

NAME Arthes, Elven Shield-Maiden

THE SHADOW OF YESTERDAY

VIGOR

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INSTINCT

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REASON

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SECRETS

Secret of the Ancient Tongue

Secret of the Grey Path

Secret of the Signature
Weapon: *Myfanwy, Thorn of Sorrow*

(See back of sheet)

XP

Advances

HARM

	1	2	3	4	5	6
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KEYS

Key of the Paragon

Key of the Brokenhearted

Key of Vengeance: Goblins

Key of the Mission: Recover the Sword of Arraniel

(See back of sheet)

MASTER

Fight

GRAND MASTER

ADEPT

Know Lore, React, Sneak

COMPETENT

Heal, Sense Danger, Sway, Throw, Resist, Endure

UNSKILLED

Disarm Trap, Pray, Counsel, Brawl, Intimidate, Climb

KEYS

Key of the Paragon

You are certain of something in life - that the ways of the Elves are far superior to those of the lesser races. This principle guides you, and you try to find a way to apply it to every situation. Gain 1 XP every time you use an Elvish ability to your advantage. Gain 2 XP every time you use an Elvish ability in a way that benefits the party. Gain 5 XP every time you convince someone to hold your culture in higher esteem than others. Buyoff: Disown yourself from your Elven heritage.

Key of the Brokenhearted

The love of your life, the human War-Captain Lord Cadfan, bearing the Sword of Arraniel, was cruelly slain by the goblins. It wounded you so deeply that you refuse to form new bonds of love or attachment. Gain 1 XP every time you choose to keep new bonds from forming in favor of 'honoring' your past love (or, in other words, every time the character chooses nostalgia instead of the present). Gain 3 XP every time you rebuff an open confession of love or camaraderie. Buyoff: Admit that you have formed a new love.

Key of Vengeance: Goblins

You hate goblins. Gain 1 XP every time your character hurts a goblin. Gain 2 XP every time you strike a minor blow against them (killing a goblin or disrupting their life, destroying their property). Gain 5 XP every time you strike a major blow at the goblins, like taking a powerful artifact from them. Buyoff: Let your enemy go.

Key of the Mission: Recover the Sword of Arraniel

You have a personal mission that you must complete - to return the Sword of Arraniel to the Elves. Gain 1 XP every time you take action to complete this mission (2 XP if this action is successful.) Gain 5 XP every time you take an action that completes a major part of this mission. Buyoff: Abandon this mission.

SECRETS

Secret of the Ancient Tongue

You can communicate with an animal and understand its signals. In order to get the animal to cooperate or not try to eat you, you might need a successful Animal Ken ability check. Cost: 2 Instinct.

Secret of the Grey Path

Your footfalls can be made completely silent, and leave little trace for others to follow. Regular Stealth rolls are uncontested, and you can use your Stealth ability in resistance to anyone trying to track you. Cost: 1 Instinct.

Secret of the Signature Weapon: Myfanwy, Thorn of Sorrow

You are bonded to your spear. You gain a bonus die to any action taken with Myfanwy, and any other character else attempting to use her receives a penalty die.