



# Arthes, Elven Shield-Maiden



VIGOR: 4

INSTINCT: 4

REASON: 4

## Key of the Paragon

You are certain of something in life - that the ways of the Elves are far superior to those of the lesser races. This principle guides you, and you try to find a way to apply it to every situation. Gain 1 XP every time you use an Elvish ability to your advantage. Gain 2 XP every time you use an Elvish ability in a way that benefits the party. Gain 5 XP every time you convince someone to hold your culture in higher esteem than others. Buyoff: Disown yourself from your Elven heritage.

## Key of the Brokenhearted

The love of your life, a human War-Captain bearing the Sword of Arraniel, was cruelly slain by the goblins. It wounded you so deeply that you refuse to form new bonds of love or attachment. Gain 1 XP every time you choose to keep new bonds from forming in favor of 'honoring' your past love (or, in other words, every time the character chooses nostalgia instead of the present). Gain 3 XP every time you rebuff an open confession of love or camaraderie. Buyoff: Admit that you have formed a new love.

## Key of Vengeance: Goblins

You hate goblins. Gain 1 XP every time your character hurts a goblin. Gain 2 XP every time you strike a minor blow against them (killing a goblin or disrupting their life, destroying their property). Gain 5 XP every time you strike a major blow at the goblins, like taking a powerful artifact from them. Buyoff: Let your enemy go.

## Key of the Mission: Recover the Sword of Arraniel

You have a personal mission that you must complete - to return the Sword of Arraniel to the Elves. Gain 1 XP every time you take action to complete this mission (2 XP if this action is successful.) Gain 5 XP every time you take an action that completes a major part of this mission. Buyoff: Abandon this mission.

## Secret of the Ancient Tongue

You can communicate with an animal and understand its signals. In order to get the animal to cooperate or not try to eat you, you might need a successful Animal Ken ability check. Cost: 2 Instinct.

## Secret of the Grey Path

Your footfalls can be made completely silent, and leave little trace for others to follow. Regular Stealth rolls are uncontested, and you can use your Stealth ability in resistance to anyone trying to track you. Cost: 1 Instinct.

## Secret of the Signature Weapon: Myfanwy, Thorn of Sorrow

You are bonded to your spear. You gain a bonus die to any action taken with Myfanwy, and any other character else attempting to use her receives a penalty die.

## MASTER

Fight

## ADEPT

Know Lore, React, Sneak

## COMPETENT

Heal, Sense Danger, Sway, Throw, Resist, Endure

## UNSKILLED

Disarm Trap, Pray, Counsel, Brawl, Intimidate, Climb



# PMCMOXR Theodred, Dwarven Hammer-Bearer FB<MBtMFxNJ

VIGOR: 6

INSTINCT: 3

REASON: 3

## Key of Dwarven Greed

You jealously guards your possessions, afraid that someone will try to take them at first opportunity. Gain 1 XP every time you gain a new possession by your skills - not when one is given to you or bought. Gain 2 XP every time you gain a new possession by fighting for it. Gain 5 XP whenever you successfully defend your possessions against theft. Buyoff: Give away your possessions permanently.

## Key of the Orphan: Narag-Zâram

A Dwarf among humans, you have no people. Your clan, the Narag-Zâram or Dwarves of the Black Pool, was decimated in battle, and your great hall taken over by goblins. It is your duty to carry on the clan's name. Gain 1 XP every time you tell a story of your clan. Gain 2 XP whenever you defend your clan's name or lands in words or in battle. Gain 5 XP whenever you discover or create a new legend of the Black Pool. Buyoff: Join another clan.

## Key of Renown

You gain 1 XP whenever you see to it that your name and deeds are known, by bragging about them or making sure there are witnesses. You gain 2 XP whenever you put yourself at risk to do something unnecessary or foolish that will add to your reputation. You gain 5 XP whenever you risk your life to take credit for your actions (bragging that you were the one who killed the Duke's son, for example). Buyoff: Give someone else credit for an action that would increase your renown.

## Key of the Guardian: Aubrey

The last of the clan Ancients have charged you with protecting the odious human priest Aubrey, a helpless fool who depends on you for security and protection. Gain 1 XP every time Aubrey is present in a scene with you. Gain 2 XP whenever you have to make a decision that is influenced by Aubrey. Gain 5 XP every time you rescue Aubrey from deadly harm. Buyoff: Sever the relationship with Aubrey.

## Secret of Small Stature

You are smaller than most folks, and can use that to your advantage in combat. Gain a bonus die any time you are avoiding an attack from someone larger than you or any other situation in which your reduced size may help (i.e. an Athletics Ability Check to wriggle through a pipe.) Cost: nothing.

## Secret of Imbuement: The Hammer of Moras-Dûr

Your ancient, magical hammer does +1 harm, and it is imbued with the Secret of Shattering. The hammer can be taken away from you, but you will always be given a chance to get it back, or you can roll your advances spent on this Secret into a new item. You can take away someone else's Imbued item, but you'll have to pay the original cost to keep it.

## Secret of Shattering: The Hammer of Moras-Dûr

Your hammer can be used to destroy other weapons and armor in combat. With a successful attack, your success level (not including any damage bonuses) is removed from the damage bonuses of weapons or damage reductions of armor. If reduced to 0, the item is destroyed. Cost: 1 Vigor.

## MASTER

Fight, Brawl

## ADEPT

Sense Danger, Endure

## COMPETENT

Resist, Intimidate, Disarm Trap, Know Lore, Climb, Pick Lock

## UNSKILLED

Heal, React, Sway, Throw, Sneak

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# FB<XMF&PMIRPNJ Aubrey, Priest of Lady Peace >CTMN>CRP◇XR

VIGOR: 3

INSTINCT: 5

REASON: 4

## Key of Faith

You are guided by your strong belief in all-seeing Lady Peace. Gain 1 XP every time you defend your faith to others. Gain 2 XP whenever you converts someone to your faith. Gain 5 XP whenever you defend your faith even though it brings you great harm. Buyoff: Renounce your beliefs.

## Key of Doom

You are doomed to a terrible fate. Gain 3 XP every time you act without regard to your safety. Gain 3 XP every time you enter battle against superior enemies (1 or more opponents with higher combat skill or several -- 3 or more -- opponents with equal skill). Buyoff: Retreat from an overwhelming battle or fight, or fight to survive so that you may continue to serve Lady Peace.

## Key of the Competitor: Arthes

That miserable, Godless Elf will never outshine you! You gain 1 XP when you outfox, outperform, or embarrass her, and 3 XP when you do so against long odds. Buyoff - Decline to compete against Arthes.

## Key of Bloodlust

Although the Lady frowns upon such feelings, you enjoy overpowering others in combat. Gain 1 XP every time you defeat someone in battle. Gain 3 XP for defeating someone equal to or more powerful than you (equal or higher combat skill.) Buyoff: Be defeated in battle.

## Secret of Blessing

With a successful Pray ability check, your character may bless the actions of a group. You must state a specific goal for them to accomplish. Your success level with this ability check is a pool of bonus dice any member of this group can use in accomplishing this task. Cost: 1 Vigor.

## Secret of the Boon of Lady Peace

You automatically receive a bonus die for any Healing checks. Cost: none.

## Secret of Knock-back

Your blows send people flying. Knock back a stricken enemy one yard per success level. This immediately ends Bringing Down the Pain if you're involved in that, with no resolution as to intentions. Cost: 2 Vigor.

## ADEPT

Pray, Resist, Heal

## COMPETENT

Brawl, Counsel, Know Lore, Sway, Endure, React, Fight, Climb, Sneak

## UNSKILLED

Intimidate, Throw, Sense Danger

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## Kemp, Dashing Rogue

**REASON: 3**

## Key of Unrequited Love: Arthes

You love the Elven shield-maiden, but she does not return this love. Gain 1 XP whenever you have to make a decision that is influenced by Arthes. Gain 2 XP every time you attempt to win her affection. Gain 5 XP every time you put yourself in harm's way or makes a deadly sacrifice for Arthes. Buyoff: Abandon your pursuit of Arthes, or win her love.

## Key of Conscience

You have a soft spot for those weaker than their opponents. Gain 1 XP every time you help someone who cannot help themselves. Gain 2 XP every time you defend someone with might who is in danger and cannot save themselves. Gain 5 XP every time you take someone in an unfortunate situation and empower them to help themselves. Buyoff: Ignore a request for help.

**Key of Fraternity: Aubrey**

You are sworn to Aubrey, who is your spiritual advisor and closest friend in the world. Gain 1 XP every time Aubrey is present in a scene with you (maximum 3 per adventure). Gain 2 XP whenever you have to make a decision that is influenced by Aubrey. Gain 5 XP every time you defend Aubrey by putting yourself at risk. Buyoff: Sever your relationship with Aubrey.

### Key of Impotence (Disarm Trap)

You ought to be able to set and disarm traps just fine, but for some reason you can't. It's a curse put on you by an old hag you once robbed. You may apply a penalty die to the Disarm Trap skill at any time to reflect this curse. When the penalty die applies to a routine situation, gain 1 XP. When the penalty die applies to an important situation, gain 2 XP. When the penalty die applies to an urgent, life-or-death, out-of-control-story-madness situation, gain 5 XP. Buyoff: Remove the curse!

## Secret of the Hidden Pocket

You are adept at hiding objects on your person. No matter how carefully searched you have been, you may pull an inexpensive, small (hand-sized) item off your person with a successful Sneak ability check. Cost: 2 Instinct.

## Secret of Flying Leap

You can make amazing leaps. Using this secret, you can jump much further or higher than normal. For each Vigor point you spend, up to three, you can jump another multiple of normal human ability for one leap.

## Secret of Enhancement (Backstab)

You may spend as many points out of the Instinct pool to give bonus dice to the Backstab ability as you like.

## MASTER

## Pick Lock, React

## ADEPT

Disarm Trap, Climb, Sneak, Sense Danger, Sway

## COMPETENT

## Backstab, Pray, Brawl, Throw, Resist

## UNSKILLED

## Know Lore, Fight, Intimidate, Heal, Endure