as if Well Lit) • Sureshot (Kin: +2 to Ranged skill) • Light-Footed (Kin: treat rough terrain as normal for movement, as long as not encumbered or wearing armor heavier than reinforced leather)
PASSIONS: <ul style="list-style-type: none"> • Motivation: I never like staying in one place for long. I must always keep moving. • Nature: I hate being around too many others. I like being around only my close friends and hate having to go into cities where I cannot watch my back adequately. • Allegiances: Absolutely loyal to my friends, such as Yip and my companions. I will never abandon them.

Argorn is a Wood Elf from the neighboring forests of Aelftyr along the eastern coast of the Tir Tuath region of Anwyn. They hail 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 their homeland, looking for dangers that may approach. Their job was to see without being seen in return.

Once their stint in the militia was over, they 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.

They have been traveling with this group for a few months now.

EQUIPMENT:

Tools of the Trade:

- Soft Leather Byrnie (B2/S4/P3/E3; -2MvP)
- Leather Skullcap (B1/S1/P1/E1)
- Reinforced Leather Bracers (B1/S1/P1/E1)
- Soft Leather Pants (B1/S2/P1/E1; -1 MvP)
- Smallsword (7s/7p; *Backstab, Martial, Parry(1), Swift*)
- Short Bow (10p; Rng: 65; *Load(1), Quick Load*)
- Quiver (12 arrows)
- Dagger (x2; 6s/7p; Rng:10; *Agile, Backstab, Swift; one in boot sheath*)
- Buckler (+1 DM)

Standard Pack:

- 50' of Superior Rope
- 1 canvas sack

- 2 weeks of iron rations
- 1 small steel mirror
- 1 waterskin (filled)
- 1 flask of oil (padded)
- 1 small lantern
- 1 set of Flint & Steel
- 1 Bedroll

At Belt Items:

- Equipment belt
- 2 belt pouches

Clothing:

- Cloak
- Soft Leather boots
- extra set of clothing (not including outfit worn)

Money:

- 5 bronze pieces

NOTES:

DAMAGE RECEIVED

Hits	Bleeding	Pain	Stun