

Komar | Koma

Barbarian Ranger



You are originally from Eastern Davokar but live in exile after a bloody misunderstanding with the son of the clan chieftain. The chieftain has many sons left but still holds a grudge, which is why you decided to explore the world outside Davokar. In truth you did not have much of a choice.

Two of your problems were solved when you got work as a tracker and pathfinder with the Queen's Rangers, roaming across the length and breadth of Ambria: for one thing it brings you far away from any vengeful relatives of the boy you slew, second it provides a welcome addition to your coin purse.

KOMA

Race Human (barbarian)

Traits *Bushcraft*

Accurate 5, Cunning 7, Discreet 11, Persuasive 9, Quick 13, Resolute 10, Strong 10, Vigilant 15

Abilities *Acrobatics* (adept), *Marksman* (novice), *Sixth sense* (novice)

Weapons Crossbow 1D12, Dagger 1D6 (short), Handaxe 1D8

Armor Hardened leather 1D4 (Impeding)

Defense 11

Toughness 10 **Pain Threshold** 5

Equipment Camp equipment, hunting snares, fishing rod, quiver with 12 bolts, 6 shillings and 6 ortegs

Shadow Green like baby leaves (corruption: 0)

"Silence! Let the tracks tell their tale."

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Lestro | Lestra

Errant Black Cloak



You came to Ambria with your family to escape the devastation and make a new life, but your fate seems seeded with sorrows. Your family died because of the corruption that creeps through the land and you dedicated your life to fighting the blight; perhaps you grew all too close to your cause. The head of your order questioned your actions and suggested you take leave to find yourself.

You travel with the Queen's Rangers to ground yourself. In the past you have led Sun Knights into battle who have served without question; now you must earn trust and loyalty through your word and deeds. You set aside your grief to focus outward and find strength and support in others.

LESTRO

Race Human (Ambrian)

Traits *Privileged*

Accurate 5, Cunning 15, Discreet 10, Vigilant 11, Quick 9, Resolute 13, Strong 7, Persuasive 10

Abilities *Beast Lore* (adept, abominations), *Man-at-Arms* (novice), *Tactician* (novice)

Weapons Spear 1D8 (long), Dagger 1D6 (short)

Armor Woven Silk 1D4 (Flexible)

Defense 9

Toughness 10 **Pain Threshold** 4

Equipment Sun symbol on a necklace, scroll entitled "The Inner Nature of the Abomination", 25 thaler

Shadow Brushed steel with a few dark spots (corruption: 1)

"I'd rather see an innocent in the dirt than have a blight beast walk upon it."