

Moon Strain Elf Archer Ambar

Ambar

“Nova”

Energetic, glum, and restless

Level 3 **Experience** 0/400

HP 220 **MP** 350 **DP** 20

Speed 18 **Spell Range** 17

Attributes

STR 24/d8 **END** 20/d8 **DEX** 20/d8

AGI 18/d6 **MAG** 18/d6 **AUR** 17/d6

Skills

Charm 3, **Crafting** 3, **Creature Lore** 3, **Learning** 4,
Stealth 3, **Trade (Baker)** 2, **Wits** 3

Bonuses: +1d6 to hearing and vision, night vision, learn languages faster

Languages

Elven, Fae (Gnomish dialect), Trollish

Attacks

Weapon	Mastery	Accuracy	Power	Swing	Critical	Range	Evade
Longbow	Archery	d8+d10	150	d8	pierce (bodkin) or mortal wound 25 (broadhead)	40	2d6
Dagger	Edged	d8+d6	60	d8	pierce	-	2d6
Fists x2	Unarmed	2d8, d8+d6 off-hand	20	d8	stun	-	2d6
Kick	Unarmed	2d8	10	2d8	stun	-	*

Notes

Kick evade depends on the other weapons you have equipped, if any.

Longbow: Foot Only: You cannot use longbows while mounted.

Fist, Kick: Knockout: If you deal enough damage to reduce your target to 0 HP or below, you may instead reduce your target to 1 HP and knock him out for d6 minutes. You do not need to declare that you are attacking non-lethally before rolling for damage, and you still roll swing dice and can get critical hits.

Fist: Armor: While wearing metal armor on the hand, power is 20 for bronze, 25 for iron, and 30 for steel. Scale, chain, lamellar, segmented, and plate armor all include hand armor that provides this bonus.



Defense

Deduct this from damage you take.

Total 60

Scale armor 40 + END 20, round to 10

Shield -, strongly resistant to *poison* and disease

Race/Class Abilities

Elven Resilience: You are strongly resistant to *poison* and disease.

Elven Senses: You have good vision and hearing. You also have night vision.

Elemental Bond: You gain 1 light spell point each level, including at level 1.

Archery Tradition: Your archery mastery starts at d6 instead of d4.

Gift for Languages: The goals for the learning skill's *learn a language* action are halved for you.

Archer Option Skill: creature lore

(Archer 1): When you finish making an archery attack, roll 1d6. On a 6, you may make a bonus archery attack with the same weapon. This attack functions like a normal attack and can be against any available target, but it does not use an action, and you cannot get a bonus attack from another bonus attack. You can get a bonus attack from a *counterattack*. If you are wielding multiple weapons, each weapon has a separate chance of making a bonus attack. If you are using a weapon that requires an action to reload, you may make a bonus reload instead of a bonus attack.

Stances

You can change stances at the start of each round of combat. You are in neutral stance unless you say otherwise.

Aggressive: +1 to accuracy rolls, -1 to evade rolls. This stance takes its turn first.

Neutral: No bonuses or penalties.

Defensive: +1 to evade rolls, -1 to accuracy rolls. This stance takes its turn last.

Take Aim (Stance): +1 to accuracy rolls (no evade penalty). This stance's effects apply to archery attacks only. This stance takes its turn with defensive stance.

Attribute Worksheet

Attribute	Starting	Cost	Base	+/-	Die
Strength	17	9	24		d8
Endurance	17	12	20		d8
Dexterity	18	7	20		d8
Agility	18	10	18		d6
Magic	18	11	18		d6
Aura	17	12	17		d6

Remaining points: 7

Weapon Masteries

Unarmed: accuracy d8, evade d6

Blunt d6 Edged d6 Pole d6

Throwing d6 Archery d10

Use unarmed evade when unarmed, when defending against a ranged attack, and when you have don't have a melee weapon in your dominant hand.

Inventory

Money 10

Basics: backpack, bedroll, a few cooking implements, fire striker, change of clothes, water

Fine longbow, bronze dagger, bronze scale armor

Basic carpenter's tools

Crude bodkin arrows (18), crude broadhead arrows (18), candle, 5 days' rations

Spells

Light, 25 MP, +1 brightness level for 5 minutes, resistible

Light II, 50 MP, +2 brightness levels

Brighten the area around a location, object, or creature (such as the caster). The maximum radius is equal to your AUR in feet. If the target is a creature, it may attempt to resist. The light is magical and fades immediately outside the edge of the radius. (However, creatures outside of it do see the area within the spell as brightened; its effects are not invisible to the outside.)

Brightness levels are as follows: pitch-black → night → day → blinding. Level 1 and 2 versions of the spell cannot increase the brightness to blinding, but level 3 can. Remember, you may cast any level of the spell that you have learned. (For example, if you have *light* level 3, you may still cast *light* level 1.)

The blinding brightness this spell can cause affects the target as well (even if the caster is the target), not just other creatures within the radius. Creatures outside the area of blinding brightness this spell can cause see the area as very bright but are not blinded when they look into it.

When this spell's duration expires, you may pay its MP cost again to renew it without using an action to re-cast the spell.

Manipulate Light

Control an existing volume composed of a particular element.

You cannot use this spell to create an element; only to control it. You cannot target a creature unless it is *elementally-aligned*, in which case the spell becomes resistible. There is a different version of this spell for each element, and each version must be learned separately.

MP cost is determined by the GM on a case-by-case basis. A good baseline for simple uses of the spell is 25 MP. GMs should avoid letting players use this spell as a substitute for other spells in order to avoid spending spell points to learn them—at least, not without a much steeper MP cost.

For example:

- Use *manipulate light* for a low cost (perhaps 10 MP) to change the color of a room's lamps to an eerie green or focus their light on a particular spot.