

PRE-GENERATED CHARACTER

LUCINA, BRAVE HERDER

BORN IN THE WESTERMARCK, THE REGION RUNNING BETWEEN THE BLACK RIVER AND AQUILONIA, Lucina has seen the steady increase of settlements and the traffic of Aquilonia's advance into Pictish territory. She has also seen firsthand the effects of the Pict's response, a trespass met with blood and fire. Trained in herbalism and a tradition of magical arts by her mother — a hedge witch — Lucina knows a few tricks and has used them to keep herself and her flock alive.

She is tall, willowy and has reddish-brown hair which she braids to keep from catching in branches. Her clothes are common to the folk of the Westermarck, browns and green with a quilted tunic.

AGILITY		
Skill	TN	Focus
Acrobatics	9	1
Melee	9	1
Stealth	10	2

WILLPOWER		
Skill	TN	Focus
Discipline	15	3
Sorcery	11	1

AWARENESS		
Skill	TN	Focus
Insight	8	
Observation	10	2
Survival	10	2
Thievery	8	

SOAK		
Armour	1 (Padded)	
Courage	0	

BRAWN		
Skill	TN	Focus
Athletics	10	1
Resistance	10	1

SERIOUS HARDS		
Wounds		
Trauma		

COORDINATION		
Skill	TN	Focus
Parry	9	1
Ranged Weapons	10	2
Sailing	8	

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

INTELLIGENCE		
Skill	TN	Focus
Alchemy	9	1
Craft	9	1
Healing	9	1
Linguistics	8	
Lore	8	
Warfare	8	

ATTACKS		
■ Battle Axe (M): Reach 2, Unb, 5 , Intense, Vicious 1		
■ Small Shield (M): Reach 2, 1H, 3 , Knockdown, Parrying, Shield 2		
■ Sling (R): Range C, 3 , 1H, Stun, Volley		
■ Steely Glare (T): Range C, 3 , mental, Stun		

PERSONALITY		
Skill	TN	Focus
Animal Handling	13	4
Command	9	
Counsel	9	
Persuade	9	
Society	9	

TALENTS		
■ Accurate: When rolling damage for a ranged attack Lucina may re-roll up to 1 .		
■ Observant: When making an Observation test Lucina may re-roll one d20, but must accept the new result.		
■ Stealthy: When making a Stealth test Lucina may re-roll one d20, but must accept the new result.		

OTHER BELONGINGS		
Basic Travelling Provisions, Healer's Bag (1 medicine — each medicine adds 1 bonus d20 to Healing tests), 1 Load of Sling Stones		