

PRE-GENERATED CHARACTER

EDRIC, GRIZZLED VETERAN

THOUGH BORN THE SON OF A PEASANT, EDRIC WAS PRESSED INTO MILITARY SERVICE DURING one of Nemedia's wars with its neighbors. During this pageant of battle, he became a skilled fighter, eventually mustering out and joining a mercenary company made up of Nemedian and Brythonian veterans. Edric has gone where the gold is, a road that has led him to the border between Pictland and Aquilonia.

Edric is of average height and has short-cropped brown hair, hazel eyes, and a slight beard. He is rangy and compact, some visible scars hinting at his past. His Armour and weapons are those of a seasoned warrior — a display of competence rather than glory.

AGILITY		
Skill	TN	Focus
Acrobatics	11	1
Melee	13	3
Stealth	11	1

WILLPOWER		
Skill	TN	Focus
Discipline	9	1
Sorcery	8	

AWARENESS		
Skill	TN	Focus
Insight	10	1
Observation	11	1
Survival	11	1
Thievery	10	

SOAK		
Armour	2 (Brigandine)	
Courage	0	

BRAWN		
Skill	TN	Focus
Athletics	11	3
Resistance	9	1

SERIOUS HARDS		
Wounds		
Trauma		

COORDINATION		
Skill	TN	Focus
Parry	13	4
Ranged Weapons	12	3
Sailing	9	

BONUS DAMAGE (included below)		
Ranged	+2	+
Melee	+1	+
Presence	0	

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

ATTACKS		
Sword (M): Reach 2, 1H, 5	+	+
Small Shield (M): Reach 2, 1H, 3	+	+
Parrying, Knockdown,		
War Bow (R): Range L, 5	+	+
Piercing 1, Volley		
Steely Glare (T): Range C, 2	+	+
Mental, Stun		

PERSONALITY		
Skill	TN	Focus
Animal Handling	9	1
Command	8	
Counsel	8	
Persuade	9	1
Society	8	

TALENTS		
Deflect: When Edric makes a Defense Reaction using the Parry skill, he pays one fewer Doom than normal (minimum 0).		
No Mercy: Edric may re-roll up to one when rolling damage for a melee weapon.		
Rigorous Training: Whenever Edric rolls at least one success on an Athletics test, he gains one additional success automatically.		

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