



NAME:

Melody Shadowmend

WILLPOWER POINTS

17

HIT POINTS

13

DEATH ROLLS  
SUCCESSSES  
FAILURES

ARMOR Leather

BANE ON SNEAKING  
EVADE ACROBATICS

KIN:

Human

AGE:

Adult

PROFESSION:

Mage



WEAKNESS Violent

- |  |  |  |
|--|--|--|
| <input type="checkbox"/> 7 AXES (STR)      | <input type="checkbox"/> 5 ACROBATICS (AGL)      | <input type="checkbox"/> 6 LANGUAGES (INT)       |
| <input type="checkbox"/> 5 BOWS (AGL)      | <input type="checkbox"/> 12 AWARENESS (INT)      | <input type="checkbox"/> 6 LEGENDS (INT)         |
| <input type="checkbox"/> 14 BRAWLING (STR) | <input type="checkbox"/> 5 BARTERING (CHA)       | <input type="checkbox"/> 5 PERFORMANCE (CHA)     |
| <input type="checkbox"/> 5 CROSSBOWS (AGL) | <input type="checkbox"/> 12 BEAST LORE (INT)     | <input type="checkbox"/> 5 PERSUASION (CHA)      |
| <input type="checkbox"/> 7 HAMMERS (STR)   | <input type="checkbox"/> 6 BLUFFING (CHA)        | <input type="checkbox"/> 5 RIDING (AGL)          |
| <input type="checkbox"/> 5 KNIVES (AGL)    | <input type="checkbox"/> 12 BUSHCRAFT (INT)      | <input type="checkbox"/> 6 SEAMANSHIP (INT)      |
| <input type="checkbox"/> 5 SLINGS (AGL)    | <input type="checkbox"/> 7 CRAFTING (STR)        | <input type="checkbox"/> 5 SLEIGHT OF HAND (AGL) |
| <input type="checkbox"/> 7 SPEARS (STR)    | <input type="checkbox"/> 10 EVADE (AGL)          | <input type="checkbox"/> 10 SNEAKING (AGL)       |
| <input type="checkbox"/> 14 STAVES (AGL)   | <input type="checkbox"/> 12 HEALING (INT)        | <input type="checkbox"/> 12 SPOT HIDDEN (INT)    |
| <input type="checkbox"/> 7 SWORDS (STR)    | <input type="checkbox"/> 5 HUNTING/FISHING (AGL) | <input type="checkbox"/> 5 SWIMMING (AGL)        |

WEAPONS

Staff

GRIP

2H

RANGE

2m

DAMAGE

1D8

DUR.

9

FEATURES

Bludgeon, topple



HELMET

BANE ON AWARENESS  
RANGED ATTACKS

SHIELD

REST  
ROUND STRETCH

ABILITIES &amp; SPELLS

Adaptive: 3WP, with good reason, swap skill used

Cook food: auto success w/o bushcraft roll

Floral trail: flowers sprout where you walk

Light: touch, target sheds 10m light

Treat wound: touch, heal 1d6 +1d6  
per power levelAnimal Whisperer: talk to a bird or mammal  
Ask one question per pow lv.  
get animal point of view, but no lies.Banish: 10m, 2D8 to undead and demons  
ignores armor and natural armor  
cannot be dodged or parried

SECONDARY SKILLS

Animism 12

DAMAGE BON. STR +D4

DAMAGE BON. AGL -

MOVEMENT 10

ENCUMBRANCE LIMIT

INVENTORY 8

- Backpack
- 4x Field Ration
- Grimoire
- Sleeping Furs
- Herbal Concoction
- Bandages
- 
- 
- 
- 
- 

MEMENTO

An old set of bone runes

TINY OBJECTS

Chalk  
Amulet

COPPER SILVER GOLD