Scrollwork v1.2 f

Forbidden Lands

Name: Verena Haak

Kin	Profession
Aslene Human	Peddlar

Age	Reputation
Old	

Pride
No one can keep the truth from me.

Dark Secret
I don't trust people. They just want my money.

Sleepy · Hungry · Thirsty · Cold

Status

Willpower

EXP

Injuries

STR

Crafting	
Endurance	1
Melee	1
Might	

AGI

Marksmanship	1
Move	
Sleight of Hand	
Stealth	

WIT

Insight	3
Lore	
Scouting	1
Survival	2

EMP

Animal Handl'n	1
Healing	
Manipulation	2
Performance	

Willpower: 10 9 8 7 6 5 4 3 2 1

Shield: 2 1

Helmet: 4 3 2 1

Armor: 8 7 6 5 4 3 2 1

1st Weapon: 3 2 1

2nd Weapon: 3 2 1

Portrait

Talents

Talent	Rank
Adaptable (Human)	
Path of Many Things	1
Sharp Tongue	1
Sixth Sense	1
Incorrupitble	1

Weapons

	Bonus	Damage	Range	Comment
First: Dagger	+1	1	Arm	Light, Pointed, Edged
Second: Knife	+1	1	Arm	Light, Pointed
Scissors	+0	1	Arm	Light, Pointed

Gear

Max Carry (Strength x 2)

	Bonus
See Aubrey - Verena Gear List.md	

Armor

Shield	Bonus
Helmet	Rating
Armor	Rating

Tiny Items

Cash: Copper · Silver · Gold

Gear stowed on mount on obverse.

Food	Water	Torches	Arrows
D6 D8 D10 D12	D6 D8 D10 D12	D6 D8 D10 D12	D6 D8 D10 D12

Relationships

To	Relationship
To	Relationship
To	Relationship
To	Relationship
To	Relationship

Mount

Max Carry

0 / 0

Your mount may carry twice its Max Carry if not ridden.

Name	STR	AGI

1	11
2	12
3	13
4	14
5	15
6	16
7	17
8	18
9	19
10	20

Magic

Spell	Rank	Range	Duration
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The common spells are: Magical Seal (1), Sense Magic (1), Dispel Magic (2), Obscure Magic (2), Bind Magic (3), and Transfer (3).

Records, Notes & Sketches

Born in the darkness of The Shroud.

CHILD OF THE WINDS. You were chosen as a Child of the Winds and set out on a long pilgrimage to the highlands. Traveling by day, hiding from the Blood Mist by night. You fulfilled your duty, but to this day you are still unsure of where you feel at home.

RAN A SHOP. You chose to settle in a village and run a shop for a period of your life. You could live off of it, but not very well. In the end, you realized that the quiet existence wasn't for you.

SMUGGLER. You made your silver by smuggling contraband between the settlements of the Ravenlands with Esgar Farthing, staying clear of Rust Brothers and avoiding the Blood Mist. You learned the importance of discretion and how to avoid attention.

CHEATED. Esgar Farthing deceived you and left you destitute, abandoning you in Weatherstone when you were too slow to keep up. You learned an important lesson the hard way: "Esgar is an asshole".

And so you meet the other adventurers, lying in the rubble after they had defeated the horrible scorpion thing in the laboratory that ate their friend.

More...

Gear

	Bonus
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Talents

Talent	Rank
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Magic

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