

ITZACON IX - SILENCE IS GOLDEN

Name: Br. Lorenth **Player:** _____ **Appearance:**

ST	12	HP	13
DX	13	PER	12
IQ	11	WILL	13
HT	13	FP	14
Dodge: 10	Move: 7	Initiative: 7.5	Block: 11

Damage with thrusting long-sword: 2d swing, 1d+1 imp

Advantages: Combat reflexes, High pain Threshold, Brother Of Surin, Alertness +1, Extra Fatigue +1, Extra Hit points +1, Gift of Fraternity +1 (you're charismatic)

Disadvantages: See Brother of Surin, Obsessed with being Neat.

Skills: Brawl [14], Broadsword [15], Climb [12], Crossbow [13], Current affairs [10], Dancing [13], Detect lies [10], Diplomacy [12], Etiquette [11], Fast draw [sword] [15], Heraldry [10], Knife [13], Politics [10], Ride [horse] [14], Savoir faire [Church] [12], Shield [14], Spear [13], Theology [10].

Background: Was once a Knight of the realm but now all that is behind you.

Special Item/Ability: A blade of Arling (commonly known as a blade of Surin). These very fine blades are immune to temperature changes and have never been known to shatter. They are church heirlooms. The pommel is set with a piece of Shadow bane – it sheds light without shadow equivalent to a candle

Location	Armour rating
Head	
Vitals	4/2
Arms	4/2
Legs	
Body	4/2

Equipment carried:

Notes:

ITZACON IX - SILENCE IS GOLDEN

Name: Br. Arno **Player:** _____ **Appearance:** _____

ST	13	HP	13
DX	12	PER	15
IQ	12	WILL	13
HT	12	FP	14
Dodge: 10	Move: 6	Initiative: 7	Block: -

Damage with Thrusting Sword: 2d+1 swing, 1d+2 imp, Damage with Longbow: 1d+2 imp

Advantages: Alertness +3, Combat reflexes, Faculty of clarity (Absolute Direction), Woodsman (bonuses included in skills), Strong will +1

Disadvantages: Dislikes big towns, Honest.

Skills: Animal Handling [14], Area Knowledge [saSurin] [15], Bow [11], Brawl [12], Broadsword [11], Fishing [15], Hunting [15], Knife [12], Naturalist [15], Repair [12], Ride [horse] [12], Savoire Faire [church] [11], Savoire faire [military] [11], Stealth [11], Survival [mountains] [13], survival [woods] [14], Theology [11], Tracking [15], Traps [14]

Background: Was once a tracker, scout and outrider for the army, is now all that is behind you.

Special Item/Ability: 'Blessed Fortitude'. You are resistant to the corrupting influence of sorcery. Reduce all damage of magical/demonic origins by 2 before modifiers, in addition you get +5 on all rolls made against such influences (spells etc)

Equipment carried: Thrusting Long-sword, Bow, Rope.....

Location	Armour rating
Head	
Vitals	4/2
Arms	4/2
Legs	
Body	4/2

Notes:

ITZACON IX - SILENCE IS GOLDEN

Name: Br. Johann **Player:** _____ **Appearance:** _____

ST	12	HP	12
DX	10	PER	14
IQ	15	WILL	15
HT	11	FP	11
Dodge: 8	Move: 5	Initiative: 5.25	Block: -

Damage with Thrusting Sword: 2d+1 swing or 1d+2 imp

Advantages: Melodic Voice (people like to listen when you speak bonuses included already), Gift of Fraternity +1 (you're charismatic), Languages (Elis, Darion, High Darion and Ancient Rodanese), Focused (+2 to avoid distractions)

Disadvantages: Poor senses (-1 Per stat, accounted above)

Skills: Area knowledge [15], Broadsword [11], Current affairs [14], Detect lies [13], Diplomacy [16], Etiquette [15], Fast talk [16], Heraldry [14] History [14], Lore [dark] [14], Lore [spirits] [15], Occult [14], Poisons [14], Politics [15], Ride [Horse] 1[1], Theology [14]

Background: You were once a Diplomat to Elis but that is all behind you now.

Special Item/Ability: Dawn Prayer – Just as the Dawn clears the dark and begins a new day, so too can the celebrants of this prayer renew his vigour as if arising at dawn. Recuperate up to 2d6 Fatigue points between you and those who join you in prayer. Takes a full half hour, can be done at Dawn, Midday or Sunset despite the name (but only one of them per day).

Location	Armour rating
Head	
Vitals	4/2
Arms	4/2
Legs	
Body	4/2

Equipment carried:

Notes:

ITZACON IX - SILENCE IS GOLDEN

Name: Br. Onric **Player:** _____ **Appearance:** _____

ST	13	HP	13
DX	13	PER	11/14*
IQ	11	WILL	13
HT	12	FP	12
Dodge: 10	Move: 7	Initiative: 7.25	Block: -

Damage with Thrusting Sword: 2d+1 swing or 1d+2 imp, with Reddson Composite bow: 2d+1

Advantages: Combat Reflexes, Keen eyesight +3*, Strong Will +2

Disadvantages: Unusual feature- Flaming red hair (a very unusual trait marking him as a Reddson). You are not good at the whole 'priest' part of the job.

Skills: Area Knowledge [SaSurin] [12], Armoury [Bows] [13], Bow [15], Broadsword [13], Craft [fletch] [11], Fast draw [arrow] [15], Fast draw [knife] [13], Fast draw [sword] [13], Hiking [12], Hunting [11], Savoir Faire [church] [10], Savoir Faire [military] [10], Survival [woods] [11], Stealth [14], Throw [Knife] [13], Tracking [11]

Location	Armour rating
Head	
Vitals	4/2
Arms	4/2
Legs	
Body	4/2

Background: Was once a Skirmisher and archer in the Southern armies but all that is behind you now.

Special Item/Ability: Sense Corruption – You can sense sorcery if you are within 10 hexes (yards). Walls etc block your sense. Roll under 12 to succeed. This rare ability keeps you in favour.

Equipment carried: 'Reddson' Composite longbow – clan heirloom which must be returned on your death, thus you don't own so can technically carry it

.....

Notes:

IT'ZACON IX - SILENCE IS GOLDEN

Name: Br. Emers_ **Player:** _____ **Appearance:** _____

Damage with thrusting broadsword: 1d thrust or 1d+1 (swing)

ST	10	HP	10
DX	14	PER	15
IQ	12	WILL	14
HT	11	FP	11
Dodge: 6.25	Move: 6	Initiative: 6	Block: -

Advantages: Catfall (subtract 5 yards from fall damage, successful DX roll halves fall damage), Perfect balance (+6 on rolls to keep your feet, +4 in combat to all DX rolls to avoid falling over), Quiet +1 (you are good at remaining silent), Flexibility (+3 at wiggling in and out of tight spots, climbing, escape)

Disadvantages: Skinny.Young. Reads philosophy books he doesn't always understand. Nosey.

Skills: Acting [11], Area Knowledge [King's end slums] [12], Area Knowledge [SaSurin][11], Brawl [12], Broadsword [12], Carousing [10], Climb [18], Crossbow [16], Detect Lies [10], Escape [18], Fast-talk [12], Filch [14], Forgery [10], History [10], Holdout [13], Jump [11], Knife [15], Savoir Faire [church] [11], Scrounge [11], Shadow [12], Stealth [16], Streetwise [12], Theology [10]

Location	Armour rating
Head	
Vitals	4/2
Arms	4/2
Legs	
Body	4/2

Background: Once a street urchin named mouse, now you have the holy name 'Emers' after a profit and all that is behind you.

Special Item/Ability: Prayer of Clarity, grant +1 bonus to anyone roll. The roll doesn't need to be declared at the time of prayer, insight comes in the moment of clarity. The prayer takes 1/2 hr and can be said at Dawn, Midday or Sunset (but only one of them per day)

Equipment carried: Crossbow, Sword, Knife, small mirror, fish gut/hook, cards, dice

Notes:
