



Culture: northern  
Status: free ranger

Initiate of the Woods Woman (plant, mankind, harmony)  
Seasonal Power donation; healing and shelter at shrines,  
shared information among peers

Bow, broadsword, knife  
Practical camping gear  
Local reputation and community

Storage crystal: 3 Power points

Strength	Constitution	Size	Intelligence	Power	Dexterity	Charisma
10	11	12	12	15	14	19

Total hit points	Legs <i>l 1-4/5-8 r</i>	Abdomen <i>9-11</i>	Chest <i>12</i>	Arms <i>l 13-15/16-18 r</i>	Head <i>19-20</i>
11	4 and 4	4	5	3 and 3	4
	Armor	Armor	Armor	Armor	Armor
Initially armor was 1 pt less	4	5	6	4	4

Skills			
Hide 60	Ride 45	Scan 65	Sneak 65
Track 70	Local Knowledge 60	Cult Lore 55	
Oratory 50	Literacy 35		

Skava for a while had Plant lore at 10 as skill, it got incorporated into Cult Lore

Fighting					
Base Strike Rank: 4					
	Attack	Parry	Damage	Strike Rank	Weapon hit points
Hand to hand	35	25	varies	4	See above
Self bow	70	40	1d6	3/0	6
Broadsword	65	55	1d6+1	2	10
Dagger	45		1d4+2		
Defense: 5					

Battle magic			
	Power	Use	Affects
Multimissile	1-3	Temporal (10 rounds) Focus (rune: bow)	Self incompatible w. speed dart
Farsee	1	Temporal (unfocused)	Self
Detect spirit	1	Instant (focused, 40 m)	Stopped by >3 m rock/ metal
Coordination	2	Temporal (unfocused, 80 m)	Dex +3, strike rank -1
Speed dart	2	Temporal (focused)	+15% chance to hit, +3 damage, incompatible w. multimissile
Shimmer	2	Temporal (unfocused)	+5%/pt defense against all who attack

Farsee was initially instant, but at some point we changed that.