

FRIENDS, FOES, & FOLLOWERS



GENERAL INFORMATION

Name: **Aldyn Gralda**
Species: **Human**
Sex: **Female**
Apparent Age: **Mid teens**
Culture: **Feudal**
Social Class: **Serf**
Height: **5 ft 3 in**
Frame: **Light**
Weight: **110 lbs.**
Appearance: **Plain**
Hair Color: **Blond**
Eye Color: **Green**
Voice: **Pleasant**
Obvious Medical Traits: **Left-handed**
Apparent Occupation: **Woodward**
Apparent Wealth: **Low**
Weapons: **Bow, dagger**
Armour: **Leather and quilt**
Companions: **Her father**
Other obvious features: **Birthmark on neck**

Special GM Comments:

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Photoillustration: **Brent Bailey**

Photo source: **Hans Splinter's Archeon photo archive**
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ALDYN GRALDA

Woodward (Uthriem Roliri Apprentice)

Aldyn's family has a long history in the Uthriem Roliri. Her parents hoped for a son to follow this tradition, but Aldyn's only brother died as a child. Aldyn adores her father, the woodward of a manor in Lynnfana Hundred who is also part of Morgal's Rangers. Throughout her childhood, Aldyn loved nothing more than to follow him as he went about his duties. Her greatest ambition is to become the first female member of Morgal's Rangers.

When Aldyn was 14, her aging father convinced his lord to allow him to start training her to be his replacement. At first skeptical of the girl's abilities, the lord allowed it. He approves of Clan Gralda's ties to the Uthriem Roliri, seeing the Brotherhood as useful in helping to protect the frontier manor from Pagaelin tribesmen and Gargun.

Their duties as woodwards allow Aldyn and her father considerable opportunity to wander the woods and hills around their manor and those nearby. Their ranging takes them throughout the Pagos Forest and to Lake Algora, where their Guardian tends an ancient holy grove near the ruins of the Sindarin village of Maerin. They occasionally travel to Ilmen Marsh, and Aldyn has encountered many Pagaelin tribesmen and a few gargun.

Clan Gralda has long been seen as odd for their devotion to Siem, and Aldyn's left-handedness and the birthmark on her neck have led some overly superstitious villagers to suspect her of witchcraft. An intelligent and mischievous girl, Aldyn secretly enjoys this reputation but is careful to not inflame those suspicions.

HOOKS

Marshland guide: The PCs have been hired by an apothecary to collect a valuable herb, such as Sethimyael or Yassil, from the Ilmen Marsh (see *Herblore*). The apothecary knows Aldyn and recommends her as a guide.

Bandit attack: Outlaws have been robbing travelers on some of the roads in the area. While patrolling, Aldyn spots the outlaws lying in ambush. She sets out to warn approaching travelers while her father watches the outlaws.

Gargun hunt: A band of Gargu-hyeka have recently colonized a cave in the Salika Valley northwest of Tontury Lake and are menacing the outlying villages in Lynnfana Hundred. The local lords are hiring mercenaries to clean out the colony and Aldyn's liege has assigned her and her father to guide them.

Rescue the girls: Recently, a few local girls were seen being carried off by Pagaelin tribesmen and the lord is raising a force to track them down. The Uthriem Roliri has been seeing changes in Pagaelin society over the past few decades and Aldyn and her father hope to learn more by accompanying the rescue party.

Name: ALDYN GRALDA

Race/Sex: Human/Female

Occupation: Woodward and Uthriem Roliri Apprentice

Born: 27 Navek 703 (Masara)

Str	9	Ag	13	Sml	10	Wil	15	Cml	8
Sta	11	Eye	14	Voi	14	Aur	12	End	11
Dex	14	Hrg	12	Int	15	Mor	14	Mov	13

Medical/Psyche: Left-handed, birthmark on neck

Physical Skills: Climbing 48, Condition 60, Jumping 48, Stealth 52, Throwing 48

Communication Skills: Awareness 48, Intrigue 42, Oratory 24, Rhetoric 45, Singing 42

Languages: Harnic 65, Pagaelin 30

Scripts: None

Religion: Ritual: Siem 28; Piety: 41

Craft Skills: Animalcraft 28, Cookery 33, Fletching 14, Folklore 45, Foraging 39, Herblore 13, Physician 16, Survival 52, Timbercraft 36, Tracking 52, Weatherlore 42

Combat Skills: Initiative 56, Unarmed 56, Dodge 65, Bow 48, Dagger 42, Billhook (tool) 22

Armour/Weapons: Leather surcoat, leggings, and shoes; quilt cowl. Shortbow, dagger, billhook

Weapons	Wt	WQ	AML	DML	HM	B	E	P
Shortbow	2	10	53	53	n/a	1	•	•
Dagger	1	11	47	47	•	1	2	5
Billhook	6	9	37	37	-20	4	5	4

Location	Compound Layers	AQ	B	E	P	F
Skull	Q	0	5	3	2	4
Face	•	•	•	•	•	•
Neck	Q	0	5	3	2	4
Shoulder	C, L	0	3	5	4	4
Upper Arm	C	0	1	1	1	1
Elbow	C	0	1	1	1	1
Forearm	C	0	1	1	1	1
Hand	•	•	•	•	•	•
Thorax	C, L	0	3	5	4	4
Abdomen	C, L	0	3	5	4	4
Hip	C, L, L	0	5	9	7	7
Groin	C, L, L	0	5	9	7	7
Thigh	C, L, L	0	5	9	7	7
Knee	C, L	0	3	5	4	4
Calf	C, L	0	3	5	4	4
Foot	C, L	0	3	5	4	4

Invocations: Diagnose Plant or Animal Disease I, Uldin's Tent I, Cure Plant/Animal II

Spells or Psionics: None

Notes: Carries a divining rod (a family heirloom) and a handful of Rogyn's Acorns (see *Uthriem Roliri*).

GM NOTES