



Maedoc the Cunning

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Maedoc is a Rover, one of the irregulars who patrol the borders of the Dwarven Kingdom, keeping the roads safe from bandits and wild animals, and watching out for enemies or other dangers.

As such, he often traveled to the mannish lands, together with his master Feargus Stoutbeard, either to escort a merchant's caravan or hunting some troublesome beast. It was in one of these travels that he met Eamon the Warden. He was pursuing the leader of a gang of bandits, who escaped capture in the mountains and was trying to hide in the woods around Willow Lake. When Feargus recruited the young Eamon to help them catch the fugitive, Maedoc was initially skeptic, doubting that a short-bearded man could succeed where dwarves had failed. However, when Eamon's knowledge of the territory led to the swift capture of the bandit, Maedoc had to change his mind about the man's capabilities. Since that episode, the two ended up helping each other on multiple occasions, and soon became very close friends. Having completed his apprenticeship years with Feargus, now Maedoc works mostly alone. A few days ago, returning from a long scouting trip on the mountains, he found a carrier pigeon waiting for him, bearing a short message: "Dear friend, please come to Willow Lake as soon as you can, there's something I need to show you. Eamon". Wondering why his friend couldn't be more specific, and troubled by the urgent tone of the message, Maedoc decided to leave immediately, heading towards Willow Lake.

Strider

You lived most of your life in the wilderness, and are accustomed to the laws of Nature. You are stigmatized as an "outsider" by most part of the civilized people you meet - but you probably don't care.

Minor (cost 1 BP): You gain a special +10 bonus to all your Adventuring skills while you are outdoors, far from civilization. Furthermore, you can travel up to 1.5x normal overland distance per day while moving alone, either by foot or mounted, as long as you are Unencumbered or Lightly Encumbered.

Player

Character

Maedoc the Cunning

Kin

Dwarf

Culture

Weald

Vocation

Rogue

XP

10

Level

1

Motivation

I wander the land to protect my clan and Kin

Nature

My word is my bond

Allegiance

I'll help Eamon to solve Willow Lake's troubles.



STATS

Stat name		Base	Kin	Spec	Tot
Brawn	BRN	10	5		15
Swiftess	SWI	25	-5		20
Fortitude	FOR	0	15		15
Wits	WIT	20			20
Wisdom	WSD	0	5		5
Bearing	B&A	0	-5		-5

SPECIAL ABILITIES

Dark Sight

Forge Kin

Stoneborn

Superstitious

BACKGROUND OPTIONS

Gifted (1BP)

Exceptional Training (2 BP)

Strider (1 BP)

SKILLS

Skill name	Stat	# Ranks	Rank	Voc	Kin	Spec	Item	Tot
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ArmorDP:1

Armor (no Stat)-210

CombatDP:3

Blunt (BRN)15420101055

Blades (BRN)151520

Ranged (SWI)20315540

Polearms (BRN)151520

Brawl (BRN)1515525

AdventuringDP:4

Athletics (BRN)15210530

Ride (SWI)20525

Hunting (WIT)20420545

Nature (WSD)515515

Wandering (WSD)5420530

RoguaryDP:5

Acrobatics (SWI)20152045

Stealth (SWI)*204202060

Locks & Traps (WIT)202102050

Perception (WSD)5152030

Deceive (WIT)20152045

LoreDP:1

Arcana (WIT)2020

Charisma (B&A)-5-5

Cultures (WIT)2031535

Healer (WSD)55

Songs & Tales (B&A)-5150

BodyDP:1

Body (FOR)1531554075

SECONDARY SKILLS

Skill name	Stat	# Ranks	Rank	Voc	Kin	Spec	Item	Tot
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SPELL LORES

Spell Lore Name	Stat	# Ranks	Rank	Voc	Kin	Spec	Item	Tot
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Spell Lore sDP:5

DRIVE POINTS

12345

MAGIC POINTS

Kin Base

Magic StatWIT

Special

Stat Gain per Level

Voc Gain per Level

MP TOTAL0

WEALTH

WL2StatusFreeman

MOVEMENTS

ELUnencMR15

HIT POINTS & WOUNDS

Kin Max120Special

Bruised37HP TOTAL75

BleedStunPenalties

Condition

Injuries

DEFENSE & ARMOR

Armor TypeSoft Leather

Zones ProtectedTorso

SWI20ShieldFullSpecItem

Ranged45W/Shield45DEF TOT.20

SAVE ROLLS

FOR15Kin20Gain per LV5SpecTSR40

WSD5Kin20Gain per LV5SpecWSR30

EXPERIENCE TRACKING

You travelled to or explored a location you've never seen before.

You faced dangerous foes and/or difficult situations.

You completed a quest or mission.

You suffered a grievous wound.

Your cunning and dexterity opened a new path when all seemed lost

You tricked an NPC more powerful than you

EQUIPMENT & GEAR

[illegible]

MAGIC ITEMS

PEOPLE & NPCS KNOWN

PLACE VISITED & OTHER NOTES

WEAPONS & ATTACKS

[illegible]

ARMOR & PROTECTION

<i>Armor Name</i>	<i>Armor Type</i>	<i>Max SWI</i>	<i>Move Penalty</i>	<i>CMB Penalty</i>	<i>Perc. Penalty</i>	<i>Melee Bonus</i>	<i>Ranged Bonus</i>
Leather Jerkin	SL - Torso	-	-10	-	-	-	-
Full Shield	-	-	-10	-5	-	+25	+25

HIT POINTS TRACKING

RIDING ANIMAL.

Name _____				
Animal Type _____			Ride Bonus _____	
Move _____	Attack Type _____	CMB _____	D&F _____	HP _____
Notes _____				

MAGIC POINT TRACKING

COMPANION ANIMAL

Name _____				
Animal Type _____		Ride Bonus _____		
Move _____	Attack Type _____	CMB _____	DEF _____	HP _____
Notes _____				

HEROIC PATH

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100