



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.

AGAINST THE Darkmaster

THE CLASSIC GAME OF FANTASY ADVENTURE

BACKGROUND OPTIONS	
<i>Gifted (1BP)</i>	
<i>Exceptional Training (1 BP)</i>	
<i>Strider (1 BP)</i>	
<i>Ancient Heirloom (1BP)</i>	

<i>You travelled to or explored a location you've never seen before.</i>	☐
<i>You faced dangerous foes and/or difficult situations.</i>	☐
<i>You completed a quest or mission.</i>	☐
<i>You suffered a grievous wound.</i>	☐
<i>You Slew a foe more powerful than you</i>	☐
<i>Your might and bravery solved the most critical situation in this session</i>	☐
	☐

EQUIPMENT & GEAR

[illegible]

MAGIC ITEMS

Item & Description	Bonus
Stonesplitter (Battle Axe)	10

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	<i>SL - Torso</i>	-	-10	-	-	-	-

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