

## INTRODUCTION

13 year old Myrel Calayner, sister of the Lord of Bifyrd Manor, is missing. The once tranquil village in northern Kaldor has been thrown into an uproar, for rumours abound.

Did she run away, or was she abducted? If so, by whom and for what purpose? Myrel is an odd sort of person, always seeming sickly and mumbling to herself. Is she cursed somehow? Has something in her past caught up with her? Are there more dark times in store for Bifyrd and Feron Manors?

The village huntsman has discovered tracks that may lead to the missing girl, and her brother, Lumin of Calayner, has assembled a group of brave villagers to investigate. Where the path leads, and what they will discover at the end of it, is anyone's guess.

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This adventure was written to accompany the Bifyrd-Feron article, available on the internet at: <http://members.shaw.ca/harngm>. The gamemaster is encouraged to obtain a copy of the article and read it prior to running the adventure, as many of the themes presented in the main article are used throughout this story.

Designed for 4 - 6 player characters, the scenario takes place in the wilderness lands to the southwest of Bifyrd and Feron Manors in northern Kaldor, on the south side of the Hemurin River.



The scenario was designed to be used in a convention setting, and therefore pre-generated characters are provided. The gamemaster should use whatever combination of characters best suits the players participating in the scenario. If characters other than the pre-generated ones are being used, it is important that the group has some tracking and wilderness survival skills, and that they are reasonably able to defend themselves.

The player characters, villagers from Bifyrd or Feron Manor, have been selected by Lumin of Calayner to accompany him into the wilderness in search of his sister. The group will also be accompanied by Saran of Varela, Bailiff of Feron Manor and close friend of Lumin.

The seven pre-generated characters provided with this article have a wide variety of skills that will be useful during the expedition. Some redundancy is present in the skill sets, since all of the characters may not be used.

The pre-generated characters are:

1. Barpan of Arion, a former gladiator
2. Forissa of Abren, a Peonian priestess
3. Guarin of Orlebar, a former mercenary
4. Irdar of Lynë, woodward of Bifyrd Manor
5. Keleren of Hurl, yeoman, beadle of Feron Manor
6. Mosa of Firin, woodward of Feron Manor
7. Yoreth of Kelis, yeoman, beadle of Bifyrd Manor

It is recommended that at least one of the two woodwards accompany the group, for their skills in the wilderness will be required throughout the search for Myrel. Forissa may participate in the expedition since the mental and physical state of Myrel is questionable, and if she is found she may require healing. If Forissa is present, Guarin will accompany her, as he is her sworn protector.

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If you wish to participate in the scenario as a player character, stop reading now! The remaining sections of the article are for the gamemaster only.

## OVERVIEW

Myrel is a latent psionic talent, whose uncontrolled abilities are coming to the fore as she approaches maturity. A gargun shaman named Grugnosh, who is a very rare psionic talent among the orcs, has dreamt of Myrel, and believes that he has been guided by the gods to abduct her and return to his home at Gifuso, where she will be sacrificed for the glory of the tribe.

Grugnosh has led a small group of gargun in search of Myrel, eventually arriving at Bifyrd Manor. When she was seen walking alone on the road outside the village, the gargun took advantage of their good fortune, seizing her and escaping south across the Hemurin River in a stolen fishing boat.

In the adventure, Myrel's brother, Lumin, leads an expedition to find his missing sister. The gargun are easy to track, and an escape attempt by Myrel allows the villagers to catch up with the orcs and rescue her.

The return to Bifyrd Manor is hampered by additional gargun scouts, who are leading a much larger host of orcs searching for Grugnosh. When his fate is discovered, they seek blood, and are hot on the trail of the group until they can return to civilization once again.

Throughout this race to safety, Myrel's talents provide the villagers with strange visions, both waking and while asleep. If the villagers share their dreams and piece the clues together, they will realize that they have been witness to the truth behind the death of Oman Calayner, Myrel and Lumin's father.

Lumin, who is actually the unacknowledged bastard son of another knight, murdered Oman with the help of Saran, so that he could become Lord of Bifyrd Manor. Once the truth comes out, the final confrontation in the scenario will be between Lumin, Saran and the villagers, and includes an appearance by the spectre of Oman, who has been contacting Myrel and cannot rest until Lumin is brought to justice.

## PART I – THE SEARCH

After distributing the character profiles, read the following passage aloud to the players.

Things have been peaceful for some time at Bifyrd and Feron Manors. The villagers have become used to their young lord, Lumin, over the past five years since his father's unfortunate death. Lumin mostly keeps to himself, and lets the villagers handle their own problems.

Everyone has pretty much accepted the appointment of Saran as well. When Lumin selected his close friend to fill the role of Bailiff of Feron Manor, quite a stir was caused by this breaking of tradition. Saran is the first Bailiff who is not a member of Clan Calayner.

Nowadays, most of the discussions in the village focus on Lumin's younger sister, Myrel. At 13 years of age, she is fast approaching maturity, and with this change, she is becoming more and more eccentric. She has always been a bit odd, but now things are getting much worse. Her speech is confused, and she wanders about aimlessly much of the time. Some have heard her complain about hearing voices in her head, and one villager said he actually saw a stone on the ground move by itself when she walked past!

The players will likely have some questions to ask at this point, and the gamemaster can provide the following background information:

- In 715, five years ago, a dispute arose between Oman Calayner, then Lord of Bifyrd Manor, and Eres Tereneth, constable of Baseta. The two fought a duel, and Oman died when his wounds became infected. Lumin, who was Bailiff of Feron Manor, became the new Lord of Bifyrd Manor, and he appointed his close friend Saran of Varela to take his place at Feron Manor.
- Saran lives alone at Feron Manor with only a few staff. He and Lumin are frequently away hunting together, leaving the reeves to manage their fiefs for them. Saran often receives strange packages from abroad, a never ending source for speculation.

- The situation with Myrel has been deteriorating for some time. Many villagers believe she has a sickness or is possessed by an evil spirit. Only the intervention of Forissa has prevented demands being made that she be sent away, or worse.

Continue with the following passage.

It was just another dull spring morning, and many folk were preparing to begin their day, when the word spread like fire through the village. Myrel is missing!

She was last seen the previous evening on the road to the west of the village. No one really thought much about it, as she was often seen walking about. But she never returned to the manor house. Rumours have been flying about all morning. Perhaps she finally succumbed to her sickness and ran away. Or has she been abducted? But who would do such a thing? Have there been any demands for ransom?

You have been summoned to Bifyrd Manor, where you are seated in the hall. Both Lumin and Saran are present, as well as Inlysë, Lumin and Myrel's mother, who sits quietly in a chair near the hearth. Lumin begins to speak:

"As you have all no doubt heard, my sister has disappeared from the village. She was last seen on the road to the west towards Hasebe. Mosa found some tracks south of the road on the river, as well as the marks of a boat entering the water. We believe that she has been taken for some reason, but by whom we do not know. Saran and I will be following the tracks in hopes of finding her, and I would like you to accompany us."

After a brief pause to let this news sink in, Lumin continues, "We are having some boats prepared to take us across the river, where hopefully we can find the track once again. Unfortunately we will have to go on foot, since we have no boat which will transport a horse, and the river is running too high for them to swim. Provisions are being prepared for us, but if you think of any other equipment that will be useful, speak up and we will do our best to locate it in the time we have."

Lumin will be able to supply any mundane equipment required by the group, including packs with rations, rope, cloaks, etc. He can also offer some old rusty short swords and daggers if anyone asks, but most likely all of the villagers will be content with their own armour and weapons. Once the planning is done and the equipment is gathered, Lumin bids Inlysë farewell and tells her not to worry, then instructs Mosa to lead the group to the spot on the river where he found the tracks. (Note: if Mosa's character is not being used, the woodward will take the group to the river, but he will not accompany them to the other side)

At the scene, anyone with any tracking ability will be able to discern a number of heavy booted tracks, as well as smaller shoe tracks which most likely belong to Myrel. There is a long gouge in the dirt where a boat was pushed into the river. Two small fishing boats have been brought up-river. When everyone is satisfied with looking at the tracks, they board the boats and are taken across the river. As Lumin indicated, the current is swift with runoff from the mountains, and the boats travel a fair distance downstream before they reach the south bank.

Lumin instructs the fishermen that a continual watch is to be set up in the ruins of the old tower near the village, so that the boats can retrieve the group when they return. The fishermen bid the group good luck, and eagerly push their boats away from the south bank to return home.

The first step will be to locate the tracks on the south side of the river, a task which is easily accomplished after about an hour's search. The remains of the boat are also found, slashed to pieces with crude blades. Any tracker who has a marginal success or better on a skill check will notice a new set of tracks among those on the shore. The new tracks (obviously someone else who remained on this side of the river) belong to Grugnosh, who does not wear boots.

The long clawed footprints will be the first clue that gargun are involved with the abduction of Myrel.



When they reach the south side of the river, the expedition is about twelve hours behind their quarry. The tracks are quite easy to follow, as the gargun are not concerned about any pursuit. All of the tracks will show Myrel's small footprints surrounded by the heavier booted prints. This group is always lead by the long clawed prints.

The following timeline traces the movement of the gargun party, beginning on the first day of Nuzyael, 720 TR.

- **12:00 AM** The gargun meet Grugnosh on the south side of the Hemurin River, and the group walks southwest into the forest, eventually veering due west.
- **8:00 AM** They reach the Efre River, south of where it spills into the Hemurin. A shallow area allows them to cross (the deepest part is waist high).
- **12:00 PM** At noon, the gargun reach the beginnings of the foothills of the mountains, 7.5 leagues from Bifyrd Manor. Myrel is having trouble walking, and the sun is not at all pleasant, so Grugnosh calls the first halt. They rest until sundown (6:00 PM).
- **10:00 PM** Grugnosh's plan was to reach the mountains by sunrise, which are 4.5 leagues from their camp. Only part way there, however, Myrel escapes from her bonds, and dashes into the forest. She finds a good hiding place and the orcs waste 2 hours trying to find her. Once they do, she is bound hand and foot and carried, further slowing their progress.
- **6:00 AM (2 Nuzyael)** By dawn, the gargun are still more than a league from the mountains, but are forced to stop due to bright sunlight. The pursuit will likely catch them just before sunset (6:00 PM).

The pursuit will begin at 12:00 noon on the first day of Nuzyael, exactly 12 hours behind their quarry. The gamemaster should make one tracking roll per watch and only on a critical failure will the trail be lost. If this occurs, it will not be too hard to discover it once again.

The weather for the past few days has been dull and overcast, with occasional rain, so there is some mud in the woods which will slow both parties. The sun has now come out, however, which is fortunate for the party, since the gargun will not travel in the sunlight.

The group will reach the Efre River two watches after departing (8:00 PM), but they will not be able to easily see the shallow crossing in the dark. Crossing the river before dawn will be troublesome, and Lumin will object to any attempt.

Departing at dawn (6:00 AM) they will easily cross the river. At 10:00 AM they will reach the first encampment of the gargun near the start of the foothills. A successful tracking roll will reveal the number of gargun, and that they are likely resting during the day now that the sun is out.

Despite the fact that they do not appear to be gaining much ground, Lumin and Saran share a lack of concern about their progress. The two knights will call for frequent rest stops, despite urgings from the villagers (especially Forissa), and will be continually sharing quiet conversation, often laughing at some joke. If pressed about this, Lumin will reprimand the villagers, telling them to keep to their own business and be glad that he does not punish them for calling his honour into question.

By early afternoon, the group will come across the scene of Myrel's escape attempt. It is obvious to the trackers that Myrel was able to break from her captors, and fled through the woods, hiding from the gargun for some time before they recovered her. At this point, Myrel's tracks disappear, indicating that she has likely been tied and is being carried by her captors.

Luckily for the pursuers, the gargun are now moving much slower, and if they press on, the group will reach the second orc encampment before sunset, while the orcs and Myrel are still resting.

If any of the villagers scout ahead, the gamemaster should make a stealth roll, but the gargun will only notice the approach on a critical failure, as they are not expecting anyone to bother them.

Read the following text when the scout is close enough to see the camp.

The orcs' encampment appears to be the same as it was the previous night. Myrel is tied hand and foot to a large tree, with an additional rope about her waist, so that she is not able to rest comfortably on the ground. She is filthy and looks quite miserable, but does not appear to be injured.

Gargun are sprawled about on the ground around her tree, for the most part sleeping wherever they happened to be when they halted their march for the day. Some are armed with spears and daggers, the others have mankar and small shields.

Only the orc leader is awake and watchful. He is huge for a gargun, standing almost as tall as a man, and much heavier in build. Unlike the simple leather garb of the other orcs, his tunic is covered with totems, including beads, polished stones and various desiccated parts of animals. He holds a long, heavy staff carved with symbols, and seems to be concentrating and mumbling something under his breath while staring at Myrel.

Grugnosh is using his own abilities to calm Myrel's mind and put her to sleep. The shaman has been working quite hard to prevent his underlings from being distracted by their captive's mental abilities. For this reason, he will not be able to bring any of his psionic abilities to bear on the rescuers when they make an attempt.

## PART II - RESCUE

The gamemaster should feel free to design whatever interesting set-up for the orc encampment that he/she desires. The setting is entirely within woodlands, so there will be many trees about, and any cleared space will be relatively small. This will prevent the archers from using their bows until they are quite close to the camp.

The gargun will be easily surprised, but will put up quite a fight to retain their prize. Grugnosh will fight to the death, and his cohorts will fight fiercely by his side until he falls, at which point any remaining will likely attempt to flee.

The gamemaster should not draw out the action for too long, as the battle is not the main focus of the story. If the party uses surprise to their advantage and the combatants focus their efforts on defeating Grugnosh, they should have little difficulty defeating the gargun and rescuing Myrel.

It is important to note that the gargun party might be too powerful for the player characters, especially if not all of the pre-generated characters are being used for the scenario. The gamemaster should feel free to reduce the number of gargun present at the battle scene to maintain the balance (but don't make it too easy!).

## PART III - THE RETURN TRIP

If any of the gargun are captured and questioned, the group will learn that another larger host is on the way to meet this one, led by none other than Torz "Gotch-Eyed", the notorious king of Gifuso. Questioning Grugnosh will reveal the reason why Myrel was abducted, and what was to happen to her when she was brought to Gifuso. If all the orcs are killed (a likely event), Myrel will be able to provide a few of these details once Forissa can relieve her of her shock.

The main host of orcs will never actually catch up with the group, as this would likely mean the end of them all. But the gamemaster should continually remind the players of the threat of this pursuit, and the urgency that the group return home with as much haste as possible. Occasionally, an advance scout from the main host of orcs might even catch up with them, and they might waste valuable time chasing them away.

The return home may be hampered by injuries from the attack on the orc encampment. As well, Myrel is in such an unstable state that there is a risk she might flee into the woods at any moment. The group will have to be vigilant in their watch over her.

Generally speaking, the gamemaster should make the journey home as stressful as possible with this backdrop of pursuit, realizing that more is yet to come. Shortly after the start of their retreat, Myrel's psionic abilities will reappear, fur-

ther hindering the group with bizarre visions. These visions are being provided to the group by Oman's ghost, who is using his daughter as a conduit in an attempt to reveal the truth about his death.

The gamemaster should use these visions at different times during the return trip, either as dreams during the night, or as waking visions during the day. Whenever a player character received a vision, both Myrel and the recipient will become blank faced and will remain still for the duration of the event.

The gamemaster might want to have the player character add some colourful twitching, or rapid eye movement when the vision occurs.

The visions received by each of the player characters are as follows:

- **Barpan** fights in a duel. He receives a small nick which catches fire, consuming him.
- **Forissa** is tending a wound to no avail. Infection spreads despite her best efforts.
- **Guarin** witnesses a stealthy man applying a substance to the blade of a fancy sword.
- **Irdar** sees Saran and Lumin imprisoning Myrel, while Oman watches helplessly.
- **Keleren** witnesses Inlysë and a strange man sharing a glass of wine in a bedchamber.
- **Mosa** sees Saran and Lumin having a drink, laughing over a map of Feron Manor.
- **Yoreth** sees Eres' face, whom he recognizes, which then morphs into Lumin's face.

Detailed versions of the visions are presented on a separate page, and are designed to be cut out by the gamemaster and distributed to the players at appropriate times during the story. If the players all combine their clues, they should be able to figure out the story that Oman is presenting to them about his murder.

At some point when the players figure out what is going on, they will likely confront Lumin and Saran. The gamemaster is encouraged to make the most out of this roleplaying scene, and give them every opportunity to convince Lumin to do the right thing and give himself up.

Lumin, on the other hand, will most likely reject this suggestion, and he and Saran will make ready to dispatch all the players as well as the troublesome Myrel.

When things look really bad, Oman's ghost will appear on the scene, likely scaring the pants off everybody. He will probably be the catalyst that forces Lumin to confront the crime he committed, or will distract his son enough so that the villagers can overwhelm him and Saran.

It is up to the gamemaster how this scene plays out. If Lumin somehow can be brought to justice, Oman's spirit will be freed. At this point there will likely be a bit of a scene between Oman and Myrel, as he bids her farewell and thanks her for assisting him to gain his freedom.

## PART IV - HOME AGAIN

The group will have a mad dash back to the Hemurin River, still pursued by the gargun war party. There will be a tense few minutes as they wait for their boats to retrieve them. Once they are on the river, however, and civilized lands are in sight, the gargun will lose their desire for vengeance, and will return to their home in the mountains.

Myrel has been saved, and she quickly returns to a somewhat normal life. Without the influence of her father's ghost, her latent talents are much more easily controlled. The player characters return to their homes as heroes, and Lumin and Saran return in disgrace. At the discretion of the gamemaster, the scene can be played out where the two conspirators are brought before the authorities, and will face the law of the land for their crimes.

## NPC STATISTICS

## Lumin of Calayner

STR	15	EYE	8	INT	14	Init	78
STA	14	HRG	8	AUR	11	END	15
DEX	16	SML	10	WIL	12	MOV	10
AGL	15	VOI	10	MOR	8	Dodge	75

**Combat Skills:** unarmed 17/68, broadsword 16/80, knight shield 17/102, dagger 13/65

**Other Skills:** climbing 15/60, jumping 15/60, stealth 12/36, awareness 9/36 intrigue 12/60, foraging 13/52, physician 13/26, survival 13/52

**Equipment:** broadsword, dagger, knight shield, leather and mail armour, plate helmet

**Protection:**

Skull	B: 8	E: 14	P: 9	F: 5
Torso	B: 4	E: 12	P: 8	F: 4
Legs/Feet	B: 2	E: 4	P: 3	F: 3

## Saran of Varela

STR	13	EYE	8	INT	14	Init	72
STA	12	HRG	8	AUR	11	END	13
DEX	14	SML	10	WIL	12	MOV	4
AGL	9	VOI	10	MOR	6	Dodge	45

**Combat Skills:** unarmed 14/56, broadsword 14/70, knight shield 15/90, dagger 12/60

**Other Skills:** climbing 12/48, jumping 10/40, stealth 11/33, awareness 9/36 intrigue 11/55, foraging 12/48, physician 13/26, survival 13/52

**Equipment:** broadsword, dagger, knight shield, leather and mail armour, plate helmet

**Protection:**

Skull	B: 8	E: 14	P: 9	F: 5
Torso	B: 4	E: 12	P: 8	F: 4
Legs/Feet	B: 2	E: 4	P: 3	F: 3

## Myrel of Calayner

STR	8	EYE	9	INT	11	Init	48
STA	8	HRG	8	AUR	17	END	9
DEX	11	SML	8	WIL	11	MOV	13
AGL	13	VOI	11	MOR	12	Dodge	65

**Combat Skills:** unarmed 11/44, dagger 10/40

**Other Skills:** climbing 13/52, jumping 11/44, stealth 11/33, awareness 8/32 intrigue 13/65, astrology 13/39, folklore 10/40, textilecraft 11/44

**Equipment:** dagger

**Protection:**

All	B: 1	E: 1	P: 1	F: 1
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## Grugnosh

STR	15	EYE	10	INT	12	Init	66
STA	16	HRG	9	AUR	17	END	14
DEX	13	SML	10	WIL	12	MOV	8
AGL	10	VOI	7	MOR	6	Dodge	50

**Combat Skills:** unarmed 13/65, staff 14/70, shortsword 15/75

**Other Skills:** climbing 13/52, jumping 14/56, stealth 10/30, awareness 10/40, folklore 11/44, foraging 12/60, physician 12/24, survival 13/52, tracking 11/44

**Equipment:** carved staff, shortsword, leather and hide armour

**Protection:**

All	B: 6	E: 7	P: 4	F: 8
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## Hyeka Gargun (8)

STR	8	EYE	9	INT	9	Init	50
STA	11	HRG	13	AUR	7	END	10
DEX	12	SML	11	WIL	11	MOV	9
AGL	9	VOI	6	MOR	6	Dodge	45

**Combat Skills:** unarmed 10/50, spear 9/45, mankar 11/55, roundshield 11/55, dagger 11/55

**Other Skills:** climbing 10/50, jumping 9/45, stealth 11/44, awareness 11/44

**Equipment:** 4 x spear and dagger, 4 x mankar and roundshield

**Protection:**

All	B: 4	E: 3	P: 1	F: 3
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## GAMEMASTER NOTES

The following pages contain the cut-outs for the visions received by the player characters from Oman's ghost, as well as the pre-generated character profiles for the seven villagers chosen to accompany Lumin and Saran on the hunt for Myrel.

The characters were created using the Hårn-Master rules, version 3, available from [Columbia Games](#).

## ACKNOWLEDGEMENTS

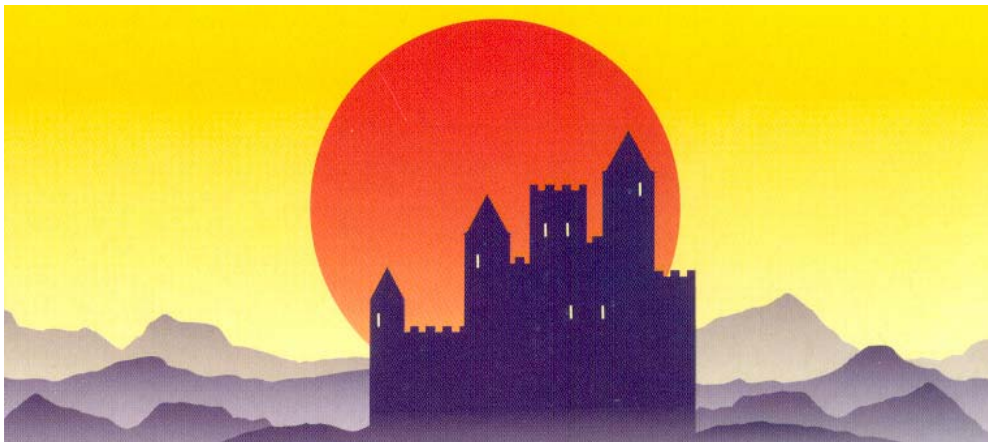
This adventure was written to be used at Hårn-Con 2003, held in Vancouver, Canada, June 6 - 8, 2003. Special thanks goes out to Peter Leitch and the members of the HårnCon Organizing Committee for making this event a reality.

If you have any questions or comments about the adventure, you can reach me via e-mail at [harngm@shaw.ca](mailto:harngm@shaw.ca).

Enjoy!

Brian McNeilly (May 2003)

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## VISIONS

### Barpan

You are fighting a duel against a man you do not recognize. He is dressed like a noble, and both of you are fighting with broadswords.

You clash several times, each time your swords ring as they connect. Then the man feints unexpectedly, and lunges forward beneath your guard, nicking your side with the tip of his blade.

Looking down at the wound, your eyes widen in horror as burning pain lances through your body, flames lick out between your fingers, and in an instant your entire body is reduced to charred cinders.

### Forissa

You are treating a wounded man, he has a cut on his abdomen which by your estimation is quite minor. As you apply the dressing, however, the wound becomes infected before your eyes. Green pus bursts from the cut as the wound pulses unnaturally.

Despite all your efforts, you cannot control the infection, which in a few minutes entirely covers the man. He screams uncontrollably, then writhes as he shrinks into a puddle of greenish goo.

### Guarin

You are in a private chamber, richly appointed. On a table near the window a fancy case lies open, showing a sword contained within. The broadsword is of a special design, and is probably worth quite a small fortune.

As you watch, a shrouded man enters the room, pulling a small vial from beneath his garments. He opens the stopper and applies the contents to the sword. The blade turns into a snake, which writhes in the case.

### Irdar

Saran and Lumin are walking towards Bifyrd Manor, climbing the hill to the gates. Myrel with them, although she is tied, hands and feet. Her brother drags her into the compound while Saran mocks her.

Together, the two men drag her into the manor house, and lock her in a closet. Oman is already in the closet, chained to a wall.

### Keleren

You are sitting on a comfortable chair in a noble's bedchamber. Across from you in another chair is Inlyse. The two of you are drinking wine, and she is giving you very knowing glances. You rise from your seat and approach her, taking the offered hand and kissing it delicately. Looking up, you see your reflection in a polished plate displayed on the mantle. You are not Inlyse's husband Oman.

### Mosa

You are in a pub, somewhere far away from home. Sitting nearby at a table are Lumin and Saran. They are having a drink of ale and they are looking at a map on the table before them.

Looking closer, you recognize the map as Feron Manor and its immediate surroundings. Lumin looks at Saran and points to the manor house.

The two knights share a conspiratorial laugh.

### Yoreth

You are standing before a man whom you recognize. He is Eres Tereneth, Lord of Baseta. As you watch, his face begins to change, melting away and forming into a new face. When the change is complete, the man before you is Lumin.

The two have a striking resemblance when seen together.





# BARPAN 2

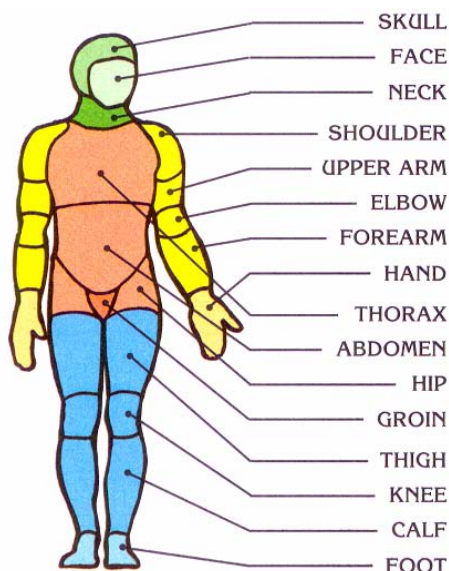
## HårnMaster 3.0 Combat Profile

Character Name: Barpan of Arion

Occupation / Title: Gladiator/Farmer

COMBAT STATS		WEAPON	WGT	WQ	A/D	HM	B	E	P	AML	DML	NOTES
Initiative	72	Unarmed - hand	n/a	n/a	0/15	n/a	0	*	*	90	105	
Endurance	16	Hand Axe	3	11	10/5	n/a	4	6	4	95	90	
Dexterity	14	Shortsword	2	12	10/5	n/a	2	4	4	90	85	
Agility	11	Roundshield	6	13	5/20	n/a	2	*	*	85	100	
Move	9											
Dodge (AGL × 5)	55											

INJURIES			LOAD (Items Worn/Carried)		ARMOUR / CLOTHING		MATERIAL		AQ	WT
Location	HR	ILs	Armour	31.0	Tunic		Cloth		avg	4.4
			Weapons	12.0	Leggings		Cloth		avg	4.4
					Calf Boots		Leather		avg	3.2
					Vest		Ring		avg	11.2
					Breast Plate		Kurbul		avg	3.0
					Ailettes		Kurbul		avg	1.0
					Vambraces		Kurbul		avg	1.3
Bloodloss	H6		Total Weight	33.0	Greaves		Kurbul		avg	2.5
PENALTIES			SPEC. PENALTIES							
A. Injury Levels										
B. Fatigue Levels										
UNIVERSAL (A+B)										
C. Encumbrance (Load/End)	2									
PHYSICAL (A+B+C)	2		Total							



COMPOUND LAYERS	AQ	B	E	P	F
Ring, Kurbul, Cloth	0	8	12	9	7
Cloth	0	1	1	1	1
Kurbul	0	4	5	4	3
Ring, Kurbul, Cloth	0	8	12	9	7
Ring, Kurbul, Cloth	0	8	12	9	7
Cloth, Cloth	0	2	2	2	2
Cloth, Cloth	0	2	2	2	2
Cloth	0	1	1	1	1
Cloth	0	1	1	1	1
Kurbul, Leather, Cloth	0	7	10	8	7
Leather, Cloth	0	3	5	4	4



## HårnMaster 3.0 Character Profile

Character Name: Forissa of Abren

Occupation/ Title: Peonian Priestess

BIRTH/FAMILY		APPEARANCE		PHYSICAL		PERSONALITY	
Species human	Sex female	Height 66"	Frame medium	STR 11	INT 16	AUR 15	
Birthdate 9 Larane 698	Sunsign Angberelius	Weight 145 lbs.	COM 15	STA 14	WIL 11	MOR 15	
Birthplace  Ternua, Kaldor	Culture feudal	Other Appearance		DEX 15	Psyche		
	Social Class unguilded			AGI 11			
Sibling Rank 5 of 6		Medical		EYE 14	Deity/Religion  Peoni		Piety  55
Parent offspring: father absent				HRG 10			
Estrangement average				SML 7	Notes		
Clanhead distant relation				VOI 11			

PHYSICAL SKILLS			COMMUNICATION			CRAFT/LORE			SPELLS/RITUALS		
Skill	SB	ML	Skill	SB	ML	Skill	SB	ML	Name	LV	EML
Climbing	12	48	Awareness	10	40	Agriculture	12	48	Baptism	II	50
Condition	12	60	Intrigue	14	56	Animalcraft	11	33	Blessing	II	50
Jumping	11	44	Oratory	14	42	Drawing	14	28	Commune	II	50
Stealth	11	33	Rhetoric	13	52	Embalming	12	24	Liturgy	II	50
Throwing	13	52	Ritual	15	60	Folklore	15	45	Marriage	II	50
			Singing	11	44	Heraldry	13	26	Passage of the Soul	II	50
						Herblore	12	48	Mirytha's Shade	III	45
						Law	13	26	Peace of Valon	III	45
						Physician	15	60	Bounty of Maermal	III	45
<b>COMBAT SKILLS</b>			<b>LANGUAGES/SCRIPTS</b>			Textilecraft	15	30	Tirralla's Cure	III	45
						Weatherlore	12	36	Tongues	III	45
<b>Skill</b>	<b>SB</b>	<b>ML</b>	<b>Skill</b>	<b>SB</b>	<b>ML</b>	<b>SHEK P'VAR</b>					
Initiative	11	44	Hårnic	11	81	<b>Convocation</b>	<b>SB</b>	<b>ML</b>			
Unarmed	12	48	Emela	11	81	Lyahvi					
Spear	12	48	Lakise script	15	85	Peleahn					
			Khruni script	15	85	Jmorvi					
						Fyvria					
						Odivshe					
						Savorya					
						Neutral					

### BACKGROUND NOTES

Forissa considers all of the inhabitants of the village to be her flock, and despite her youth treats everyone as a mother would her children. She recently hired a Jarin fellow named Guarin to assist with working her land. Guarin lives in a small woodshed attached to Forissa's cottage.

The young cleric is very fond of Myrel, and seems to be the only villager with any compassion concerning her plight. Forissa has insisted on coming along, in case Myrel should require healing, both mental and/or physical.

# FORISSA 2

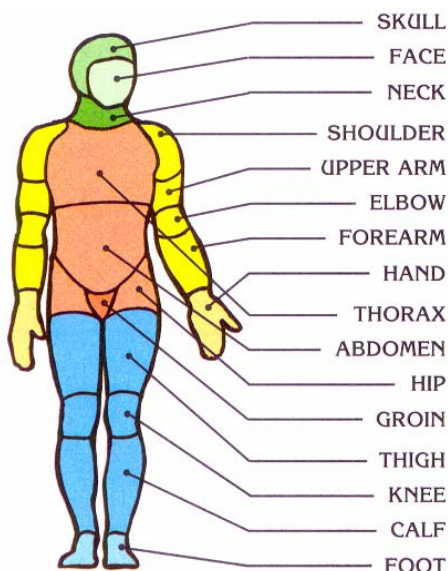
## HårnMaster 3.0 Combat Profile

Character Name: Forissa of Abren

Occupation / Title: Peonian Priestess

COMBAT STATS		WEAPON	WGT	WQ	A/D	HM	B	E	P	AML	DML	NOTES
Initiative	44	Unarmed - hand	n/a	n/a	0/15	n/a	0	*	*	48	63	
Endurance	12	Staff	4	11	20/15	-10	4	*	*	68	63	
Dexterity	15											
Agility	11											
Move	10											
Dodge (AGL × 5)	55											

INJURIES			LOAD (Items Worn/Carried)		ARMOUR/ CLOTHING		MATERIAL	AQ	WT
Location	HR	ILs	Armour	9.0	Robe		Cloth	avg	7.8
			Weapons	4.0	Shoes		Leather	avg	1.2
Bloodloss	H6		Total Weight	13.0					
PENALTIES					SPEC. PENALTIES				
A. Injury Levels									
B. Fatigue Levels									
UNIVERSAL (A+B)									
C. Encumbrance (Load/End)		1							
PHYSICAL (A+B+C)		1	Total						



COMPOUND LAYERS	AQ	B	E	P	F
Cloth	0	1	1	1	1
Cloth	0	1	1	1	1
Cloth	0	1	1	1	1
Cloth	0	1	1	1	1
Cloth	0	1	1	1	1
Cloth	0	1	1	1	1
Cloth	0	1	1	1	1
Cloth	0	1	1	1	1
Cloth	0	1	1	1	1
Cloth	0	1	1	1	1
Cloth	0	1	1	1	1
Leather	0	2	4	3	3

## HårnMaster 3.0 Character Profile

Character Name: Guarin of Orlebar

Occupation/ Title: Mercenary

BIRTH/FAMILY		APPEARANCE		PHYSICAL		PERSONALITY	
<b>Species</b> human (Jarin)	<b>Sex</b> male	<b>Height</b> 72"	<b>Frame</b> medium	<b>STR</b> 12	<b>INT</b> 9	<b>AUR</b> 12	
<b>Birthdate</b> 25 Kelen 699	<b>Sunsign</b> Feniri	<b>Weight</b> 170 lbs.	<b>COM</b> 6	<b>STA</b> 10	<b>WIL</b> 11	<b>MOR</b> 15	
<b>Birthplace</b>  Habe, Azadmere	<b>Culture</b> feudal	<b>Other Appearance</b>		<b>DEX</b> 17	<b>Psyche</b> 1. moderate pyrophobia (+3 dex) 2. mild musophobia (+3 dex)		
	<b>Social Class</b> unguilded			<b>AGI</b> 14			
<b>Sibling Rank</b> eldest of 5		<b>Medical</b> 1. no effect (+2 str) 2. ambidextrous (+1 dex, +2 str) 3. fleas (+2 agl)		<b>EYE</b> 12	<b>Deity/Religion</b>  Peoni		<b>Piety</b>  22
<b>Parent</b> unacknowledged bastard				<b>HRG</b> 14			
<b>Estrangement</b> average				<b>SML</b> 12	<b>Notes</b>		
<b>Clanhead</b> uncle				<b>VOI</b> 14			

PHYSICAL SKILLS			COMMUNICATION			CRAFT/LORE			SPELLS/RITUALS		
Skill	SB	ML	Skill	SB	ML	Skill	SB	ML	Name	LV	EML
Climbing	14	56	Awareness	13	52	Foraging	13	52			
Condition	11	55	Intrigue	11	33	Survival	13	52			
Jumping	13	52	Oratory	10	20	Physician	13	39			
Stealth	13	39	Rhetoric	11	33	Heraldry	13	26			
Throwing	14	56	Ritual	13	13	Weaponcraft	16	32			
Swimming	14	28	Singing	14	42	Animalcraft	13	26			
						Weatherlore	11	33			
COMBAT SKILLS			LANGUAGES/SCRIPTS								
Skill	SB	ML	Skill	SB	ML						
Initiative	12	60	Jarinese	11	61	<b>SHEK P'VAR</b>					
Unarmed	14	56	Hårnic	11	22	<b>Convocation</b>	<b>SB</b>	<b>ML</b>			
Spear	15	60				Lyahvi					
Sword	15	60				Peleahn					
Shield	15	60				Jmorvi					
Dagger	15	45				Fyvria					
						Odivshe					
						Savorya					
						Neutral					

### BACKGROUND NOTES

Guarin is a former mercenary who has been hired by Forissa, the village priestess, to assist with the working of her land. A Jarin fellow, he is a mystery to most of the villagers. Guarin does not speak Hårnic well, and generally keeps to himself. His armour and weapons have been spotted in the small cottage where he lives, fuelling many rumours surrounding the "foreign" man. Some have even speculated about the nature of the relationship between Forissa and Guarin, but most of these rumours are, of course, absurd.

When she is present, Guarin's first priority will always be protecting Forissa. His dwarven-made plate helm, which once saved his life from a gargun's blade (and has a large dent to prove it), is his most prized possession.

# GUARIN 2

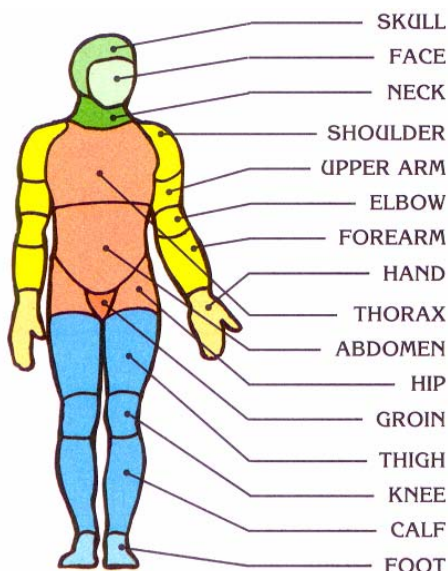
## HårnMaster 3.0 Combat Profile

Character Name: Guarin of Orlebar

Occupation / Title: Mercenary

COMBAT STATS		WEAPON	WGT	WQ	A/D	HM	B	E	P	AML	DML	NOTES
Initiative	60	Unarmed - hand	n/a	n/a	0/15	n/a	0	*	*	56	71	
Endurance	11	Spear	5	11	20/10	-10	4	*	7	80	70	
Dexterity	17	Shortsword	2	12	10/5	n/a	2	4	4	70	65	
Agility	14	Roundshield	6	13	5/20	n/a	2	*	*	65	80	
Move	10	Dagger	1	11	5/5	n/a	1	2	5	50	50	
Dodge (AGL × 5)	70											

INJURIES			LOAD (Items Worn/Carried)		ARMOUR / CLOTHING		MATERIAL	AQ	WT
Location	HR	ILs	Armour	34.7	Tunic		Cloth	avg	4.4
			Weapons	14.0	Leggings		Leather	avg	8.8
					Calf Boots		Leather	avg	3.2
					Gauntlets		Leather	avg	0.8
					Breast Plate		Kurbul	avg	3.0
					Back Plate		Kurbul	avg	3.0
					Ailettes		Kurbul	avg	1.0
Bloodloss	H6		Total Weight	48.7	Rerebraces		Kurbul	avg	1.5
PENALTIES					Coudes		Kurbul	avg	0.5
					Vambraces		Kurbul	avg	1.3
A. Injury Levels					Cowl		Leather	avg	1.6
B. Fatigue Levels					¾ Helm		Plate	avg	5.6
UNIVERSAL (A+B)									
C. Encumbrance (Load/End)	4								
PHYSICAL (A+B+C)	4		Total						



COMPOUND LAYERS	AQ	B	E	P	F
Plate, Leather	0	8	14	9	5
Plate	0	6	10	6	2
Leather	0	2	4	3	3
Kurbul, Cloth	0	5	6	5	4
Kurbul, Cloth	0	5	6	5	4
Kurbul	0	4	5	4	3
Kurbul	0	4	5	4	3
Leather	0	2	4	3	3
Kurbul, Cloth	0	5	6	5	4
Kurbul, Cloth	0	5	6	5	4
Leather, Cloth	0	3	5	4	4
Leather, Cloth	0	3	5	4	4
Leather	0	2	4	3	3
Leather	0	2	4	3	3
Leather, Leather	0	4	8	6	6
Leather, Leather	0	4	8	6	6



## HårnMaster 3.0 Character Profile

Character Name: Irdar of Lynë

Occupation/ Title: Hunter (Woodward of Bifyrd Manor)

BIRTH/FAMILY		APPEARANCE		PHYSICAL		PERSONALITY	
Species Human	Sex male	Height 72"	Frame medium	STR 15	INT 13	AUR 9	
Birthdate 20 Peonu 694	Sunsign Aralius	Weight 170 lbs.	COM 11	STA 14	WIL 7	MOR 12	
Birthplace  Esenor, Kaldor	Culture feudal	Other Appearance		DEX 12	Psyche		
	Social Class unguilded			AGI 14			
Sibling Rank eldest of 4		Medical		EYE 11	Deity/Religion  Peoni		Piety  17
Parent offspring: both parents alive				HRG 8			
Estrangement favourite				SML 11	Notes		
Clanhead cousin				VOI 8			

PHYSICAL SKILLS			COMMUNICATION			CRAFT/LORE			SPELLS/RITUALS		
Skill	SB	ML	Skill	SB	ML	Skill	SB	ML	Name	LV	EML
Climbing	16	80	Awareness	10	40	Fletching	12	24			
Condition	12	60	Intrigue	10	40	Foraging	14	42			
Jumping	14	56	Oratory	11	22	Hidework	11	22			
Stealth	10	50	Rhetoric	9	27	Survival	14	70			
Throwing	14	56	Ritual	13	13	Tracking	13	65			
			Singing	8	24						
<b>COMBAT SKILLS</b>			<b>LANGUAGES/SCRIPTS</b>								
Skill	SB	ML	Skill	SB	ML						
Initiative	9	36	Hårnic	9	69	<b>SHEK P'VAR</b>					
Unarmed	14	56				<b>Convocation</b>	SB	ML			
Axe	14	56				Lyahvi					
Dagger	12	48				Peleahn					
Spear	15	60				Jmorvi					
						Fyvria					
						Odivshe					
						Savorya					
						Neutral					

### BACKGROUND NOTES

People often comment that Irdar seems a bit muddle-headed, but no one in the village knows the local forests as well as him. Much to the dismay of his wife and six children, Irdar often spends too much time in the forest, rather than tending to his fields.

# IRDAR 2

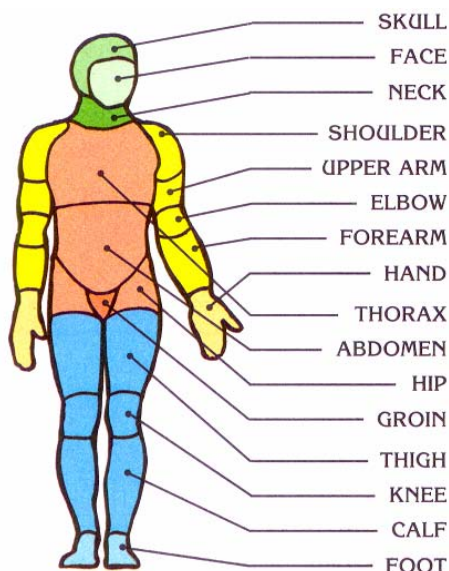
## HårnMaster 3.0 Combat Profile

Character Name: Irdar of Lynë

Occupation / Title: Hunter (Woodward of Bifyrd Manor)

COMBAT STATS		WEAPON	WGT	WQ	A/D	HM	B	E	P	AML	DML	NOTES
Initiative	36	Unarmed - hand	n/a	n/a	0/15	n/a	0	*	*	56	71	
Endurance	12	Spear	5	11	20/10	-10	4	*	7	80	70	
Dexterity	12	Hand Axe	3	11	10/5	n/a	4	6	*	66	61	
Agility	14	Dagger	1	11	5/5	n/a	1	2	5	53	53	
Move	12											
Dodge (AGL × 5)	70											

INJURIES			LOAD (Items Worn/Carried)		ARMOUR / CLOTHING		MATERIAL	AQ	WT
Location	HR	ILs	Armour	19.6	Tunic		Cloth	avg	4.4
			Weapons	9.0	Leggings		Cloth	avg	4.4
					Shoes		Leather	avg	1.2
					Tunic		Leather	avg	8.8
					Cap		Leather	avg	0.8
Bloodloss	H6		Total Weight	28.6					
PENALTIES			SPEC. PENALTIES						
A. Injury Levels									
B. Fatigue Levels									
UNIVERSAL (A+B)									
C. Encumbrance (Load/End)	2								
PHYSICAL (A+B+C)	2		Total						



COMPOUND LAYERS	AQ	B	E	P	F
Leather	0	2	4	3	3
Leather, Cloth	0	3	5	4	4
Leather, Cloth	0	3	5	4	4
Leather, Cloth	0	3	5	4	4
Leather, Cloth	0	3	5	4	4
Leather, Cloth, Cloth	0	4	6	5	5
Leather, Cloth, Cloth	0	4	6	5	5
Cloth	0	1	1	1	1
Cloth	0	1	1	1	1
Cloth	0	1	1	1	1
Leather, Cloth	0	3	5	4	4

**KELEREN 1**

## HârnMaster 3.0 Character Profile

**Character Name:** Keleren of Hurl

**Occupation/Title:** Yeoman - longbow (Beadle of Feron Manor)

BIRTH/FAMILY		APPEARANCE		PHYSICAL		PERSONALITY	
Species	Sex	Height	Frame	STR	INT	AUR	
human	male	72"	medium	14	11	11	
Birthdate	Sunsign	Weight	COM	STA	WIL	MOR	
30 Savor 701	Tai	170 lbs.	7	12	12	12	
Birthplace	Culture	Other Appearance		DEX	Psyche		
	feudal			16			
Qualdris, Kaldor	Social Class			AGI			
				10			
Sibling Rank		Medical		EYE	Deity/Religion		Piety
2 of 7				12	Peoni		15
Parent				HRG			
acknowledged bastard				7			
Estrangement				SML	Notes		
average				8			
Clanhead				VOI			
father				6			

Physical Skills			Communication			Craft/Lore			Spells/Rituals		
Skill	SB	ML	Skill	SB	ML	Skill	SB	ML	Name	LV	EML
Climbing	13	52	Awareness	9	36	Agriculture	13	52			
Condition	13	65	Intrigue	12	36	Fletching	15	45			
Jumping	11	44	Oratory	8	16	Foraging	12	48			
Stealth	12	48	Rhetoric	11	33	Heraldry	14	28			
Throwing	14	56	Ritual	11	11	Physician	14	28			
			Singing	6	18	Survival	14	56			
						Weaponcraft	14	28			
COMBAT SKILLS											
LANGUAGES/SCRIPTS											
Skill	SB	ML	Skill	SB	ML						
Initiative	11	55	Hārníc	11	61	SHEK P'VAR					
Unarmed	13	52				Convocation	SB	ML			
Bow	14	70				Lyahvi					
Dagger	15	75				Peleahn					
Shield	15	75				Jmorvi					
Sword	15	75				Fyvria					
						Odivshe					
						Savorya					
						Neutral					

## BACKGROUND NOTES

Keleren, like Yoreth, is skilled with the longbow. The older Yoreth sees Keleren as a much younger version of himself, and the two share a friendly rivalry, often finding innovative ways to test each other's archery skills. Keleren was married last summer just after arriving at Feron Manor.

# KELEREN 2

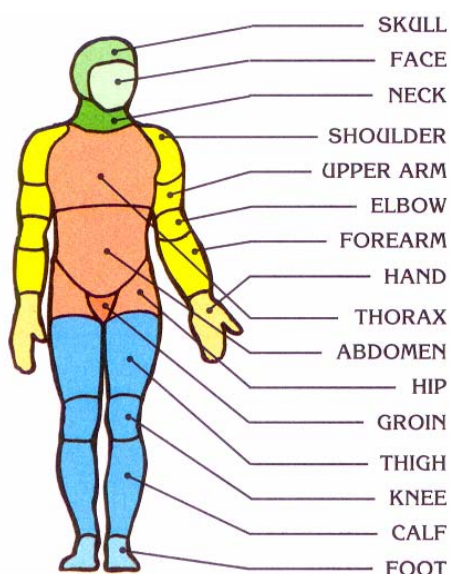
## HårnMaster 3.0 Combat Profile

Character Name: Keleren of Hurl

Occupation / Title: Yeoman - longbow (Beadle of Feron Manor)

COMBAT STATS		WEAPON	WGT	WQ	A/D	HM	B	E	P	AML	DML	NOTES
Initiative	55	Unarmed - hand	n/a	n/a	0/15	n/a	0	*	*	52	67	
Endurance	13	Longbow	3	11	5/5	n/a	2	*	*	75	75	
Dexterity	16	Shortsword	2	12	10/5	n/a	2	4	4	85	80	
Agility	10	Buckler	3	12	5/15	n/a	1	*	*	80	90	
Move	6	Dagger	1	11	5/5	n/a	1	2	5	80	80	
Dodge (AGL × 5)	50											

INJURIES			LOAD (Items Worn/Carried)		ARMOUR / CLOTHING		MATERIAL	AQ	WT
Location	HR	ILs	Armour	32.8	Tunic		Cloth	avg	4.4
			Weapons	9.0	Leggings		Cloth	avg	4.4
					Shoes		Leather	avg	1.2
					Surcoat		Quilt	avg	15.6
					Cowl		Mail	avg	4.0
					½ Helm		Plate	avg	3.2
Bloodloss	H6		Total Weight	41.8					
PENALTIES					SPEC. PENALTIES				
A. Injury Levels									
B. Fatigue Levels									
UNIVERSAL (A+B)									
C. Encumbrance (Load/End)	3								
PHYSICAL (A+B+C)	3		Total						



COMPOUND LAYERS	AQ	B	E	P	F
Plate, Mail	0	8	18	11	3
Mail	0	2	8	5	1
Quilt, Cloth	0	6	4	3	5
Quilt, Cloth	0	6	4	3	5
Quilt, Cloth	0	6	4	3	5
Quilt, Cloth	0	6	4	3	5
Quilt, Cloth, Cloth	0	7	5	4	6
Quilt, Cloth, Cloth	0	7	5	4	6
Quilt, Cloth	0	6	4	3	5
Cloth	0	1	1	1	1
Cloth	0	1	1	1	1
Leather, Cloth	0	3	5	4	4



## HårnMaster 3.0 Character Profile

Character Name: Mosa of Firin

Occupation/ Title: Hunter (Woodward of Feron Manor)

BIRTH/FAMILY		APPEARANCE		PHYSICAL		PERSONALITY	
Species human	Sex male	Height 69"	Frame light	STR 11	INT 16	AUR 8	
Birthdate 21 Ilvin 699	Sunsign Skorus	Weight 141 lbs.	COM 10	STA 11	WIL 11	MOR 12	
Birthplace  Jedes, Kaldor	Culture feudal	Other Appearance		DEX 13	Psyche		
	Social Class unguilded			AGI 13			
Sibling Rank eldest of 6		Medical 1. fleas (+2 dex)		EYE 13	Deity/Religion  Peoni		Piety  14
Parent adopted				HRG 12			
Estrangement average				SML 12	Notes		
Clanhead cousin				VOI 9			

PHYSICAL SKILLS			COMMUNICATION			CRAFT/LORE			SPELLS/RITUALS		
Skill	SB	ML	Skill	SB	ML	Skill	SB	ML	Name	LV	EML
Climbing	12	48	Awareness	12	48	Fletching	13	26			
Condition	11	55	Intrigue	13	39	Foraging	14	56			
Jumping	12	48	Oratory	20	24	Hidework	12	24			
Stealth	12	36	Rhetoric	13	39	Survival	13	39			
Throwing	12	48	Ritual	13	13	Tracking	12	60			
Swimming	13	26	Singing	10	30						
COMBAT SKILLS			LANGUAGES/SCRIPTS								
Skill	SB	ML	Skill	SB	ML						
Initiative	12	48	Hårnic	12	62	<b>SHEK P'VAR</b>					
Unarmed	12	48				<b>Convocation</b>	SB	ML			
Bow	12	48				Lyahvi					
Dagger	13	52				Peleahn					
Sword	12	48				Jmorvi					
						Fyvria					
						Odivshe					
						Savorya					
						Neutral					

### BACKGROUND NOTES

The forests of the region are well known to Mosa, but unlike his counterpart Irdar, Mosa prefers the warmth of hearth and home to the cold of the wood, and therefore limits many of his treks to within a day's walk of the manor.

# MOSA 2

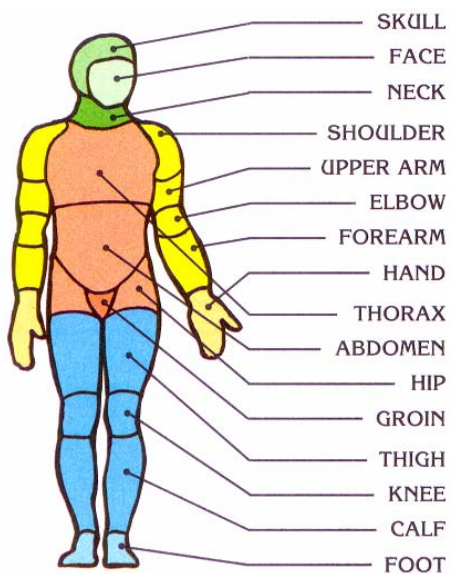
## HårnMaster 3.0 Combat Profile

Character Name: Mosa of Firin

Occupation / Title: Hunter (Woodward of Feron Manor)

COMBAT STATS		WEAPON	WGT	WQ	A/D	HM	B	E	P	AML	DML	NOTES
Initiative	48	Unarmed - hand	n/a	n/a	0/15	n/a	0	*	*	48	63	
Endurance	11	Shortbow	2	10	5/5	n/a	1	*	*	53	53	
Dexterity	13	Shortsword	2	12	10/5	n/a	2	4	4	58	53	
Agility	13	Dagger	1	11	5/5	n/a	1	2	5	57	57	
Move	11											
Dodge (AGL × 5)	65											

INJURIES			LOAD (Items Worn/Carried)		ARMOUR / CLOTHING		MATERIAL	AQ	WT
Location	HR	ILs	Armour	19.6	Tunic		Cloth	avg	4.4
			Weapons	5.0	Leggings		Cloth	avg	4.4
					Shoes		Leather	avg	1.2
					Tunic		Leather	avg	8.8
					Cap		Leather	avg	0.8
Bloodloss	H6		Total Weight	24.6					
PENALTIES			SPEC. PENALTIES						
A. Injury Levels									
B. Fatigue Levels									
UNIVERSAL (A+B)									
C. Encumbrance (Load/End)	2								
PHYSICAL (A+B+C)	2		Total						



COMPOUND LAYERS	AQ	B	E	P	F
Leather	0	2	4	3	3
Leather, Cloth	0	3	5	4	4
Leather, Cloth	0	3	5	4	4
Leather, Cloth	0	3	5	4	4
Leather, Cloth	0	3	5	4	4
Leather, Cloth, Cloth	0	4	6	5	5
Leather, Cloth, Cloth	0	4	6	5	5
Cloth	0	1	1	1	1
Cloth	0	1	1	1	1
Cloth	0	1	1	1	1
Leather, Cloth	0	3	5	4	4

## HårnMaster 3.0 Character Profile

Character Name: Yoreth of Kelis

Occupation/ Title: Yeoman - longbow (Beadle of Bifyrd Manor)

BIRTH/FAMILY		APPEARANCE		PHYSICAL		PERSONALITY	
<b>Species</b> human	<b>Sex</b> male	<b>Height</b> 72"	<b>Frame</b> medium	<b>STR</b> 16	<b>INT</b> 13	<b>AUR</b> 9	
<b>Birthdate</b> 7 Azura 691	<b>Sunsign</b> Hirin - Nadai	<b>Weight</b> 170 lbs.	<b>COM</b> 14	<b>STA</b> 11	<b>WIL</b> 10	<b>MOR</b> 12	
<b>Birthplace</b>  Minarsis, Kaldor	<b>Culture</b> feudal	<b>Other Appearance</b>		<b>DEX</b> 13	<b>Psyche</b>		
	<b>Social Class</b> unguilded			<b>AGI</b> 11			
<b>Sibling Rank</b> 2 of 3		<b>Medical</b>		<b>EYE</b> 13	<b>Deity/Religion</b>  Peoni		<b>Piety</b>  16
<b>Parent</b> offspring: both parents alive				<b>HRG</b> 10			
<b>Estrangement</b> popular				<b>SML</b> 10	<b>Notes</b>		
<b>Clanhead</b> distant relation				<b>VOI</b> 8			

PHYSICAL SKILLS			COMMUNICATION			CRAFT/LORE			SPELLS/RITUALS		
Skill	SB	ML	Skill	SB	ML	Skill	SB	ML	Name	LV	EML
Climbing	13	65	Awareness	13	52	Agriculture	12	36			
Condition	12	60	Intrigue	11	33	Animalcraft	10	10			
Jumping	15	60	Oratory	12	24	Fletching	16	32			
Stealth	12	36	Rhetoric	10	30	Foraging	12	36			
Throwing	17	68	Ritual	11	11	Heraldry	12	24			
			Singing	9	27	Physician	13	26			
						Survival	14	56			
						Tracking	11	22			
						Weaponcraft	13	26			
COMBAT SKILLS			LANGUAGES/SCRIPTS								
Skill	SB	ML	Skill	SB	ML						
Initiative	10	50	Hårnic	10	60	<b>SHEK P'VAR</b>					
Unarmed	13	65				<b>Convocation</b>	<b>SB</b>	<b>ML</b>			
Bow	15	75				Lyahvi					
Dagger	15	75				Peleahn					
Shield	14	70				Jmorvi					
Sword	15	75				Fyvria					
						Odivshe					
						Savorya					
						Neutral					

### BACKGROUND NOTES

Yoreth is a veteran of several battles, and he tells stories of the many gargun killed by his longbow. He seems content with a quieter life having settled in Bifyrd, married and raised a family of five, but he is disturbed by nightmares of comrades lost to the gargun, and often yearns to return to the battlefield to avenge their deaths.

# YORETH 2

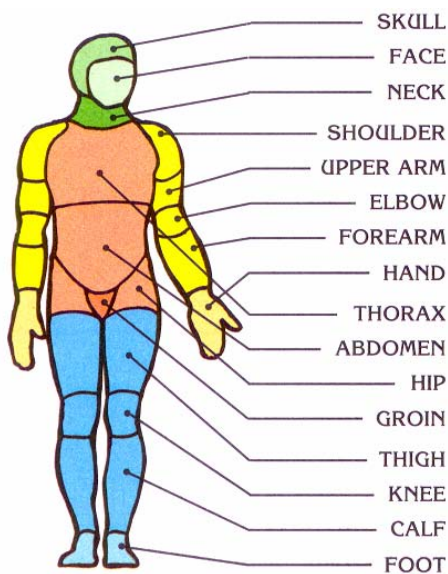
## HårnMaster 3.0 Combat Profile

Character Name: Yoreth of Kelis

Occupation / Title: Yeoman - longbow (Beadle of Bifyrd Manor)

COMBAT STATS		WEAPON	WGT	WQ	A/D	HM	B	E	P	AML	DML	NOTES
Initiative	50	Unarmed - hand	n/a	n/a	0/15	n/a	0	*	*	65	80	
Endurance	12	Longbow	3	11	5/5	n/a	2	*	*	80	80	
Dexterity	13	Falchion	4	12	15/5	n/a	4	6	1	90	80	
Agility	11	Buckler	3	12	5/15	n/a	1	*	*	75	85	
Move	7	Dagger	1	11	5/5	n/a	1	2	5	80	80	
Dodge (AGL × 5)	55											

INJURIES			LOAD (Items Worn/Carried)		ARMOUR / CLOTHING		MATERIAL	AQ	WT
Location	HR	ILs	Armour	33.5	Tunic		Cloth	avg	4.4
			Weapons	11.0	Leggings		Leather	avg	8.8
					Shoes		Leather	avg	1.2
					Gambeson		Leather	avg	16.5
					Cowl		Leather	avg	1.6
					½ Helm		Kurbul	avg	1.0
Bloodloss	H6		Total Weight	44.5					
PENALTIES					SPEC. PENALTIES				
A. Injury Levels									
B. Fatigue Levels									
UNIVERSAL (A+B)									
C. Encumbrance (Load/End)	4								
PHYSICAL (A+B+C)	4		Total						



COMPOUND LAYERS	AQ	B	E	P	F
Kurbul, Leather	0	6	9	7	6
Leather	0	2	4	3	3
Leather, Cloth	0	3	5	4	4
Leather, Cloth	0	3	5	4	4
Leather	0	2	4	3	3
Leather	0	2	4	3	3
Leather, Cloth	0	3	5	4	4
Leather, Cloth	0	3	5	4	4
Leather, Leather, Cloth	0	5	9	7	7
Leather, Leather, Cloth	0	5	9	7	7
Leather, Leather	0	4	8	6	6
Leather	0	2	4	3	3
Leather	0	2	4	3	3
Leather, Leather	0	4	8	6	6