

Berek Gondsson

Human male, age 17. Storm Bull Initiate

Characteristics:

Strength: 15
Constitution: 11
Size: 15
Intelligence: 12
Power: 09
Dexterity: 12
Appearance: 10

Personal Magic Points: 00 01 02 03 04 05 06 07 08 **09**

Hit Points: 00 01 02 03 04 05 06 07 08 09 10 11 12 **13**

Skills: Boat 15, Climb 50, Devise 20, Dodge 35, First Aid 05, Hide 15, Human Lore 10, Jump 45, Listen 25, Ride Bison 20, Scan 45, Search 40, Sense Chaos 10, Sneak 15, Throw 50, World Lore 10

Spells: Spirit Magic: Strength 3, Heal 2, Fanaticism (2), Disruption (1)

Weapons:

1H battleaxe: Attack 45, Parry 35, Damage: 1D8+2+1D4, Armor Points 8, SR 7
Target shield: Attack 55, Parry 50, Damage 1D6+1D4, Armor Points 12, SR 8

Armor: Bezainted + leather — 5 points.

Possessions: axe, shield, dagger, 9 silver pieces, 3 copper pieces, short dog-skin cape, ragged backpack, empty wine skin, food.

Description: An earnest and dedicated young Uroxi, slightly over-dramatic in style but very serious in his quest to fight Chaos. Trying hard to live up to the ideal of a Son of the Bull, but secretly afraid that he isn't worthy. This makes him focus all the harder on his task. When first encountered by the PCs his HPs are at 2, and he slips into unconsciousness very easily.

He is very ashamed of his poor riding skills, and is proud and fearful of his father, Gond—who is the archetype of what a Storm Bull worshipper should be.



Sirene

Human female, age 19, Eritha lay member

Characteristics:

Strength: 9
Constitution: 12
Size: 10
Intelligence: 13
Power: 14
Dexterity: 7
Appearance: 2

Original (pre-burn) characteristics:

11
16
11
13
14
12
10

Personal Magic Points: 00 01 02 03 04 05 06 07 08 09 10 11 12 13 **14**

Hit Points: 00 01 02 03 04 05 06 07 08 09 10 11

Skills: Dodge 09, Swim 85, Hum 80, Speak Own 55 (unable to vocalize), Hide 15, Human Lore 65, Listen 45, Scan 15, Search 15, World Lore 50

Spells: None

Weapons: None

Armor: 1 point heavy scar tissue

Possessions: A cloth wrap/dress of soft green cloth which is frequently replaced by the villagers when it wears out. A large metal bathtub. A set of beautifully painted screens showing happy pastoral and underwater scenes.

Description: Horrifying to the eye, but a truly sweet and gentle soul. In appearance she looks like a hideous cross between a human being and a seal. Her gender is not immediately obvious when she is wearing her wrap.

Sirene is understandably nervous around fire, and her terribly burned skin and eyes still feel pain in direct sunlight. She suffers least by staying wet in the tub in her dark barn. Her tub is on a wooden platform on the ground floor, against the wall opposite the entrance. It is surrounded by beautifully painted screens, which were made for Sirene by Arlan Longsong, her fiancé.

Sirene has no sense of smell, and her sense of taste is very limited.





Arlan Longsong

Human male, age 24. Donandar Initiate

Characteristics:

Strength: 13
Constitution: 11
Size: 15
Intelligence: 15
Power: 16
Dexterity: 14
Appearance: 15

Personal Magic Points: 00 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16

Hit Points: 00 01 02 03 04 05 06 07 08 09 10 11 12 13

Skills: Boat 35, Climb 55, Craft Wood 45, Craft Leather 50, Craft (make) Paint 65, Dance 65, Devise 35, Dodge 40, First Aid 25, Hide 10, Human Lore 50, Jump 45, Listen 40, Mineral Lore 50, Orate 80, Paint 90, Plant Lore 50, Play Drum 35, Play Flute 90, Play Harp 75, Ride 15, Scan 50, Search 25, Sing 80, Sleight (juggle) 55, Sneak 10, Throw 55, World Lore 50

Spells: Spirit Magic: Coordination 3, Befuddle (2), Extinguish 1, Heal 2, Ignite (1), Light (1), Mindspeech 2, Protection 2, Repair 1

Weapons:

1H broadsword: Attack 40, Parry 30, Damage: 1D8+1+1D4, Armor Points 10, SR 7
Target Shield: Attack 25, Parry 40, Damage 1D6+1D4, Armor Points 12, SR 8

Armor: Cuirbouilli + leather — 4 points.

Possessions: broadsword, shield, dagger, 1 big drum, 1 small drum, small harp, flute, 1 wheel, 2 silver pieces, 12 copper pieces, 1 bolg.

Description: Gawky yet more graceful-seeming than he appears, Arlan is not unlike a young Judge Reinhold in appearance—pleasant-seeming, friendly, and gentle. This mild exterior belies the tragedy that has shadowed his life, ever since his fiancée Sirene suffered a horrible accident. Since that time Arlan has watched over Sirene, living in the house opposite her barn. He sings to her at times to lift her spirits, and has painted beautiful screens to surround her bathtub. Although Sirene refuses to marry him in her present condition, he will not leave her—no matter what. If anyone tries to harm Sirene, he is her last line of defense.



Trader Jak

Ogre male, age 29. Primal Chaos Initiate (apparently Issaries Lay Member)

Characteristics:

Strength: 19
Constitution: 16
Size: 16
Intelligence: 14
Power: 13
Dexterity: 15
Appearance: 17

Personal Magic Points: 00 01 02 03 04 05 06 07 08 09 10 11 12 13

Hit Points: 00 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16

Skills: Bargain 50, Climb 75, Dance 50, Devise 30, Dodge 65, Fast Talk 80, First Aid 10, Hide 65, Human Lore 20, Jump 55, Listen 55, Orate 50, Scan 55, Search 50, Seduction 80, Sing 40, Sneak 99, Throw 45, World Lore 25

Spells: Spirit Magic: Befuddle (2), Bludgeon 2, Countermagic 3, Glamour 4, Protection 2

Chaotic Features: Moves Very Silently at will, has small gem worth 3,000L under scalp (he is not aware of this, and believes it is an unimportant lump).

Weapons:

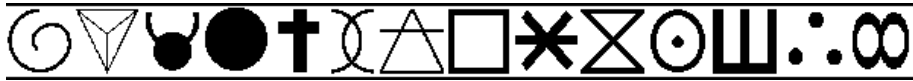
Heavy Mace: Attack 65, Parry 45, Damage: 1D10+1D6, Armor Points 10, SR 6
Kite Shield: Attack 25, Parry 70, Damage 2D6, Armor Points 16, SR 7

Armor: Bezainted + leather — 5 points.

Possessions: mace, shield, dagger, 7 Wheels, 206 silver pieces, 45 copper pieces, fine clothes, many trade goods, wagon, 2 mules.

Description: Dashingly handsome in a rough-edged sort of way, Jak projects the sort of loveable dangerousness that women love—and he knows it. Jak is a typical ogre, fond of human flesh and even more fond of impregnating human women. A very smooth talker, he's almost never at a loss for words. He is physically powerful and extremely self-confident, traits that he utilizes to the maximum. He is familiar enough with Issaries lore to pass as an advanced lay member. Though it is not required, he wears a neat beard—with verve and style, of course. He will do his best to avoid Uroxi, and no doubt can give good reasons for doing so.





Gond the Wrath of God

Human male, age 43. Storm Khan

Characteristics:

Strength: 19
 Constitution: 18
 Size: 18
 Intelligence: 12
 Power: 18
 Dexterity: 14
 Appearance: 14

Personal Magic Points: 00 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18

Hit Points: 00 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18

Skills: Climb 65, Devise 20, Dodge 35, First Aid 25, Hide 10, Human Lore 70, Jump 65, Listen 85, Ride Bison 99, Scan 85, Search 80, Sense Chaos 99, Sneak 10, Throw 70, World Lore 60

Spells: Spirit Magic: Bladesharp 4, Disruption (1), Extinguish 1, Fanaticism (2), Heal 4

Rune Magic: Shield x10, Berserk (2) x5, Face Chaos x3, Dismiss Magic x4

Weapons:

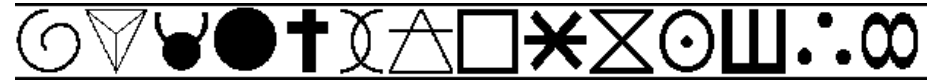
1H iron battleaxe: Attack 99, Parry 99, Damage: 1D8+2+164, Armor Points 12, SR 6
 Iron kite shield: Attack 85, Parry 99, Damage 2D6, Armor Points 24, SR 7

Armor: Iron Plate + leather — 13 points.

Possessions: Iron axe, iron shield, iron armor, dagger, water skin, food. Can draw on resources of entire Bison Rider Clan

Description: "When Gond speaks, the thunder falls silent" is an old phrase among the Bison Riders. A massive figure of truly heroic proportions, this scarred old berserker has not lost strength with age. He is a man of few words, with a voice so deep that it does indeed sound like thunder. Among his people, he is a legend. Gond is always accompanied by 6 - 36 seasoned berserkers on bison-back.

His hatred of Chaos is absolute, and in all things he is the epitome of Uroxi virtue. He does not hate non-Uroxi, but considers most of them inconsequential. He rides the bison Sky-Hammer, which is also his Allied Spirit.



Sky-Hammer

Bison male (allied spirit), age 35. Storm Bull Initiate

Characteristics:

Strength: 80
 Constitution: 40
 Size: 70
 Intelligence: 13
 Power: 23
 Dexterity: 15
 Appearance: 15

Personal Magic Points: 23

Hit Points: 55

Skills: Dodge 65, Sense Chaos 70

Spells: Spirit Magic: Farsee 5, Mobility 4, Strength 4

Weapons:

Hooves: Attack 85, Damage 2D8 + 7D6, SR 6
 Trample: Attack 80, Damage 4D8 + 7D6, SR 6

Armor: Skin (4) + Armoring Enchantment (6) — 10 points.

Possessions: None.

Description: Insanely massive and terrifying. Absolutely loyal to Gond.

