



HÂRNMASTER KÈTHÎRA



BIRTH

NAME	Balthazar
FOLK	Human
AGE GROUP	Young
BIRTHDATE	22 Núzyæl 697 (22)
SUNSIGN	Ûlándus
BIRTHPLACE	Emélrenè
REALM	Ulama Shire
SETTLEMENT	

STANDING

OCCUPATION	Fyvrian Shek-Pvar
HOME	Cherafir
WEALTH	8—Meagre
COINS	47d of

TRAITS

SUNSIGN	Stubborn
MORALITY	11—Dutiful
PSYCHE	—

FAMILY

SOCIETY	Feudal
CLASS	Free
OCCUPATION	Longshoreman
BACKGROUND	Urban
ESTRANGEMENT	22—Unpopular
PANTHEON	West Venârian

FATE		GRACE		PIETY	
ROLL	FP	Total	Left	Max	Left
76	5	0	0	1	1
BLESSING		Lesser Sapéleh + 2			
DOCTRINE		Physical recovery rolls			
		—			

ATTRIBUTES

PHYSICAL [82]		SCORE	ML
STRENGTH	STR	17	85
ENDURANCE	END	12	60
DEXTERITY	DEX	14	70
AGILITY	AGL	17	85
PERCEPTION	PER	10	50
COMELINESS	CML	12	60

MENTAL [80]		SCORE	ML
AURA	AUR	18	90
WILL	WIL	13	65
REASONING	REA	17	85
CREATIVITY	CRE	11	55
EMPATHY	EMP	11	55
ELOQUENCE	ELO	10	50

APPEARANCE

COMPLEXION		Medium
HAIR		Brown
EYES		Brown
HEIGHT	great	6'3"
WEIGHT	medium	192 lbs
HANDEDNESS		Right



SKILLS

SOCIAL [+5]

Charm	CML • EMP 12	36
Command	WIL • ELO 12	24
Discourse	REA • ELO 14	56
Guile	EMP • CRE 11	33
Intrigue	EMP • REA 14	56
Singing [8]	VOI • CRE 9	27
Theatrics	CRE • ELO 11	11
Emélan	ELO • REA 13	52
Hârníc	ELO • REA 13	26

LORE [-5]

Cookery	PER • REA 13	26
Engineering	REA • CRE 14	14
Folklore	REA • WIL 15	60
Physician	REA • PER 14	56
Ritual-Peóni	WIL • REA 15	15
Script-Lakíse	REA • PER 14	56

PHYSICAL [-15]

Awareness	PER • WIL 11	62
Climbing	AGL • DEX 16	48
Dancing	AGL • CRE 14	28
Jumping	AGL • STR 17	51
Riding	EMP • AGL 14	14
Stealth	AGL • WIL 15	45
Swimming	AGL • END 15	15

ESOTERICA

Pvarism	AUR • REA 18	72
Spirit	AUR • WIL 16	80
Prescience	AUR • WIL 16	64
Sensitivity	AUR • WIL 16	64
Tarotry	AUR • EMP 15	30

NATURE [+15]

Agriculture	PER • WIL 11	33
Herblore	PER • REA 13	52
Survival	WIL • REA 15	60

CRAFT [+5]

Drawing	DEX • CRE 13	13
Metalcraft	DEX • STR 15	30
Woodworking	DEX • STR 15	15

COMBAT [-5]

Archery	PER • DEX 12	60
Initiative	WIL • REA 15	60
SHOCK	STR • END 15	60
Melee	DEX • AGL 15	60
DODGE	AGL • PER 14	56
Throwing	DEX • PER 12	24

CONVOCATIONAL ML

P Fývria	-2 × (CL)	87
S Jmôrví	-2 × (CL + 1)	77
T Pèleáhn	-2 × (CL + 3)	67
D Lyáhvi	-2 × (CL + 4)	57
T Sàvôrya	-2 × (CL + 3)	67
S Odívshè	-2 × (CL + 1)	77
N Neutral	-2 × (CL + 2)	72



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COMBAT SKILLS

INITIATIVE	60	60
AWARENESS	62	62
DODGE	56	56
EVASION	25	
SHOCK	60	60

ENCUMBRANCE

ARMOUR	5
GEAR	5
STR MOD	-15
ENC	0
BULK	0

MOVEMENT

BASE MOVE	15	75
Effective Move		
HALF	7	35
FULL	15	75
DOUBLE	30	150

TRAUMA

BODY LOCATIONS										HB: 12	2: 24	3: 36	4: 48	5: 60	6: 72
ZN	LN	LOC	B	E	P	F	SHK	INJURIES							
HEAD	1-5	SK	8	13	10	7	○ 5								
	6-8	FA	*	*	*	*	● 4								
	9-10	NK	*	*	*	*	● 5 ▽								
ARMS	1-3	SH	6	8	6	6	● 3								
	4-6	UA	6	8	6	6	○ 1 ▽								
	7	EL	2	2	1	2	○ 2 ▽								
2-3	8-9	FO	2	2	1	2	○ 1 ▽								
	10	HA	*	*	*	*	2 ▽								
	1-4	TX	6	8	6	6	● 4								
TORSO	5-7	AB	6	8	6	6	● 4								
	8-10	PV	2	3	1	3	● 4								
	1-4	TH	*	1	*	1	● 3 ▽								
LEGS	5	KN	*	1	*	1	○ 2 ▽								
	6-8	CA	1	4	1	5	○ 1 ▽								
	9-10	FT	1	3	1	4	2 ▽								
AREA ATTACK		*	*	*	*	4	6								

COMBAT GEAR

Mounted ○

Gear: 1062d

MELEE WEAPONS

WQ	HFT	RCH	ATK	DEF	ZD	IMP	TA
Staff, wooden	11	12	5	60	60 60	D6	D6+5B 3B
2H IMP+1							

MISSILE WEAPONS

WQ	T	RNG	ATK	PRJ	ZD	IMP	TA
Longbow 125 MWS2	12			Cannot use the AIM action (PR145 < 200)			
Arrows, hvy/broad	PB	135	70	BLD5	D6	D12+7P	4P
Arrows, hvy/broad	D	270	60	BLD5	D8	D12+5P	4P
Arrows, hvy/broad	V2	540	60	BLD5	D10	D12+3P	4P
Arrows, hvy/broad	V3	810	40	BLD5	D10	D12+2P	4P

ARMOUR/CLOTHING

Wealth Score ○

DQ ○

26 lb 6 oz

Padded Cap [sk]		ENC ○	PER ○	0.3 lb
Plate Helm [sk]		ENC ○	PER ○	3 lb
Kurbul Spaulders [sh]		ENC ○	PER ○	1.1 lb
Kurbul Rerebraces [ua]		ENC ○	PER ○	3 lb
Kurbul Cuirass [ab, tx]		ENC 5	PER ○	9.1 lb
Padded Tunic, sleeved [el, ua, sh, ab, tx, fo, pv]		ENC ○	PER ○	4 lb
Cloth Trousers [kn, th, pv, ca]		ENC ○	PER ○	2 lb
Cloth Swaddle [ft, ca]		ENC ○	PER ○	1 lb
Leather Boots [ft, ca]		ENC ○	PER ○	2.9 lb

POSSESSIONS

30 lb 9 oz

SPELLS

C · CL · BE/ML

EML

Weapons		6 lb	Focus	None
Backpack, 30 lb		4 lb		
Content: 29 lb				
Surgery Tools	1	6	Balm	Fývria I ⑧ 85
Bandages	32	3	Detect †	Neutral I ⑦ 72
Tinderbox	1	2	Diagnosis	Fývria II ⑧ 83
Torch	1	1	Dispel	Neutral II 64 64
Waterskin, 2 quart	1	6&8	Hush	Odivshè II ⑦ 71
Rations, iron	1	3	Reveal	Neutral I 66 66
Bedroll	1	4	Shadow	Odivshè II ⑦ 71
Grimoire (Mavâr)	1	3&8	Succour	Fývria V ⑦ 77
Quiver (holds 12)		2 lb	Syncope	Fývria II ⑧ 83
Content: 2 lb 10 oz				
Arrows, hvy/broad	12	2&10	Tremor	Fývria II ⑧ 83

Purse

Content: 2 oz

Coins	47	&2
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On person

Content: 3 lb

Bag of earth	1	3
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IMPACT

IMPACT	1+	5+	10+	15+	20+
INJURY	M1	S2	S3	G4	G5

SHOCK STATE

SHOCK	≤6	7	8	9	10
STATE	☒	STN	INC	UNC	KIA
BLEEDING	☒	☐	☐	☐	☐

STRESS

PSYCHE	—
AURAL SHOCK	—
SHADOW	—

NOTES

Currently based in Cherafir
Looking for travelling companions.

SHOCK ROLL

CF	F	S	CS
2	1	0	-1

AILMENTS

WINDED	0
WEARY	0
WEAK	0
FATIGUE	0
PF	5
END SR	6