

# Dame Elsbeth Kirschholm (Lady Iron)

As a Sentinel, Dame Elsbeth Kirschholm carries the Mandate of Justice, to uphold the Elder King's law and to help those in need. Known among errants as Lady Iron, Dame Elsbeth has done deeds of valor all across the Elder Kingdom for nearly 30 years. Lady Iron took the Sentinel's oath after 16 summers and didn't look back.

Despite her age, Lady Iron is a physical powerhouse. Her Sentinel training may be strict, but it imbues her with authority and deadly skills. Outlaw, pagan, or ally, it makes no difference: Lady Iron will castigate anyone who disregards the Elder King's laws.

**Badge of Errantry:** The Sentinel's heraldry, a gold lion on black and white field, upon a white tabard.

**Culture (Riverfolk):** Dame Elsbeth grew up in the city of Span, known for its fighting arenas and many trade guilds. She begins with a d6 in Persuasion, the Brawny Edge, and the Zealot Hindrance.



**Agility**

d8

**Smarts**

d6

**Spirit**

d6

**Strength**

d8

**Vigor**

d6

## Game Statistics

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

**Skills:** Fighting d10, Intimidation d6, Investigation d4, Knowledge (Battle) d6, Knowledge (Law) d6, Notice d6, Shooting d6

**Charisma:** 0(+2); **Pace:** 6; **Parry:** 8(2); **Toughness:** 10(4)

**Hindrances:** Heroic (Major), Vow (Major; *Mandate of Justice*), Zealot (*Way of the Elder King*)

### Edges:

Brawny (*No spring chicken, but...*)

Sentinel: +2 Charisma with any law abiding citizen.

Worthy Student (*Tortoise School*): a sturdy fighting school

"Patient Progress," extend +2 Parry bonus from the Defend action to 1 adjacent ally

"Stalwart Sentry," gains +1 to Soak rolls, ignore 1 point of Wound penalties

**Gear:** Falchion (Str+d6+2), Dagger (St+d4, 3/6/12), Buckler (Parry +1), Kettle Helm (Parry +1), Plate Corselet (Armor +4), Manacles, Whetstone, Ancestor Beads, 60 silver pieces



# Many Quills

Rare's the pagan that'll turn his back on his wildland kin, but such a man is Many Quills. P'rhaps he can't get clear of his own elven ties, but at least he can use 'em against the sort that want to make elves lord over everyone.

In his pagan days, Many Quills learned all the skills of life in the 'Wood. Point o' fact, he grew so close to the forest that he can't stand to be away from it for long! He's come to love the Elder Kingdom's way o' life, though none too many kingfolk are at ease 'round his mangy self.

**Badge of Errantry:** Two elven totems, each carved of strange, dark wood.

**Culture (Elfmarked):** An elf lurks in Many Quills' family tree. It's given him the sharp feathers of a quillcrow in place of hair. He suffers a -2 penalty to Charisma, but he gains +4 to Vigor checks to endure harsh environments, and gains 5 extra power points for Arcane Background (Elven Pact).

**Agility**

d8

**Smarts**

d4

**Spirit**

d8

**Strength**

d6

**Vigor**

d4

## Core Statistics

**Attributes:** Agility d8, Smarts d4, Spirit d8, Strength d6, Vigor d4

**Skills:** Fighting d6, Knowledge (Elves) d6, Notice d6, Stealth d8, Survival d6, Throwing d10

**Charisma:** -4; **Pace:** 6; **Parry:** 6(1); **Toughness:** 5(1)

**Hindrances:** Bumpkin (-2 Charisma), Forest Bond (Major; must spend 1 of every 24 hours perched in a tree; failure causes fatigue), Illiterate

### Edges:

Ambidextrous, Two-Handed (*Clever Hands*)

Arcane Background (*Elven Pact*): Suffer -2 to Spirit checks to cast unless using a totem. Charge powers at night, suffer fatigue if you fail a Spirit check.

Leaf Step: Gain Wall Walker for 1 round when using the Run action. If in combat, can also make an Agility Trick as a free action.

Powers: Beast Friend (*Elf: Shadow Anchor*), Bolt (*Quillpate*), Deflection (*Elf: Just-Out-Of-Sight*), 15 power points

Gear: Antler Knife x2 (St+d6, 3/6/12, +1 Parry if dual-wielded), Spear x2 (St+d6, 3/6/12, Min. St. d6, Parry +1), Hide Armor (+1), Flask, Flint and Steel, Rope (10 ft.), 5 silver pieces





# Owl Guntram



**Agility**

d8

**Smarts**

d6

**Spirit**

d6

**Strength**

d6

**Vigor**

d4

Owl's been a hunter his whole life, owing to his ancestor's careful watch. Nothing pleases the ancestors like the little gestures, so Owl has quite a slew of things--no salt after lunch, crossing his heart whenever elves are mentioned--to ensure his ancestor's favor.

Once, on a dare, Owl shot an apple off a boy's head at a hundred paces. He can also lay cunning traps and makes a fine tracker. He can even staunch a wound in a pinch. All this takes time and care, so nothing ruffles Owl's feathers like a surprise attack.

**Badge of Errantry:** A cord necklace with six owl talons clasped together.

**Culture (Woodfolk):** Like any good man or woman of the Wood, Owl keeps his ears open and his ancestors close. He gains a +2 bonus to Notice rolls involving hearing, and begins play with 1 additional Benny.

## Game Statistics

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d4

**Skills:** Climbing d4+2, Fighting d6, Healing d6, Notice d6(+2 Hearing), Shooting d10, Stealth d6+2, Survival d8+2, Tracking d8+2

**Pace:** 6; **Parry:** 4; **Toughness:** 5(1)

**Hindrances:** Big Mouth, Caution (*Trapping Takes Time*), Quirk (*Superstitious*)

### Edges:

**Blackwood Bowman:** Half any range penalty using Aim. May make two Shooting attacks at a -2 penalty, or three Shooting attacks at a -4 penalty, although this is still considered a single action (roll a single Wild Die with his Shooting dice). These attacks cannot be combined with Aim.

**Trapper:** On a successful Survival check (and with enough time), mimic blast, blind, entangle, havoc, or stun within a Small Burst Template. On a raise, victims suffer a -2 penalty to spot or avoid the trap.

**Woodsman** (*An Old Natural*)

**Gear:** Bow (2d6, 12/24/48, Min. St. d6), Quiver, Hatchet (St+d6 3/6/12), Dagger (St+d4, 2/4/8), Leather Armor (+1), Climbing Gear (Climbing +2 when worn), Waterskin, Flint and Steel, Torch x4, Rope (20 ft.), Ancestor Beads, 9 silver pieces

