

PRE-GENERATED CHARACTER

AMALA, BLADE FOR HIRE

BORN IN ONE OF HYPERBOREA'S BLEAK STONE FASTNESSES, AMALA WAS THE DAUGHTER OF a Brythonian slave, her father a petty warlord. Life was hard and treacherous, with a dim future ahead. While on a raid into the Border Kingdoms, Amala saw that even those meager towns offered a better life. She escaped, exploring the Hyborian kingdoms to the west of her homeland. Eventually, Amala ventured to the Bossonian Marches, where quick wits and a ready blade may provide her with what her birthright could not.

Amala is tall and lean, with a ragged shock of grayish-blond hair and pale blue eyes. Her tunic and garments are of dull leather and wool, with a voluminous cloak of dark muted purple. Her broad girdle boasts a sword and knife, and hidden around her person are more such weapons.

AGILITY		11	
Skill	TN	Focus	
Acrobatics	12	1	
Melee	13	2	
Stealth	14	3	
AWARENESS		9	
Skill	TN	Focus	
Insight	10	1	
Observation	10	1	
Survival	10	1	
Thievery	10	1	
BRAWN		8	
Skill	TN	Focus	
Athletics	10	2	
Resistance	9	1	
COORDINATION		10	
Skill	TN	Focus	
Parry	12	2	
Ranged Weapons	11	1	
Sailing	10		
INTELLIGENCE		7	
Skill	TN	Focus	
Alchemy	7		
Craft	7		
Healing	8	1	
Linguistics	7		
Lore	9	2	
Warfare	8		
PERSONALITY		7	
Skill	TN	Focus	
Animal Handling	9		
Command	9		
Counsel	9		
Persuade	9		
Society	9		

WILLPOWER		10	
Skill	TN	Focus	
Discipline	12	2	
Sorcery	10		

SOAK	
Armour	1 (Leathers)
Courage	0

STRESS	
Vigor	
Resolve	

SERIOUS HARMS	
Wounds	
Trauma	

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

ATTACKS	
■ Sword (M) :	Reach 2, 1H, 4, Parrying
■ Dagger (M) :	Reach 1, 1H, 3, Hidden 1, Parrying, Thrown, Unforgiving 1
■ War Bow (R) :	Range L, 4, 2H, Piercing 1, Volley
■ Steely Glare (T) :	Range C, 2, mental, Stun

TALENTS	
■ No Mercy :	When Amala rolls damage for a melee weapon, she may re-roll up to one .
■ Stealthy :	When making a Stealth test Amala may re-roll one d20, but must accept the new result.
■ Many Blades :	Amala is never unarmed, always carrying at least a dagger concealed about her person. Even if something would cause her to lose all her weaponry, she may add 1 point to the Doom pool to produce a concealed dagger as a Minor Action.

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