

<div>Aedhros</div> <div>Concept = embittered, self-deceiving dark elf Appearance = dark hair, grim eyes Lifepaths (4)= Born Etharch, Spouse, Griever, Deceiver Backstory = after my spouse was slain, I could not confront the truth of the world and retreated into bitter inwardness 140 years old</div>	<div>Character Traits</div> <div>Born Under the Silver Stars <i>To those who look upon me with clear eyes, there is an unmistakable halo, like white light through a gossamer veil or stars shining at night</i> Dark and Imposing <i>I once was fair and beautiful to all who look upon me, tall and slender, rounded by graceful curves</i> Self-deluded</div>
<div>Beliefs</div> <div>I will avenge the death of my spouse! I will never admit I am wrong Only because Alicia seems poor and broken can I endure her company</div>	<div>Other Traits</div> <div>Essence of the Earth <i>Do not feel the effects of earthly cold and heat Do not fall ill (do not have to make Health tests for illness, may be killed by violence or waste Ageless, passing on only when the Earth ends; but not deathless: away from Grief) gain +1D to Health tests for fatigue and poison)</i> First Born <i>Maximum Perception exponent is 9, may weave Skillsongs and Spellsongs</i> Keen Sight <i>See in starlight as if it were day, and suffer no obstacle penalties for dim light +1D to all Perception and Observation based field manoeuvres in Range and Cover +1D to any Perception test involving seeing long distances</i> Working with the Care of the Eternal <i>May use the working carefully bonus twice (+2D for doubling the time spent) May never work quickly</i> Etharchal <i>My noble heritage is recognisable at a glance</i> Deceptive <i>C-O for Sleight of Hand and Falsehood; +1 Ob to Oratory, Command; +2 Ob to Ugly Truth, Litany of Fools</i> Hard <i>-1 hesitation from pain</i></div>
<div>Instincts</div> <div>Never use Song of Soothing unless compelled to Always repay hurt with hurt When my mind is elsewhere, quietly sing the elven lays</div>	
<div>Artha</div> <div>Fate 2</div> <div>Persona 3</div> <div>Deeds</div>	
<div>Relationships</div> <div>Hateful relationship with my father-in-law, the elven ambassador at the port (blame him for spouse's death)</div> <div>Circles</div> <div>Etharchs Wilderlands Spite</div> <div>Reputations & Affiliations</div> <div>+1D rep ill-fated for himself and others +1D aff with the Elven Etharchs</div>	
<div>Gear</div> <div>Heart-seeker, morlin (black metal) long knife (+2P 3/6/9), Add 1, VA 1, Slow, Short (+1)) Tattered clothes that I have worn for 39 years Innkeeper's boots Burning brand +2D cash</div>	
<div>Physical Tolerances</div> <div>Su +1 Ob (3 = Li wound) B1 B2 B3 B4 B5 B6 B7 B8 Tr MW B9 B10 B11 B12 Li -1D, Mi -2D, Se -3D, Tr -4D Mortal Wound: ouch!</div>	<div>Armour</div> <div>Torso Head</div> <div>Arm (L) Arm (R)</div> <div>Leg (L) Leg (R)</div> <div>+0 Ob Stealth, Swimming, Forte and Health for exhaustion/fatigue +0 Ob non-martial Ag and Ag-based skills, Speed-based skills +0 Ob Perception and Observation</div>
<div>Statistics</div> <div>Shade Exponent R D Ch F P D</div> <div>Perception B 6 (3D,2Ch)</div> <div>Will B 4 (2D,1Ch)</div> <div>Forte B 4 (2D,1Ch)</div> <div>Power B 4 (2D,1Ch)</div> <div>Agility B 4 (2D,1Ch)</div> <div>Speed B 4 (2D,1Ch)</div>	<div>Attributes</div> <div>Shade Exponent R D Ch F P D</div> <div>Steel B 5 (3D,0Ch)</div> <div>Hesitation 6 actions</div> <div>Health B 4 (4R,2D/1Ch)</div> <div>Reflexes B 4</div> <div>Circles B 2 (2R,1D/1Ch)</div> <div>Spite B 3 (1R,2D/1Ch)</div> <div>* Resources (Taxed:) B 0 (1R/1D/1Ch)</div>
<div>Good Skills</div> <div>Shade Exponent R D Ch F P D</div> <div>Sing B 3 (3R,2D/1Ch)</div> <div>Elven Script B 3</div> <div>Song of Soothing (herbalism) B 2 (2R,1D/1Ch)</div>	<div>Evil Skills</div> <div>Shade Exponent R D Ch F P D</div> <div>Scavenging B 3 (1R,2D/1Ch)</div> <div>Sleight of Hand B 4 (3R,2D/1Ch)</div> <div>Inconspicuous B 4 (4R,1D/1Ch)</div> <div>Disguise B 3 (3R,2D/1Ch)</div> <div>Stealthy B 3 (2R,2D/1Ch)</div> <div>Knives B 3 (3R,2D/1Ch)</div>
<div>Learning</div> <div>Root Aptitude Tests Learning Root Aptitude Tests</div>	<div>Practice Log</div> <div>Cycle Hours</div>
<div>Spell songs</div> <div>Shade Exponent Actions R D Ch F P D</div> <div>Rhyme of Rules B 2 3-10 (verse length) (2R,1D/1Ch) Ob 3 to cause wonderment; may FoRK with any skill song for which the player can recite a clever bit of folklore obliquely pertinent to the situation</div> <div>Sorrow of Truth B 2 3000 (about ½ hr) (2R,1D/1Ch) If this spell is successfully sung to an Elf (Ob 10 - target's Grief) they may choose to change their Grief to Spite</div> <div>Rhyme of Unravelling B 4 Ob x 2 Untie knot or belt, Ob 1; unwind thread or unravel rope, Ob 2; unravel seams, Ob 3; to cause wax to crack, mortar to loosen, doors, fences, walls, even structures to fall apart use Obs vs Materials (BW p 542) May sing one song at a time, for up to 4 hours After a number of exchanges equal to the Will of a listener within 4 paces who understands high speech and does not have Spite or Hatred (this occurs in the second volley in R+C or DoW), the listener must make a Steel test if the elf makes a successful Spell Song test (+1 Ob to hesitation for each success over the song obstacle); a listner who hesitates may Stand and Drool; fall to their knees and Weep Bitterly in remorse for all past actions, because all have come to naught and will eternally come to nothing; or Exact Revenge against a friend or enemy (not me) who they believe has slighted or betrayed them, and whose death will hasten the character's own death, lashing out and leaping upon them with a scream attempting to kill them)</div>	