

# Yldiane

Varigal, aged 20

- ⊕ **Ways:** Combativeness: 4. Creativity: 3. Empathy: 5. Reason: 2. Conviction: 1.
- ⊕ **Skills:** Close Combat: 7. Erudition: 4. Feats: 6. Natural Environment: 9. Perception: 7 (Discipline: Alertness: 8). Relation: 6. Shooting and Throwing: 5. Stealth: 7. Travel: 10.
- ⊕ **Advantages:** Mentor (Jarn).
- ⊕ **Sanity:** Mental Resistance: 6. Latent Disorder: Elation
- ⊕ **Character Traits:** Intuitive / Impulsive
- ⊕ **Combat:** Attack: 7 (Carath Damage: 2. Short Sword Damage: 2). Defense: 12 (Protection: 2). Speed: 9.
- ⊕ **Stamina:** 10.
- ⊕ **Survival Points:** 3.



## Health Condition Chart

<b>Good</b>	○ ○ ○ ○ ○ ○ ○ ○
<b>Okay -1</b>	○ ○ ○ ○ ○ ○ ○ ○
<b>Bad -2</b>	○ ○ ○ ○ ○ ○ ○ ○
<b>Critical -3</b>	○ ○ ○ ○ ○ ○ ○ ○
<b>Agony</b>	○ ○ ○ ○ ○ ○ ○ ○

Yldiane lost her sister and her parents at a very young age. Her grandmother Wailen, Melwan's Demorthèn, fruitlessly attempted to initiate her in the Demorthèn arts, which held little interest for her.

Soon after she turned fifteen, she met a Varigal, Jarn “the slashed”, and was fascinated with his wonderful traveling tales. Jarn invited her to join the ranks of the Varigals, and she jumped at the chance. After two years of rigorous training under Jarn’s guidance, she began a solo career in the kingdom of Reizh. After many adventures, Yldiane headed back toward Taol-Kaer with a new delivery package for Tulg Naomh. This gave her the opportunity to go through her native village...

## Personality

Yldiane is intuitive and very aware of her surroundings. An independent young woman, she comes off as a loner, but remains scarred by the disappearance of her relatives. In Melwan, she only has one true friend, Arven, whom she knows from her childhood. Yldiane's spontaneous temper may sometimes make her impulsive.

## Equipment

Rope, grappling hook and pitons, several maps, writing utensils, a portable nebular (a Magientist hurricane lamp giving a bluish light), five mineral Flux cartridges (each one can fuel the Nebular for 12 hours), and first aid gear. Weaponry: Studded leather armor, a short sword, and a Carath (a Varigal's traveling stick).

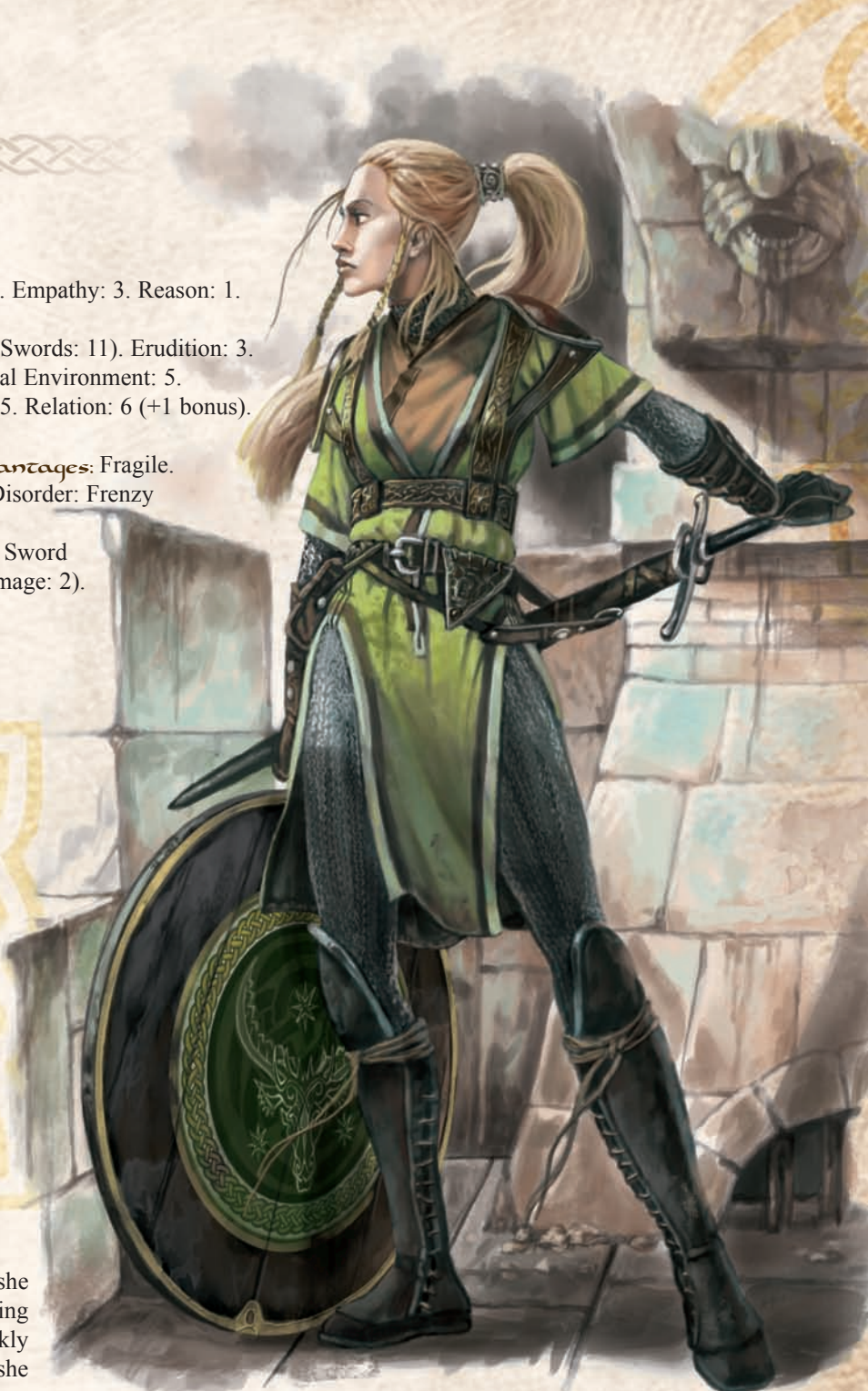
# Arven

## Fighter, aged 21

- ⊕ **Ways:** Combativeness: 5. Creativity: 2. Empathy: 3. Reason: 1. Conviction: 4.
- ⊕ **Skills:** Close Combat: 10. (Discipline: Swords: 11). Erudition: 3. Feats: 9 (-1 for extended actions). Natural Environment: 5. Performance: 3 (+1 bonus). Perception: 5. Relation: 6 (+1 bonus). Shooting and Throwing: 8. Stealth: 5.
- ⊕ **Advantages:** Ally, Beautiful **Disadvantages:** Fragile.
- ⊕ **Sanity:** Mental Resistance: 9. Latent Disorder: Frenzy
- ⊕ **Character Traits:** Upright / Bold
- ⊕ **Combat:** Attack: 10 (Sword: 11. Long Sword Damage: 3. Crossbow: 8. Crossbow Damage: 2). Defense: 9 (Protection: 4). Speed: 8.
- ⊕ **Stamina:** 9.
- ⊕ **Survival Points:** 3.

### Health Condition Chart

<b>Good</b>	○ ○ ○ ○ ○
<b>Okay -1</b>	○ ○ ○ ○ ○
<b>Bad -2</b>	○ ○ ○ ○ ○
<b>Critical -3</b>	○ ○ ○ ○ ○
<b>Agony</b>	○



Arven was born in Melwan. Very soon, she became Yldiane's friend, the two little girls being raised by the same Dámáthair. Arven quickly developed a taste for martial training, which she diligently followed.

The savage attack of Melwan by Feondas, seven years ago, and the loss of several relatives during this assault, sealed or vocation as a fighter. After a few years of apprenticeship, she was noticed for her bravery and entered the service of the Mac Lyr family.

### Personality

Arven is a courageous and committed young woman who believes in the values of chivalry. She dreams of joining a prestigious order like the Hilderin knights. She suffers from a fragile health, a weakness for which she can't forgive herself: she tends to double her efforts and her boldness to compensate for her weak breath, which can drive her to some reckless acts.

### Equipment

A large leather bag with traveling gear, a rope, torches, and a blanket.

Weaponry: Chainmail armor, longsword, crossbow, large round shield with the Mac Lyr's symbol.



# Ean

## Archer, aged 21

- ⊕ **Ways:** Combativeness: 5. Creativity: 3. Empathy: 2. Reason: 4. Conviction: 1.
- ⊕ **Skills:** Close Combat: 6. Craft: 5. Erudition: 6. Feats: 7 (+1 bonus to rolls related to agility). Natural Environment: 5. Perception: 8. Relation: 5. Shooting and Throwing: 10. Stealth: 6 (+1 bonus). Travel: 3.
- ⊕ **Advantages:** Nimble.
- ⊕ **Disadvantages:** Enemy (corrupt knight).
- ⊕ **Sanity:** Mental Resistance: 6. Latent Disorder: Paranoia.
- ⊕ **Character Traits:** Persevering / Unreliable
- ⊕ **Combat:** Attack: 6 (Bow: 10. Bow Damage: 2. Short Sword Damage: 2). Defense: 12 (Protection: 2). Speed: 7. Potential: 2.
- ⊕ **Stamina:** 10.
- ⊕ **Survival Points:** 3.

### Health Condition Chart

<b>Good</b>	○ ○ ○ ○ ○
<b>Okay -1</b>	○ ○ ○ ○ ○
<b>Bad -2</b>	○ ○ ○ ○
<b>Critical -3</b>	○ ○ ○ ○
<b>Agony</b>	○

The son of a tanner of Tug Naomh, the capital city of the dukedom, Ean proved to be a skillful and light-footed archer, who often accompanied his father. However, for a stealthy boy, the town was full of opportunities. First a few innocent pranks, then more carefulness and wariness. Little by little, he became a spy, watching the doings of the others and being paid in exchange for information...

One night, Ean overheard a conversation between an influential knight and an official of the Currency House, the royal institution dealing with the making and transportation of funds.

Unfortunately, Ean was spotted and had to leave the town in order to flee the corrupt knight's wrath. He withdrew into the mountains, leaving behind him only an evasive note to his parents, and eventually reached Melwan's village. He is now doing his best to earn a good reputation, particularly with the local nobles. And he contemplates on a way to strike down the corrupt knight...

### Personality

Ean is a determined man. Once his decision is made, nothing can stop him. This said, he tends to turn to the highest bidder and does not really care about his promises. Patient and observant, Ean is crafty, but his greatest qualities remain his perseverance and his tenacity.

### Equipment

Food, bag with traveling gear, a spy-glass, lockpicking tools.  
 Weaponry: short sword, bow, studded leather armor, several knives.



# Liam

Scholar, aged 20

- ⊕ **Ways:** Combativeness: 1. Creativity: 4. Empathy: 3. Reason: 5. Conviction: 2.
- ⊕ **Skills:** Close Combat: 3. Craft: 6. Demorthèn Mysteries: 7. Erudition: 9 (Herbalism: 10) (+1 bonus). Magience: 7. Natural Environment: 4. Occultism: 7. Perception: 7. Relation: 3. Sciences: 9. Travel: 4.
- ⊕ **Advantages:** Well-read.
- ⊕ **Sanity:** Mental Resistance: 7. Latent Disorder: Elation
- ⊕ **Character Traits:** Resourceful / Irresolute
- ⊕ **Combat:** Attack: 3 (Short Sword Damage: 2. Knife Damage: 1). Defense: 13 (Protection: 0). Speed: 4. Potential: 2.
- ⊕ **Stamina:** 10.
- ⊕ **Survival Points:** 3.



Health Condition Chart	
Good	○ ○ ○ ○ ○ ○
Okay -1	○ ○ ○ ○ ○ ○
Bad -2	○ ○ ○ ○ ○
Critical -3	○ ○ ○ ○ ○
Agony	○

Liam wanted to become a Demorthèn, but his curiosity and broad-mindedness were not seen favorably by the respectable Wailen. He found a better welcome at Melwan's old apothecary, Venec, an indeed sagacious and open-minded mind.

Liam benefited from his master's vast erudition, and had the opportunity to access books of all sorts. Along the years, his main cause of concern has become his older brother, Terent, who never succeeded in finding his place in the community. He left Melwan two years ago, only coming back unexpectedly and sporadically, and remaining vague about his activities. According to some people, he has become a Varigal, but others say he uses dishonest means to make a living.

## Personality

Liam is interested in everything, without his curiosity being bound by some dogma. However, he does not know about the meaning he wishes to give his life. Take over Venec's shop? Travel towards big cities in order to develop his knowledge? What would he do then: scribe, herbalist... or even doctor in a big city? There are also the cities, full of the wonders of Magience, a revolutionary and fascinating, unique science, with such an alluring potential...

## Equipment

Satchel, scrolls, writing tools, magnifying glass, torch, first aid gear, and medicinal herbs.  
Weaponry: Short sword, knife.

# Mòr

lonnthen, aged 20

- ⊕ **Ways:** Combativeness: 1.  
Creativity: 5. Empathy: 4.  
Reason: 2. Conviction: 3.
- ⊕ **Skills:** Close Combat: 6  
(+2 bonus). Craft: 8.  
Demorthèn Mysteries: 8.  
Erudition: 3. Feats: 6  
(+2 bonus to rolls related  
to strength). Natural  
Environment: 9.  
Performance: 9. Travel: 6.
- ⊕ **Advantages:** Colossus.
- ⊕ **Sanity:** Mental Resistance: 8.  
Orientation: Instinctive.  
Trauma: 1.
- ⊕ **Character Traits:** Calm / Absent-minded
- ⊕ **Combat:** Attack: 8 (Claymore Damage: 4).  
Defense: 11 (Protection: 2).  
Speed: 5.
- ⊕ **Stamina:** 10.
- ⊕ **Survival Points:** 3.



Health Condition Chart	
Good	○ ○ ○ ○ ○
Okay -1	○ ○ ○ ○ ○
Bad -2	○ ○ ○ ○ ○
Critical -3	○ ○ ○ ○ ○
Agony	○

Mòr's name fits him well, "colossus" in the ancient tongue. As he was an orphan, he was raised by Nar, Melwan's blacksmith, who taught him how to work iron and how to fight. Such an education did not come to much. However, Nar is relieved that old Demorthèn Wailen has accepted his son

as an apprentice. Soon, he will be a fully-trained Demorthèn, and he will have his own Ogham.

Although Mòr likes nature, his natural quietness and Wailen's teaching allowing him to have a privileged relationship with animals, he feels much more comfortable Neala, a Caernide breeder in Melwan. He likes to spend hours at the stables, taking care of the cattle.

To thank him for his precious help, the young woman, who has noticed his interest for music, has offered him a lute. Mòr fell in love with Neala this day, but nobody knows it.

## Personality

Mòr's build strongly contrasts with his temper. A shy young man, he feels at ease when he is alone in the middle of nature. He has a gift for music, and plays the lute wonderfully. No one knows about his talent, because he never plays in public. Even Meala would be surprised, but he does not dare to tell her.

## Equipment

Large gourd, backpack, hidden lute (his most precious object), torches, camping equipment, first aid gear.  
Weaponry: Claymore (a gift from his adoptive father), studded leather armor.

# Urvan

Temple's adept, aged 22

- ⊕ **Ways:** Combativeness: 2. Creativity: 5. Empathy: 4. Reason: 1. Conviction: 3.
- ⊕ **Skills:** Close Combat: 5. Craft: 7. Erudition: 2. Natural Environment: 7. Perception: 4 (+1 bonus to rolls related to hearing). Performance: 10. Prayer: 8. Relation: 9. Shooting and Throwing: 4. Stealth: 6. Travel: 6.
- ⊕ **Advantages:** Keen Hearing.
- ⊕ **Sanity:** Mental Resistance: 8. Latent Disorder: Mental Confusion.
- ⊕ **Character Traits:** Poetic / Absent-minded
- ⊕ **Combat:** Attack: 5 (Long Sword Damage: 3. Crossbow 4. Crossbow Damage: 2). Defense: 10 (Protection: 4). Speed: 6. Potential: 3.
- ⊕ **Stamina:** 10.
- ⊕ **Survival Points:** 3.



Health Condition Chart	
Good	○ ○ ○ ○ ○ ○
Okay -1	○ ○ ○ ○ ○ ○
Bad -2	○ ○ ○ ○ ○
Critical -3	○ ○ ○ ○ ○
Agony	○

Urvan wanted to be a bard; his devout parents made him a soldier of the One. His faith is genuine, but he is too sensitive and dreamy. In the order of the Blade knights, the church's army in Gwidre, he fared very poorly. From reprimands to punishments, Urvan eventually got a disciplinary sanction. He must go on a "pilgrimage" to inspect several sites abandoned during the War of the Temple in Taol-Kaer, the idea being to force him to knock some sense into him. Clothed in the gray of the Adepts—novices undergoing formation—lined with the red of the Blades, Urvan knows that he will arouse some hostility. Many Talkérides were killed by the Blade knights during the war, half a century ago., even if Reizh remained the main enemy. And his fertile imagination runs wild at the idea of what might happen to him. Dressed in the light gray tunic of trainee adepts, lined with the Blades' red, Urvan knows that he will not be welcome. Lots of Talkérides were killed by the Blade knights during the war, half a century ago. He fears the hostility of Taol-Kaer's pagan highlanders toward him and Jaber, and he seriously doubts he will be able to protect the Vector. The possibility of such a situation makes his fertile imagination run wild.

## ⊕ Personality

Urvan is sensitive and self-conscious. He has not completed his initiation yet, and does not really know if this path suits him. He truly believes in the One, but must he fight and kill to serve him? He hopes that the Creator understands him and forgives him, especially now.

## ⊕ Equipment

Prayer book, maps, traveling gear, gourd, hurricane lamp, and two doses of oil.  
 Weaponry: Chainmail armor, shield, longsword.