

# TYLN JYRQOL

<b>AGE:</b> 60 <b>EYES:</b> Green <b>HAIR:</b> Blonde <b>HEIGHT:</b> 5'0" <b>WEIGHT:</b> 210 lbs <b>KIN:</b> Dvargr (Dwarf) <b>SEX:</b> _____ <b>SKIN:</b> Dusky <b>DRESS:</b> sturdy, plain clothes <b>DEMEANOR:</b> Stoic <b>TRUE ATTITUDE:</b> excited, curious
<b>LVL:</b> 1 <b>VOCATION:</b> Warrior/Diwahr <b>CULTURE:</b> Subterranean <b>XP:</b> 12
<b>STATS:</b> Br: 4 Dx: 2 St: 4 Ws: 2 In: 2 Ch: 1 Re: 4 <b>TSR:</b> 16 <b>RSR:</b> 10 <b>WSR:</b> 16 <b>Mana:</b> 0 <b>Drive:</b> 2 <b>Heroic Path:</b> 0 <b>Mv:</b> 22
<b>HITS:</b> 44 <b>DM:</b> 2 (8 - see Notes) <b>AR:</b> B6/S10/P6/E7/SL0 <b>Sh:</b> none
<b>ATTACKS:</b> 17 Sai (9b/8p); 11 Dagger (6s/7p); 8 Thrown Dagger (6s/7p, Rng: 10); 8 Hand Crossbow (8p) <b>TWO WEAPON FIGHTING:</b> <i>Primary:</i> 12 Sai (10b/9p); <i>Off-hand:</i> 10 Sai (10b/9p); Usually puts minimum of 3 points of AB into Parry (already figured into Primary/Off-hand ABs), for +6 to DM total (see Notes);
<b>COMBAT SKILLS (8 DP):</b> Battle Frenzy [4] 6; Blades [2] 6; Blunt [10] 16; Brawl [7] 11; Polearms [2] 6; Ranged [6] 8; Swashbuckling [3] 5;
<b>ADVENTURING SKILLS (6 DP):</b> Athletics [6] 10 (Swim: 4); Hunting [4] 6; Nature [5] 7 (11); Ride [4] 6; Wandering [7] 9 (13);
<b>ROGUERY SKILLS (2 DP):</b> Acrobatics [1] 3; Perception [3] 5; Stealth [3] 5;
<b>KNOWLEDGE SKILLS (2 DP):</b> Appraisal [3] 5; Crafts(Blacksmith) [3] 5; Cultures [2] 4; Lore [3] 5;
<b>SPELL LORES (0 DP):</b> —
<b>MISC. SKILLS:</b> Armor (2 DP) [6] 10; Body (2 DP) [7] 11; Mana (0 DP) [0] 0;
<b>LANGUAGES (2 DP):</b> Sprak S3/W3; Æglits S3/W1; Ainu S2/W1; Gaelsh S2/W1; Tauro S2/W1;
<b>SPECIAL SKILLS:</b> <ul style="list-style-type: none"> <li><b>Dual Weapons</b> (2 Sai; gain +1 DR to each; primary attack at -2, off-hand attack at -4 (reduced off-hand modifier due to <i>Ambidexterity</i>); off-hand attack as Free Action; reduce penalties by 1 for every 3 ranks or portion thereof in <i>Brawl</i> skill)</li> <li><b>Weapon Focus</b> (Sai, +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 penalties reduced from -4 to -2)</li> <li><b>Exceptional Training</b> (1 BP — Gain +2 to <i>Blunt</i> skill)</li> <li><b>Gifted</b> (1 BP — Gain +1 to Dexterity)</li> <li><b>Lightning Reflexes</b> (1 BP — Gains +3 to Initiative rolls)</li> <li><b>Unlucky</b> (-1 BP — Critical Failures on attacks gain +2 to failure roll)</li> <li><b>Dark Sight</b> (<i>Kin:</i> Can see in moon light as if Well Lit; in star light or Dimly Lit area, can see up to 75'; treating the first 30' as Well Lit, can see 10' in total darkness, can see double distance plus 10' in enclosed spaces with artificial light sources as Well Lit)</li> <li><b>Forgekin</b> (<i>Kin:</i> +6 to Saves and Defensive Modifier against heat/cold attacks; +6 to all rolls involving metals/stones/gems; not added in)</li> <li><b>Stoneborn</b> (<i>Kin:</i> -6 to swimming (<i>Athletics</i>) rolls; +4 <i>Nature/Wandering</i> when underground; added in parenthesis)</li> </ul>
<b>PASSIONS:</b> <ul style="list-style-type: none"> <li><b>Motivation:</b> I wish to explore the world and make a name for myself, to bring honor and glory to my house.</li> <li><b>Nature:</b> I like to present a stoic face to the world, but I am really very excited to be out exploring the world.</li> <li><b>Allegiances:</b> I am loyal to my companions, my House, and my people in that order.</li> </ul>

Tyln Jyrqol is was born and raised in the tunnels of Nidrhein, the capital city of the Dwarven nation of Chorak, located within the Coastal Mountains. The mountains are found on the southeastern shores of the Tir Tuath region of Anwyn.

Tyln (pronounced *Teeln*) always knew that they would be a warrior, especially with a family name of *Jyrqol*, which translates to *Ironhand*. When they were young, Tyln went on a trading trip with their father and some cousins to Utara. While there, they witnessed an armsman using an unusual weapon called the Sai. Tyln purchased a pair, and their father made arrangements to hire that armsman to travel to Nidrhein to train Tyln in their use. To everybody's surprise, Tyln was a natural in using them.

Seeking adventure, Tyln headed first for Hyb Rasil, but finding that they did not like the idea of sailing to Hyb Ciuin, they instead decided to travel with a group of adventurers who were taking the longer overland route to Mirrhyc and then on up into the Esker Highlands.

## 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)
- Sai (x2; 8b/7p; Agile, Backstab, Martial, Parry(3), Swift)
- Hand Crossbow (8p; Load(2); Rng: 30)
- Quiver (12 bolts)
- Dagger (x2; 6s/7p; Agile, Backstab, Swift; Rng: 10; one in boot sheath)

### 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:

DM base is 2 (2 Dex). When wielding Dual Sai, his DM is 8 (base of 2, +3 from Sai's Quality of *Parry(3)*, and +3 from subtracting 3 from Attack Bonus of both weapons).

## DAMAGE RECEIVED

Hits	Bleeding	Pain	Stun