

# GHYRN

<b>AGE:</b> 30 <b>EYES:</b> Blue <b>HAIR:</b> Blonde <b>HEIGHT:</b> 7'3" <b>WEIGHT:</b> 415 lbs <b>KIN:</b> Risi (Asgerdi) <b>SEX:</b> _____ <b>SKIN:</b> Ruddy <b>DRESS:</b> earth tone clothing <b>DEMEANOR:</b> Friendly <b>TRUE ATTITUDE:</b> Protective
<b>LVL:</b> 1 <b>VOCATION:</b> Trooper/Rogue <b>CULTURE:</b> High Ranges <b>XP:</b> 10
<b>STATS:</b> Br: 4 Dx: 3 St: 3 Ws: 2 In: 2 Ch: 2 Re: 2 <b>TSR:</b> 15 <b>RSR:</b> 11 <b>WSR:</b> 10 <b>Mana:</b> 0 <b>Drive:</b> 2 <b>Heroic Path:</b> 0 <b>Mv:</b> 28
<b>HITS:</b> 41 <b>DM:</b> 3 <b>AR:</b> B11/S7/P6/E6/SL0 <b>Sh:</b> none
<b>ATTACKS:</b> 10 Quarterstaff (14b); 10 Baton (8b); 10 Hatchet (6b/8s); 7 Dagger (7s/8p); 5 Thrown Hatchet (6b/8s; Rng:15) 5 Thrown Dagger (7s/8p; Rng: 10) 5 Long Bow (13p; Rng: 115)
<b>COMBAT SKILLS (6 DP):</b> Blades [1] 5; Blunt [4] 10; Brawl [3] 7; Polearms [5] 9; Ranged [2] 5; Intimidation [1] 5;
<b>ADVENTURING SKILLS (6 DP):</b> Athletics [4] 8; Cooking [2] 4; Hunting [5] 7; Nature [5] 7; Ride [3] 6; Wandering [4] 6;
<b>ROGUERY SKILLS (4 DP):</b> Acrobatics [3] 6; Deceive [1] 3; Gimmickry [2] 4; Perception [4] 6; Stealth [3] 4;
<b>KNOWLEDGE SKILLS (2 DP):</b> Appraisal [2] 4; Crafts (Woodcarving) [3] 5; Cultures [3] 5; Healing [2] 4;
<b>SPELL LORES (0 DP):</b> —
<b>MISC. SKILLS:</b> Armor (2 DP) [3] 7; Body (2 DP) [5] 8;
<b>LANGUAGES (2 DP):</b> Varni S3/W3; Æglits S3/W0; Gaelsh S2/W2; Zabon S2/W2;
<b>SPECIAL SKILLS:</b> <ul style="list-style-type: none"> <li><b>Alertness</b> (Gain +2 Perception for Assessment rolls, may make Perception rolls while asleep without normal -4 modifier)</li> <li><b>Weapon Focus</b> (Quarterstaff, +1 to all uses &amp; DR, multiple attacks if over 10 ranks)</li> </ul>
<b>SPECIAL ABILITIES:</b> <ul style="list-style-type: none"> <li><b>Ambidexterity</b> (1 BP — Off-hand penalty reduced from -4 to -2)</li> <li><b>Unbreakable Bond</b> (1 BP — Gain +2 to any rolls to Help twin brother. Will always know when he is in danger, regardless of distance)</li> <li><b>Unorthodox Education</b> (1 BP — Gain a +2 bonus to one skill that receives no Vocational Ranks; Blunt is the chosen skill)</li> <li><b>Imposing</b> (Kin: +2 bonus to Intimidation, -1 to Stealth)</li> <li><b>Long Reach</b> (Kin: All weapons treated as one Size larger than normal, up to Longest for length; does not affect Initiative)</li> <li><b>Sure Grip</b> (Kin: May use Hand and a Half weapons as 1-Handed weapons with no penalty)</li> <li><b>Size</b> (Large: +5 Base Move (added in); -1 Stealth (added in); +1 Weapon Damage (added in))</li> </ul>
<b>PASSIONS:</b> <ul style="list-style-type: none"> <li><b>Motivation:</b> My primary goal is to protect and aid my twin brother, Gylor, in any way possible.</li> <li><b>Nature:</b> I am protective of others, especially my brother, but I am also always willing to lend a hand to anybody in need.</li> <li><b>Allegiances:</b> I am utterly loyal to my brother, Gylor, then to my other friends.</li> </ul>

Ghyrn and their twin sibling Gylor were born on a night where there was a comet shooting across the sky, a very rare occurrence in Anwyn. They grew up together in their small village to the northeast of Na-Rukag. During their early years, the twins were inseparable, and often got in trouble with their elders.

Ghyrn always knows when Gylor is in trouble, and feels that it is their responsibility to take care of their sibling.

Ghyrn spent a few years working as a caravan guard while Gylor trained to become a Cleric of Belnos. Once Gylor finished their studies, Ghyrn escorted their sibling on a pilgrimage to the main temple of Belnor in Hyb Rasil.

Ghyrn took odd jobs around the city while Gylor spent time in the temple. The jobs that Ghyrn took were not always the most reputable, but they kept food on the table.

Since then they have decided to go adventuring and have recently joined a group of adventurers who are working their way to Mirrhyc before they head to the Esker Highlands.

## EQUIPMENT:

### Tools of the Trade:

- Padded Gambeson  
(B8/S5/P4/E6; -2MvP;  
*Cold(2), Flammable*)
- Padded Pants (B2/S1/P1/E0;  
-2 MvP; *Cold(1), Flammable*)
- Leather Skullcap  
(B1/S1/P1/E0)
- Quarterstaff (12b; *Agile, Martial, Swift*)
- Baton (7b; *Agile, Backstab, Swift*)
- Hatchet (5b/7s; Rng: 15;  
*Agile, Swift*)
- Long Bow (12p;  
*Load(1); Rng: 115*)
- Quiver (12 arrows)
- Dagger (6s/7p; Rng:10;  
*Agile, Backstab, Swift*)

### 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:

- 7 bronze pieces, 6 copper pieces

## NOTES:

## DAMAGE RECEIVED

Hits	Bleeding	Pain	Stun