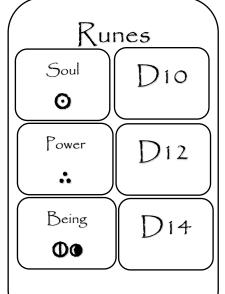
#### 

Name: Mael Brokenbough

Date of Birth: 1596

Keywords: Female, Pavis Survivor, Herder, Sailor, Initiate of Jakaleel the Witch, Assistant Shaman XP Spent
44
XP Unspent

XD: 12



## Skills

Skill	Dice/Armour	Notes	
Arts	D3		
Athletics	D12	Tr	
Bravery	D12	Tr	
Craft	D3		
Devices	D3		
Gymnastics	D12/10	Tr	
Health	D12	Tr	
Knowledge	D14	Sk	
Leadership	D3		
& Oratory Medicine	2D12	Tr	
Perception	D14	Sk	
Persuasion	D10	Tr	
Riding	D14	Sk	
Stealth	D12/10	Tr	
Streetwise	D12	Tr	

Skill	Dice/Armour	Notes
Survival	D6	Fa
Tactics	D3	
Water Life	D12/8	Tr
Customs		
Old Pavis	D14	Sk
Lunar	D12	Tr
Literacy		
Weapons		
Unarmed	D6	Fa
Mtd Bow	D14	Sk
Mtd Spear	D12	Tr
Sword	D14	Sk

# Traits Loyal, Kind, Constant,

Forgiving, Deceitful, Peaceful

Learning:

Unusual Characteristics

Quick Learner: -2 resist

training

Ugly\*: Persuasion P1

Assistant Shaman: 9 to resist

in Spirit Combat and uses • to

attack

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#### Cults

Initiate and Assistant Shaman of Jakaleel the Witch

## Holy Days

Day: High Gods, Freeze Week: High Disorder, Death Season: Dark

#### Relationships

Tala Errio Patron

Power Points: 9

Magic

Memory: 9

Rune Points: 5

Spirit: Binding Enchantment 1 • Rit Dif 8, Healing 1, Spirit Screen 2, Shimmer 2, Distraction •, Repair 1, Spirit Binding 1 • Attack Spell

Rune: All Common, Attach Spirit 2 • Dif 8, Command Ghost • Attack Spell,
Discorporation • R Dif 8, Remove Curse • R Dif var, Summon Ghost • R Dif V

## Equipment

Composite bow, bow case, 20 arrows, kopis, long spear, medium armour, cavalry zebra and tack

 $2 \times \text{Chiton}$ , belt, pouch, satchel, black hooded cloak, good black chiton, good black cloak, good sandals

Blanket, firestarter, water skin, spoon, comb, bowl,, zebra stick with clan runes Portable Jakaleel shrine

#### Weapons (Including Skill etc.)

Weapon	Range	Attack	Damage	Parry	Resist	Save	Special
Comp Bow	60	D12	D14	5	4	7+	2H, Pierce, Fragile
Kopis	i	D16	D14	8	10	3+	Disarm, Trip
2HLTS	2	D12	D16	7	6	5+	1-2H, Pierce, Thrust, Heavy, Hafted,
							Mounted Charge
Punch	1	D6	D8	3	-	-	
Kick	1	D4	D10	~	~	-	

Base Move: 4

Run: 4 + D6

Swim: 1 + D4

Stand: 7

Resist Damage: 7/9

Dodge: 7/6

Resist Magic: 6

Armour (+Shield)

Medium: +2 Resist, -1 Gymnastics & Stealth, -2 Water Life

Wealth

10% to Jakaleel

16 Season to maintain portable shrine3 L

11

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