

PRE-GENERATED CHARACTER

OTHWALD, EXPERIENCED TRACKER

BORN IN THE GUNDERLAND PROVINCE IN NORTHERN AQUILONIA, OTHWALD IS OF THAT FIERCE, pure breed of Hybori stock. A rugged frontiersman, Othwald learned the ways of the forest when he was but a whelp, and has years-hard experience tracking and scouting the Pictish Wilderness, often as part of the Aquilonian advance into that region. Restless among civilized folk, Othwald has come to the border, seeking to know what lies beyond the tree line.

Compact of build, Othwald has grey eyes, a shaggy mop of tawny hair, and wears a short beard. His garb is that of a tracker and seasoned woodsman, well-worn leather, fur, and wool, his weapons plain yet serviceable.

AGILITY		
Skill	TN	Focus
Acrobatics	11	2
Melee	12	3
Stealth	11	2

WILLPOWER		
Skill	TN	Focus
Discipline	10	2
Sorcery	8	

AWARENESS		
Skill	TN	Focus
Insight	9	
Observation	12	3
Survival	13	4
Thievery	10	1

SOAK		
Armour	1 (Fur and Leather)	
Courage	0	

BRAWN		
Skill	TN	Focus
Athletics	11	2
Resistance	10	1

STRESS		
Vigor		
Resolve		

SERIOUS HARMS		
Wounds		
Trauma		

COORDINATION		
Skill	TN	Focus
Parry	9	1
Ranged Weapons	8	
Sailing	8	

BONUS DAMAGE (included below)		
Ranged	+1	
Melee	+1	
Presence	0	

INTELLIGENCE		
Skill	TN	Focus
Alchemy	10	
Craft	10	
Healing	11	1
Linguistics	10	
Lore	11	1
Warfare	10	

ATTACKS		
Spear (M):	Reach 3, Unb, 5	
Battle Axe (M):	Reach 2, Unb, 5	
Dagger (M):	Reach 1, 4	
Steely Glare (T):	Range C, 3	

PERSONALITY		
Skill	TN	Focus
Animal Handling	10	1
Command	9	
Counsel	9	
Persuade	9	
Society	9	

TALENTS		
No Mercy:	When Othwald rolls damage for a melee weapon, he may re-roll up to one	
Observant:	When making an Observation test, Othwald may re-roll one d20 but must accept the new result.	
Survivor:	When making a Survival test, Othwald may re-roll one d20 but must accept the new result.	

OTHER BELONGINGS		
Basic Travelling Provisions, Healer's Bag (2 medicine — each medicine spent adds 1 bonus d20 to Healing tests)		