Name: Small Erinlartha

Date of Birth: 1595

Keywords: Esrolian Woman, Bandit, Initiate of Ernalda

XP Spent

44

XP Unspent

1

# XD: 12

## Runes

| | |
|---|---|
| Soul | D12 |
| Power | D12 |
| Being | D14 |

## Skills

| Skill | Dice/Armour | Notes |
|---|---|---|
| **Arts** | D12 | Tr |
| **Athletics** | D10 | Tr |
| **Bravery** | D6 | Fa |
| **Craft** | D3 | |
| **Devices** | D3 | |
| **Gymnastics** | D16/14 | Sk |
| **Health** | 2D12 | Tr |
| **Knowledge** | D14 | Sk |
| **Leadership & Oratory** | 2D12 | Tr |
| **Medicine** | 2D12 | Tr |
| **Perception** | D6 | Fa |
| **Persuasion** | 2D12 | Tr |
| **Riding** | D3 | |
| **Stealth** | D8/6 | Fa |
| **Streetwise** | D12 | Tr |

| Skill | Dice/Armour | Notes |
|---|---|---|
| **Survival** | 2D12 | Tr |
| **Tactics** | D6 | Fa |
| **Water Life** | D3 | |
| **Customs** | | |
| Esrolian | 2D14 | Sk |
| **Literacy** | | |
| **Weapons** | | |
| Unarmed | D6 | Fa |
| Spear | D6 | Fa |
| Shield | D6 | Fa |
| Axe | 2D14 | Sk |
| Bow | D12 | Tr |

## Traits

Worldly, Generous, Lustful, Forgiving, Prudent

Learning: D12

## Unusual Characteristics

**Altruistic***

**Enemies** Hendrik's Men*

**Sixth Sense**: no ambush, extra preparation action

**Choose the Wrong Side***

**Small**

## Cults

Initiate of Ernalda

## Holy Days

Season: Earth

Week: Fertility

Day: Clay

## Relationships

Patron Tala Errio

Enemies: Hendrik's Men

## Magic

Power Points: 9

Rune Points: 4

Memory: 9

**Spirit**: Shimmer 2, Vigour 1, Befuddle 1 **III** Attack Spell (Knowledge), Heal 2

**Rune**: All Common, Charisma 1, Stones Fly 1/2 ◻ Physical Agent, Heal Body 2 **III** Dif 9

## Equipment

Magical Sandals +1 Running

Hatchet, composite bow, bow case, 20 arrows, small shield, medium armour

2 x chitons, belt, sandals, blue wool cloak, broad brimmed hat, , linen underdress, yellow girdle, crimson and yellow Esrolian bodice, crimson and yellow Esrolian skirt

Satchel, votive statue of Ernalda, comb, bowl, spoon, fire starter, blanket, cylinder seal, water skin

Portable Ernalda shrine

## Weapons (Including Skill etc.)

| Weapon | Range | Attack | Damage | Parry | Resist | Save | Special |
|---|---|---|---|---|---|---|---|
| Hatchet | 1 T10 | 2D16 | D12 | 7 | 5 | 6+ | AP, Hafted |
| S Shield | 1 | D6 | D8 | 5 | 6 | 5+ | Ranged Parry |
| Comp Bow | 60 | D10 | D12 | 4 | 3 | 7+ | 2H, Pierce, Fragile |
| Punch | 1 | D6 | D6 | 3 | - | - | |
| Kick | 1 | D4 | D8 | - | - | - | |

Base Move: 4

Run: 6/5 + D8/6

Swim: 2 + D3

Stand: 6

Resist Damage: 8/10

Dodge: 9/8

Resist Magic: 7

## Armour (+Shield)

Medium +2 Resist, -1 Gymnastics & Stealth, -3

Water Life

## Wealth

10% to Ernalda

16L/Season to maintain portable shrine

1692L