



Character name Kavia of Shintan **Profession** Mercenary

Home culture & locale Shintan, Morensia

Physical description Rugged **Handedness** Right

Background & Family I have always been curious about the wider world. I was born into a low peasant family, so when the chance came to join a wandering mercenary group, I jumped at it. I did well, but soon learned that the battle-hardened soldiers around me were jaded and, worse, hated the world. Since then, I've moved from company to company, trying to find a group of people as interested in exploring the wonders of the world as I am.

Religion & Power Sister Wind
(Benevolence +0, Lawfulness -1, Influence +1) **Reputations**

Traits

Trait	Rating
Curious	2
Extroverted	1
Questioning: Whether the world is wonderful or horrible	1
Young	1

Characteristics

	Permanent	Current
Strength (STR)	3	
Endurance (END)	2	
Agility (AGL)	3	
Dexterity (DEX)	2	

	Permanent	Current
Perception (PER)	2	
Logic (LOG)	1	
Will (WIL)	3	
Memory (MEM)	2	

	Permanent	Current
Eloquence (ELO)	1	
Aura (AUR)	0	
Divine Favor (DF)	1	
Social Class (SC)	7	

Secondary Characteristics

Toughness (TGH)	1
Carrying Capacity (CC)	11
Size (SZ)	14
Composure (CMP)	4
Learning Ability (LA)	5
Current Wealth (WLT)	5
Experience points (XP)	

Variation Die general results::

- 1-3: Style
4-6: Time
7-9: Quantity
10-12: Quality

Skills

Skill	Rating	Usual characteristic
Area Knowledge: The roads of Morensia	1	MEM
Awareness	2	PER
Axe	2	STR
Bow	2	PER
Club/Mace	2	STR
Dagger/Knife	2	DEX
Dodge	1	AGL
Etiquette: Mercenaries	1	ELO
Fishing	1	LOG
Folklore: Morensian	1	MEM
Foraging	2	PER

Skill	Rating	Usual characteristic
History: Morensian	1	MEM
Initiative	2	AGL
Language: Morensian	1	ELO
Navigation	1	LOG
Physician	1	MEM
Religion: Morensian	1	MEM
Running	1	AGL
Shield	2	STR
Swimming	1	AGL
Tactics	1	LOG
Weatherlore	2	MEM

Equipment & possessions

CC: 11 Current highest bulk carried: 8

Item	Bulk	Modifiers	Notes
Sack	4		Can hold Bulk 6
Eating knife	1		
Holy symbol	2		
Med. waterskin	4		
Rations	4		12 days' worth
Tarp	4		Waterproof
Adventuring gear	5		

Spells and Nodes

Current total magnitude of nodes:

Node element	Magnitude	Container	Aligned spell	Notes

Weapons

Item	Skill	Bulk	Quality	Minimum STR	Optimal range	Maximum range	Damage Factors			Breakage Value	Notes
							Blunt	Cut	Pierce		
Hand-axe	Axe 2 + STR 3	5	+0	1	1-1	1	2	8	n/a	8	
Short bow	Bow 2 + PER 2	3	+0	1	2-50	100	2	n/a	5	7	
Round-shield	Shield 2 + STR 3	6	+0	0	0-1	1	3	n/a	n/a	11	
Dagger	Dagger 2 + DEX 2	2	+0	0	0-1	1	3	5	5	9	

Armor & clothing

Size (SZ): 14

Item	Area(s) Covered	Bulk	Quality	Protection vs.						Notes
				Blunt	Cut	Pierce	Burn	Shock	Acid	
Gambeson	Chest	7	+0	5	4	3	3	3	2	
Leather shirt	Chest, arms	6	+0	3	3	2	2	2	2	
Padded cap	Head	3	+0	5	4	3	3	3	2	
Leather boots	Legs	4	+0	3	4 (5)	2 (3)	2 (3)	2	2 (3)	
Leather pants	Legs	5	+0	3	4 (5)	2 (3)	2 (3)	2	2 (3)	

Armor protection summary

Location	Protection vs.					
	Blunt	Cut	Pierce	Burn	Shock	Acid
12. Head	5	4	3	3	3	2
9-11. Chest	5	4	3	3	3	2
7-8. Left arm	3	3	2	2	2	2
5-6. Right arm	3	3	2	2	2	2
3-4. Left leg	3	4 (5)	2 (3)	2 (3)	2	2 (3)
1-2. Right leg	3	4 (5)	2 (3)	2 (3)	2	2 (3)

Current exhaustion:

Current Initiative Phase:

Bleeding?

