

**Concept:** Beggar Monk | **Culture:** Lhobanese | This character is Literate.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8

**Skills:** Fighting d8, Enlightenment d8, Healing d6, Knowledge (Religion) d6, Notice d6, Persuasion d4, Stealth d6, Survival d4.

**Charisma:** +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

**Edges:** Arcane Background (Enlightenment), Martial Artist, Monk (Militant), New Power.

**Hindrances:** One Arm, Habit (Drinking – Minor), Lost the Way (Minor), Poverty.

**Powers [15 PP]:** *Boost trait* (memories of past lives), *smite* (ghostly arm appears in place of the missing one)

**Gear:** Metal prayer beads (count as Iron Fists, +1 Dmg unarmed) tattered warrior-monk's robes (+1), bottle of cheap wine, Lotus concoction of *healing* (Azure Dust of Relief).

**Background:** One Arm had a name, a long time ago, but it isn't important anymore. He was one of the most promising students in a monastery in eastern Lhoban. When the head of the monastery assigned him as Chela to the famous Lo Sai, a feared demon huntress, One Arm's heart leapt. Finally, his skills would really be tested.

What One Arm didn't know, was that Lo Sai was on her way to the dreaded city of Collana, in Ekul, where the monks keep at bay the terrible entities unleashed by the Valk during the war.

Lo Sai took up residence on a pillar just outside the city, and kept staring toward the city, exerting the power of her spirit to keep the demons locked inside. One Arm's task was to provide for her needs: finding water and food, and sleeping at the base of the pillar during the terrible nights when the demons tried to break out of Collana, blocked only by the sheer will of the monks. But that was a very hard task: one night, a scaly creature vomited from some hell managed to break through the barrier and went to Lo Sai's pillar, where she was lying unconscious from fatigue.

One Arm tried to defend his mistress, but the scaly demon ripped his arm away and threw him aside, like a broken doll. Then darkness mercifully fell upon One Arm. When he woke up, in a misty dawn, his mistress' body lay near him, destroyed and desecrated in every possible way. That day something broke in the young Chela's soul, an injury even worse than his mutilation. Fear? Desperation? Or simply acceptance that mankind can't oppose the evil which comes from other worlds? One Arm left his brotherhood and renounced his name, becoming nothing more than a wandering beggar of the Dominions, his only consolation the bottle of spirits at his side.

But there is an ancient saying in Lhoban: "A man is only lost until he finds himself."

Only time will show if that is true.



“ONE ARM”

## ONE ARM'S CHARACTER TALE

**Plot Hook** – The Scaly Lord. Recently, Valk raids in northern Zandor have intensified again. The mounted raiders kill and pillage as always, but this time, strangely, they aren't led by Valkyria. Their leader is a pale, scrawny man, dressed in a cloak made of human bones, who calls himself Clacker. The bandits are hitting a series of small Lhobanese communities on the Ekul border in particular, carrying off young girls to be sacrificed to the Scaly Lord, their mysterious god. When the party tracks them down (or if they are captured and herded along with the other prisoners), they discover that the base of the raiders is a ruined city, shrouded in a permanent sickly fog, and that the Scaly Lord is the demon which killed One Arm's master!

**Reward** – Finding Faith Again. One Arm's main quest is finding himself again. This could happen in many ways: helping his friends, defeating the Scaly Lord (see above), overcoming his dependence on the bottle. When all of these have happened, One Arm has found his faith again. In game terms, he loses his Lost the Way and Habit Hindrances, he raises his Spirit by one die type and gains the Brave Edge, because nothing can scare a man who has found his true self.

**Concept:** Former Corsair and Poet | **Culture:** Caldeian

This character is Literate.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

**Skills:** **Boating d6, Climbing d4,** Fighting d10, Knowledge (Legends and Lore) d8, Notice d6, Swimming d4, Taunt d6.

**Charisma: +0; Pace: 6; Parry: 3; Toughness: 6(1)**

**Edges:** Corsair Fencer, Counterattack, Poet, Quick

**Hindrances:** Carouser, Overconfident, Sharp-Tongued

**Gear:** Iron long sword (Str+d8), bronze dagger (Str+d4, Range: 3/6/12), light leather armor (+1), book of poetry, 200 Moons.

**Background:** Vandero is the minor son of an important Caldeian noble. A reckless soul and a lashing tongue since his youth, his father had him enlisted in the Corsairs to instill some discipline in him, taking him away from his beloved books of poetry and from the intrigues of the capital.

Enlisted with him was his childhood friend Aros, his constant companion in mischief.

Unsurprisingly, Vandero didn't cope well with the discipline of the Corsairs, and only the importance of his family and his skill with the blade allowed him to keep a place in the crew of the *Dusk Hammer*.

Vandero's fellow Corsairs didn't really understand the tall fellow who loved to read books of poetry in his spare time and had a tongue as sharp as his blade: he made a lot of enemies and no friends. He survived his first months in the Corsairs only thanks to Aros watching his back.

The *Dusk Hammer's* captain, Tovar Kask, didn't like Vandero at all, and put him in charge of the ship's boarders, secretly hoping he would be killed.

But that didn't happen and a silent, reciprocal hate grew between the two.

It was with the boarding of the *Kalatrivia*, a Faberterranean ship, that things changed forever: aboard, among rich silks and gold statues, Vandero found Valeria, a princess destined for a foreign marriage.

Vandero had known many women in his life, but when his eyes met Valeria's, well... he was lost.

But someone saw what passed in Vandero's heart: Captain Tovar. With a display of malignity, he took the girl as his share of the loot, and nobody could contest it.

Vandero's heart crumpled, that night, hearing the girl crying in Tovar's cabin.

The night after that the *Dusk Hammer* passed near Hillias' coast, and Vandero enacted a desperate plan: he sneaked into Tovar's cabin, freed Valeria and headed for the bridge, where Aros was waiting for them with a boat.

But Tovar Kask and the rest of the crew were waiting for them: it was a trap. "Today, even your father's name could not save you, traitor!" he swore, and unsheathed his iron.

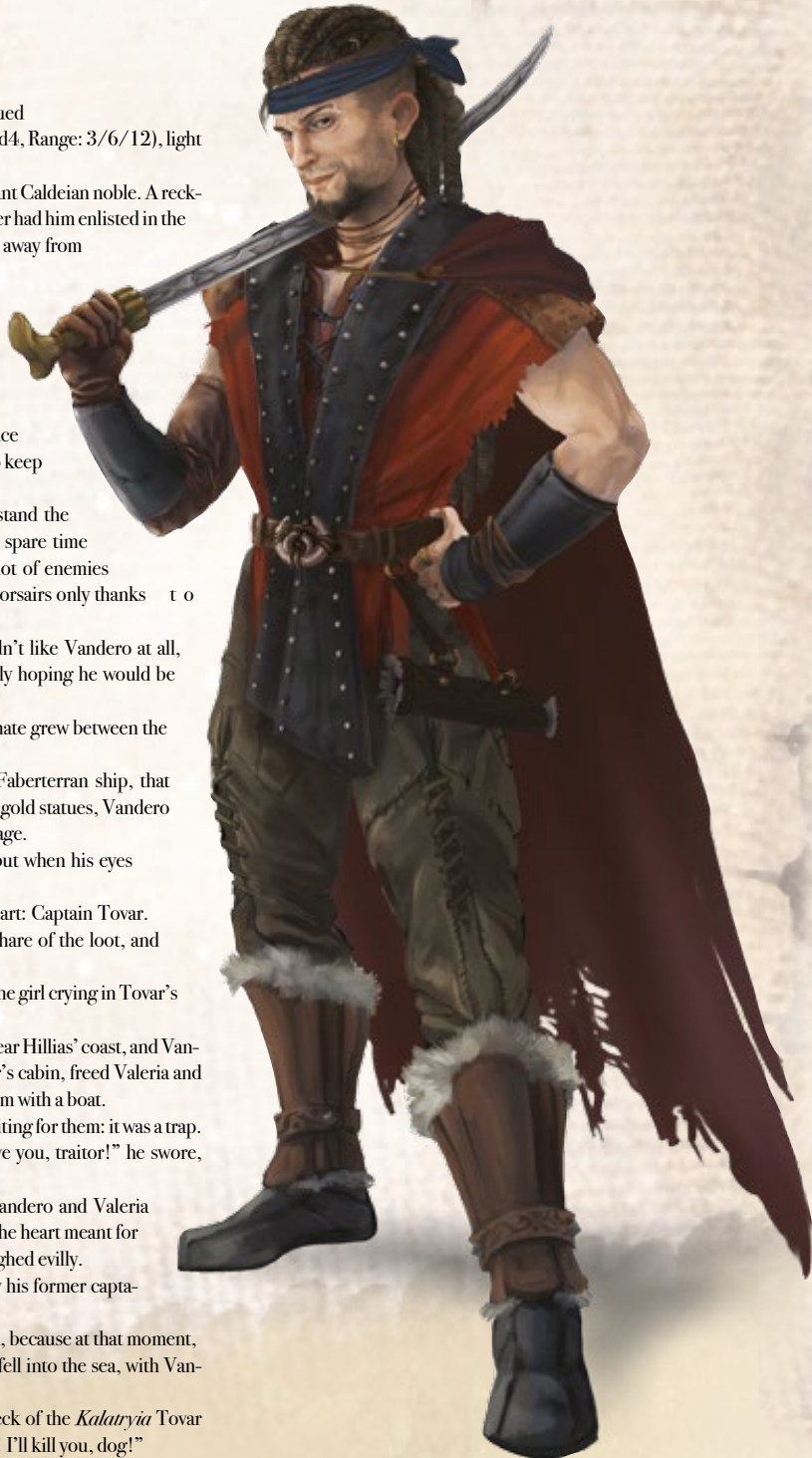
Blades flashed and blood was spilled before Vandero and Valeria managed to reach the boat, but Aros took a sword in the heart meant for Vandero, and died on the deck, while Tovar Kask laughed evilly.

With a snake-like strike, Vandero slashed away his former captain's eye and prepared to kill him.

Nobody knows how that duel would have ended, because at that moment, the ropes holding the boat broke free and the vessel fell into the sea, with Vandero and Valeria aboard.

The current carried them away while on the deck of the *Kalatrivia* Tovar Kask shouted: "Vandero, hear my words! I'll kill you! I'll kill you, dog!"

Vandero is alone now: Valeria died of a fever six months after he saved her, and those days, although bittersweet because of the constant memory of Aros's demise, were the best ones of Vandero's life.



VANDERO

## VANDERO'S CHARACTER TALE

**Plot Hook** – The Island of Melancholy. Vandero is hired, for his skills as a poet, to raise the spirits of a young girl, Yvannah, the daughter of a Borderlands lord who recently lost her betrothed, Terian, killed during a Caled ambush some weeks ago. Since that day she refuses to eat, she only sleeps and always dreams of her lost love, lying chained on some gloomy island. Vandero's poetry cannot free Yvannah from her nightmare, because it isn't entirely a dream. Terian's soul was captured before he died by the Howler, a malicious spirit dwelling in the Dream Kingdom, an alternate dimension whence dreams come, and who is using it to lure Yvannah's spirit inside. The only way to save Yvannah is by concocting a potion which allows the heroes to follow her to the dream island where Terian is held, and confront the Howler, which is particularly vulnerable to the power of poetry and riddles...

**Reward** – Vandero's Ballad. The swordsman-poet has for many years been composing a ballad, a special story about his life, including the death of his friend Aros, his love for Valeria, and the many stories he has heard in his life. When this is complete, it will be his masterpiece. In game terms, at the end of each scenario, Vandero's player can make a Smarts (-4) roll, to simulate Vandero's creative efforts. For each success and raise, he gains two Ballad Tokens. When he achieves ten Ballad Tokens, Vandero's ballad is done, and he permanently gains +2 Charisma, the Luck Edge and a free die step in Persuasion (ignoring the Rapier Wit Hindrance). To encourage role-play, if the player writes a quatrain (a stanza of poetry) he gains from +0 to +4 to the roll.