

# TALYN

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| <b>AGE:</b> 65 <b>EYES:</b> Purple <b>HAIR:</b> Auburn <b>HEIGHT:</b> 5'6" <b>WEIGHT:</b> 145 lbs<br><b>KIN:</b> Verdyri (Wood Elf) <b>SEX:</b> _____ <b>SKIN:</b> Tanned <b>DRESS:</b> woodland colors <b>DEMEANOR:</b> Aloof <b>TRUE ATTITUDE:</b> Curious, interested  |
| <b>LVL:</b> 1 <b>VOCATION:</b> Archer/Archer <b>CULTURE:</b> Sylvan <b>XP:</b> 10   |
| <b>STATS:</b> Br: 1 Dx: 4 St: 2 Ws: 2 In: 3 Ch: 3 Re: 2<br><b>TSR:</b> 10 <b>RSR:</b> 14 <b>WSR:</b> 9 <b>Mana:</b> 0 <b>Drive:</b> 2 <b>Heroic Path:</b> 0 <b>Mv:</b> 24   |
| <b>HITS:</b> 29 <b>DM:</b> 5 (4 + 1 sh) <b>AR:</b> B6/S10/P6/E7/SL0 <b>Sh:</b> Buckler  |
| <b>ATTACKS:</b> 11 Smallsword (8s/8p); 15 Long Bow (13p; Rng: 115); 7 Dagger (6s/7p); 14 Thrown Dagger (6s/7p, Rng: 10);  |
| <b>COMBAT SKILLS (6 DP):</b> Blades [6] 7; Brawl [3] 4; Polearms [3] 4; Ranged [8] 14;  |
| <b>ADVENTURING SKILLS (4 DP):</b> Athletics [3] 4; Hunting [6] 8; Nature [5] 8; Ride [3] 7; Wandering [4] 7;  |
| <b>ROGUERY SKILLS (4 DP):</b> Perception [5] 8; Stealth [6] 10;   |
| <b>KNOWLEDGE SKILLS (4 DP):</b> Crafts (Fletching) [3] 6; Cultures [3] 5; Healing [3] 6; Lore [3] 5;  |
| <b>SPELL LORES (0 DP):</b> —  |
| <b>MISC. SKILLS:</b> Armor (2 DP) [3] 4; Body (2 DP) [5] 7; Mana (0 DP) [0] 0;  |
| <b>LANGUAGES (2 DP):</b> Teangai S3/W3; Aeglits S3/W0; Gaelsh S2/W2; Zabon S2/W0; Varni S2/W0;  |
| <b>SPECIAL SKILLS:</b> <ul style="list-style-type: none"> <li>• <b>Sharpshooter</b> (Preps for full round, and then may make a Sharpshooter roll, using the Ranged skill (using foe's cover bonus as Difficulty mod), with Success means target gets no cover, Partial = half cover, Critical Success = no cover mod &amp; +2 to attack roll)</li> <li>• <b>Weapon Focus</b> (Long Bow, +1 to all uses, multiple attacks if over 10 ranks)</li> <li>• <b>Weapon Focus</b> (Swordsword, +1 to all uses, multiple attacks if over 10 ranks)</li> </ul>  |
| <b>SPECIAL ABILITIES:</b> <ul style="list-style-type: none"> <li>• <b>Blade Bravo/Duelist</b> (2 BP — Uses Dexterity with Smallsword, instead of Brawn, Smallsword treated as Long weapon for Talyn)</li> <li>• <b>Unusual Training</b> (Gains Weapon Focus for Smallsword)</li> <li>• <b>Keen Senses</b> (Kin: +2 Perception; Night Sight: See up to 100' in Dim Light, the first 50' as if Well Lit)</li> <li>• <b>Sureshot</b> (Kin: +2 to Ranged skill)</li> <li>• <b>Light-Footed</b> (Kin: treat rough terrain as normal for movement, as long as not encumbered or wearing armor heavier than reinforced leather)</li> </ul> |
| <b>PASSIONS:</b> <ul style="list-style-type: none"> <li>• <b>Motivation:</b> I want to see the world, visit places that I have never been before.</li> <li>• <b>Nature:</b> I like going new places, and I am always curious about what I might find there.</li> <li>• <b>Allegiances:</b> I am loyal to my companions and will always serve to assist and protect them.</li> </ul>   |

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.

Talyn is the younger child of a minor Verdyri noble. So, at a young age they were apprenticed to and mentored by some of the best warriors in the region. After their apprenticeship, they spent another 10 years in the village militia, helping protect their home land. They even did three years with the Mirr Guard, helping to protect Mirrhyc from the creatures filtering down from Wybr Ghenfl (Monster Pass). During this period he became friends with an Odavi named Chzor Cursebane who was also serving on the Mirr Guard at the time.

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

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

## EQUIPMENT:

### Tools of the Trade:

- Soft Leather Hauberk (B4/S7/P4/E5; -3MvP)
- Leather Helm (B1/S1/P1/E1)
- Leather Buckskins (B1/S2/P1/E1; -1 MvP)
- Smallsword (7s/7p; Backstab, Martial, Parry(1), Swift)
- Long Bow (12p; Load (1); Rng: 115)
- Quiver (12 arrows)
- Dagger (x2; 6s/7p; Agile, Backstab, Swift; Rng: 10; one in boot sheath)
- Buckler (+1 DM)
- 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:

- 1 silver piece, 15 bronze pieces

### Standard Pack:

- 50' of Superior Rope

## NOTES:

## DAMAGE RECEIVED

| Hits | Bleeding | Pain | Stun |
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