

# GARETH RHYS GRUFFED

## BACKGROUND

You are Gareth, a 80 year old dwarven mercenary that grew up in the underground dwarven city of Caer Nochdur. There you learned to be a soldier and a damned good one, but when your people closed their doors to the outside world during the events of the Harrowing, you knew you couldn't sit back and let the land of Eragion die while you hid in the Caer.

Instead you ventured forth, your axe and musket for hire, as long as the job required protecting mortals from the Corrupted, you were perfectly willing to join up. You use the excuse of getting paid to hide your altruistic side, but the truth is you would do it for nothing. Still, you hide your altruism from your companions, after all, you have a reputation to uphold.

## YOUR COMPANIONS

- ◆ *Hamish the surgeon* is your best friend. Not that you would say those words out loud. The halfling has patched you up more times that you can remember, but more than that he is just always there when you need him.
- ◆ *Raylia the witch hunter* is a bit of a hot head, but her heart is in the right place. Her Church is ridiculous with the hate they spew, and thankfully Raylia has seen through it enough to embrace her friendship with the witch Estra, that means the human might learn the truth before she dies.
- ◆ *Ter'lin the arcanist* is an elf. Her obsession with Corruption is just like an elf, digging into things that should just be laid to rest. Or burned. Still, she is smart and capable and has proven herself. You just wish she and Hamish would stop trying to dissect the Corrupted and just burn them.
- ◆ *Tomas the duelist* is a rogue. He loves money and himself more than anything else. Still he does fight the Corrupted well, even if he relies too much on fancy footwork. Bit of a fop, but what can you do.
- ◆ *Estra the witch* kind scares you. You know the Church position on witches being the cause of the Corruption is a load of crap, but still, her ways are weird. Her goddesses make no sense, and over all she just gives you the creeps. She is capable, that you know. And she is devout. Still it bothers you a little. Just a little.



## POWERS

### FAST HEALER

**Range:** Self

**Duration:** Instantaneous

**Cost per Level:** 2

Any time you heal naturally from rest or by being attended to with the Medicine Skill you can make a power skill roll. If you succeed the amount healed is increased by +1D3 per level. On a critical increase the healing by +1D6.

This works on first aid uses of the Medicine skill, including with the Triage power.

### GET BEHIND ME (SHIELD)

**Range:** Engagement

**Duration:** Instantaneous

**Cost:** 2

You can use this power skill roll as a parry for someone else within engagement range of you. If the attack is parried and still causes damage (such as during a critical), you take it instead of the target. If the parry damages the item used to parry it damages whatever you used to parry the attack.

### GIVE HOPE

**Range:** 10 meters

**Duration:** Instantaneous

**Cost per Level:** 2

Through kind words, a shared moment, or a helpful hand, you heal another character 1D3 Hope per level.

### WILD STRIKE (AXE)

**Range:** Touch

**Duration:** Instantaneous

**Cost per Level:** 2

You can abandon caution to make attacks that more powerful.

Make a power roll as an attack. If you are successful, you give up your defenses until you act the following round and do +1d4 damage per level. Normal attack success levels apply. The target may dodge or parry as normal.



# TER'LIN

## BACKGROUND

You are Ter'lin, a 67 year old elven scholar whose studies turned to the arcane decades ago. You had been studying in the city of Cavenar in the eastern region of Eragion. Traveling from there to Lamont to do research, your caravan was waylaid by bandits. The helplessness you felt then made you turn your studies to magic, something you have excelled at ever since.

You are fascinated by the Corrupted. They possess the strangest powers, and they must be studied in order to learn the ways of defeating them. Their powers are a twisted form of magic and it scares you. You know it must be dealt with.

## YOUR COMPANIONS

- ◆ You met *Tomas the duelist* after he felled a beast you wanted to study. The two of you have traveled together since. He really is a rogue, but he is a good shot, and useful.
- ◆ You are fascinated by *Chirurgion Hamish's* work to cure the Corrupted through medicine. Nothing in your studies shows there is any arcane way to purge Corruption, so you prefer fire.
- ◆ *Estra is a witch*. But you don't really mind witches. Their magic comes from the goddess, and you really don't understand asking a deity to use their power when arcane magic is able to be used, but to each their own.
- ◆ *Raylia the witch hunter* and you never got along well, you think she believes your magic is only one step from witchcraft. She's become less blinded by Church doctrine recently with her budding friendship with Estra, but still maintains the fire to fight Corruption.
- ◆ You and *Gareth the Mercenary* don't really have much in common other than longevity. He is pragmatic though.



## POWERS

### COUNTERMAGIC

**Range:** 100 meters  
**Duration:** 5 minutes  
**Cost per Level:** 1

This spell creates a magical shield around a target you wish to keep magic from affecting. Any targeted incoming spell must overcome the level of the Countermagic with its own level on a resistance roll.

If the attacking spell's resistance roll succeeds, the spell penetrates the Countermagic, but must still overcome the POW of the target, if normally required. If the Countermagic spell succeeds in resisting, the incoming spell rebounds on its caster. Countermagic is not effective vs area of effect spells.

### DETECT MAGIC

**Range:** 10 meters  
**Duration:** 1 minute  
**Cost per Level:** 1

With a successful power skill roll, you cause any magic effects or magical items in the area to glow faintly for all that can see them. Magic that is concealed through Conceal Magic requires a successful POW vs POW resistance roll against the Conceal Magic caster's POW.

### GIVE HOPE

**Range:** 10 meters  
**Duration:** Instantaneous  
**Cost per Level:** 2

Through kind words, a shared moment, or a helpful hand, you heal another character 1D3 Hope per level.

### CONJURE AIR ELEMENTAL









**Range:** 12 meters  
**Duration:** 15 minutes  
**Cost per Level:** 3

With this spell you conjure or dismiss an air elemental. The elemental must be directed by your full attention. You may augment the elemental's actions each round with direction. If you do not direct it, it only defends itself.

The size of the elemental is dependent on the level cast: 1 level for tiny, 2-3 levels for small, 4-6 levels for medium, 7-8 levels for large, 9-10 levels for huge. The POW of the elemental summoned is 3 times the level cast.

# of HEARTH & the HARROWING

NAME TER'LIN  
 ANCESTRY ELF GENDER FEMALE AGE 67 HANDEDNESS LEFT  
 HAIR BLACK EYES BLUE WEIGHT 58 KG HEIGHT 1.8M  
 ADVENTURING PROFESSION ARCANIST BACKGROUND PROFESSION SCHOLAR  
 INCITING INCIDENT CARAVAN A MEMBER OF ATTACKED BY BANDITS

							
EFFORT <u>40</u> %	STAMINA <u>45</u> %		AGILITY <u>70</u> %	IDEA <u>85</u> %	LUCK <u>80</u> %	CHARM <u>40</u> %	

PERSONA	STATUS	SKILLS
---------	--------	--------

Used  **PASSIONS** XP

LOVE: KNOWLEDGE ..... 75%

LOYALTY: FRIENDS ..... 65%




FASCINATION: CORRUPTION ..... 60%

HATRED: BANDITS ..... 60%

..... %

..... %

Reputation ..... %

	
MAJOR WOUND <u>5</u>	BREAK POINT <u>9</u>
	
INJURIES & CONDITIONS	

Appraise (INT) ..... 17%

Athletics (STRx2) ..... %

Cartography (INT) ..... 71%

Craft (DEX) ..... %

Dodge (DEXx2) ..... 45%

Fast Talk (CHA) ..... %

Insight (INT) ..... %

Intimidate (POW) ..... %

Knowledge (INT) CORRUPTION 47%

Language (INTx5) ELVEN 85%

Language (INTx3) ERAGION 51%

Listen (INT) ..... 32%

Medicine (INT) ..... %

Navigate (INT) ..... 71%

Perform (CHA) ..... %

Persuade (CHA) ..... 34%

Ride (DEX) ..... %

Spot (INTx2) ..... %

Stealth (DEX) ..... %

Survival (INT) ..... %

Thievery (DEX) ..... %

Weapon (VAR) DAGGER 28%

Weapon (VAR) ..... %

LANGUAGE (ANCIENT) ..... 50%

KNOWLEDGE (ARCANA) ..... 57%

KNOWLEDGE (HISTORY) ..... 37%

..... %

..... %

**PERSONALITY**

60% Civilized ..... Wilderness 40%

30% Faithful ..... Worldly 70%

50% Exploration ..... Isolation 50%

60% Freedom ..... Lawful 40%

50% Outgoing ..... Reserved 50%

70% Knowledge ..... Feeling 30%

WEAPONS	WEAPON	%	DAMAGE	TYPE	RELOAD	RANGE	HANDS	HP	ENC
	DAGGER	28%	1D4+2	IMPALING	-	-	1	15	0.5
	.....	.....	.....	.....	.....	.....	.....	.....	.....
	.....	.....	.....	.....	.....	.....	.....	.....	.....
	.....	.....	.....	.....	.....	.....	.....	.....	.....
	.....	.....	.....	.....	.....	.....	.....	.....	.....

POWERS	POWER	%	XP	DAMAGE	DURATION	RANGE	COST PER LEVEL
	DETECT MAGIC	44%	<input type="checkbox"/>	-	1 MINUTE	10M	1
	CONJ. AIR ELEM.	54%	<input type="checkbox"/>	-	10 ROUNDS	12M	3
	COUNTERMAGIC	44%	<input type="checkbox"/>	-	5 MINUTES	100M	1
	GIVE HOPE	34%	<input type="checkbox"/>	-	INSTANT	10M	2
	.....	.....	<input type="checkbox"/>	.....	.....	.....	.....

GEAR	ITEM	ENC	ITEM	ENC	DAMAGE MODS	MOVEMENT
	MIDDLE CLASS CLOTHES	2	BACKPACK	2	PHYSICAL ..... NONE	MOV ..... 10M
	.....	.....	- BOOK: ARCANA	(1)	SOCIAL ..... NONE	
	.....	.....	- BOOK: CORRUPTION	(1)	MAGICAL ..... +1D6	
	.....	.....	- SPELLBOOK	(1)		
	.....	.....	- WRITING TOOLS	(1)		
					<b>ARMOR</b>	<b>ENCUMBRANCE</b>
					HEAVY CLOTHES ..... 1	Total ..... 4.5
					Movement Skills ..... - %	Max ..... 8
					Perception Skills ..... - %	MOV Penalty ..... -
						Skill Penalties ..... - %

EXPERIENCE BONUS +9

# ELEMENTAL, AIR

Wispy floating semi-transparent forms, an air elemental is capricious and has a short attention span. They are usually seen as blue salamander like creatures with clawed forearms and a tail that disappears into the the whirlwind that surrounds them. Their voices are soft and faint, near whispers normally, but can rise to the sound of thunder if angered.

**Chance Found in Lair:** 0%

STR	CON	SIZ	DEX	INT	POW	CHA
2D6+6	2D6+6	POW	4D6	4D6	1-5D6	3D6+3
13	13	12	14	14	12	14

**MOVE:** 12 (flying)      **HOPE:** POW  
**ARMOR:** Immune to non-magical attacks      **RUIN:** -

SIZ/POW	PDM	MDM	SDM	Health
Tiny (3)	-1D4	None	None	8
Small (6-9)	None	None	None	10-11
Med. (12-18)	+1D4	+1D4	+1D4	13-16
Large (21-24)	+1D6	+1D6	+1D6	17-19
Huge (27-30)	+2D6	+2D6	+2D6	20-22

ATTACK	SKILL	DAMAGE	TYPE
Scouring Wind	50%	1D10+pdm	Knockback

**Tactics:** If forced into a confrontation air elementals prefer to attack at a distance with bolts of lightning then follow up with scouring winds.

**Skills:** Dodge 75%, Language 100%, Listen 75%, Science (Weather) 100%, Spot 75%, Throw 65%.

POWER	SKILL	DAMAGE	RANGE	Cos	T
Lift	30% + POWx3%	-	100m	1	
Lightning	30% + POWx3%	1D6+mdm	60m	3	
Destroy Fire Elemental	100%	-	Touch	*	
Provide Air	100%	-	10m	-	
Invisibility	100%	-	Self	1	

**Lift:** See power description on page 66. Lifts 3 SIZ per level up to 24 meters/round, overcoming POW or SIZ in a resistance roll for unwilling creatures. Can also catch falling objects. Can move 6 SIZ per level if object is a vehicle. Can throw lifted objects.

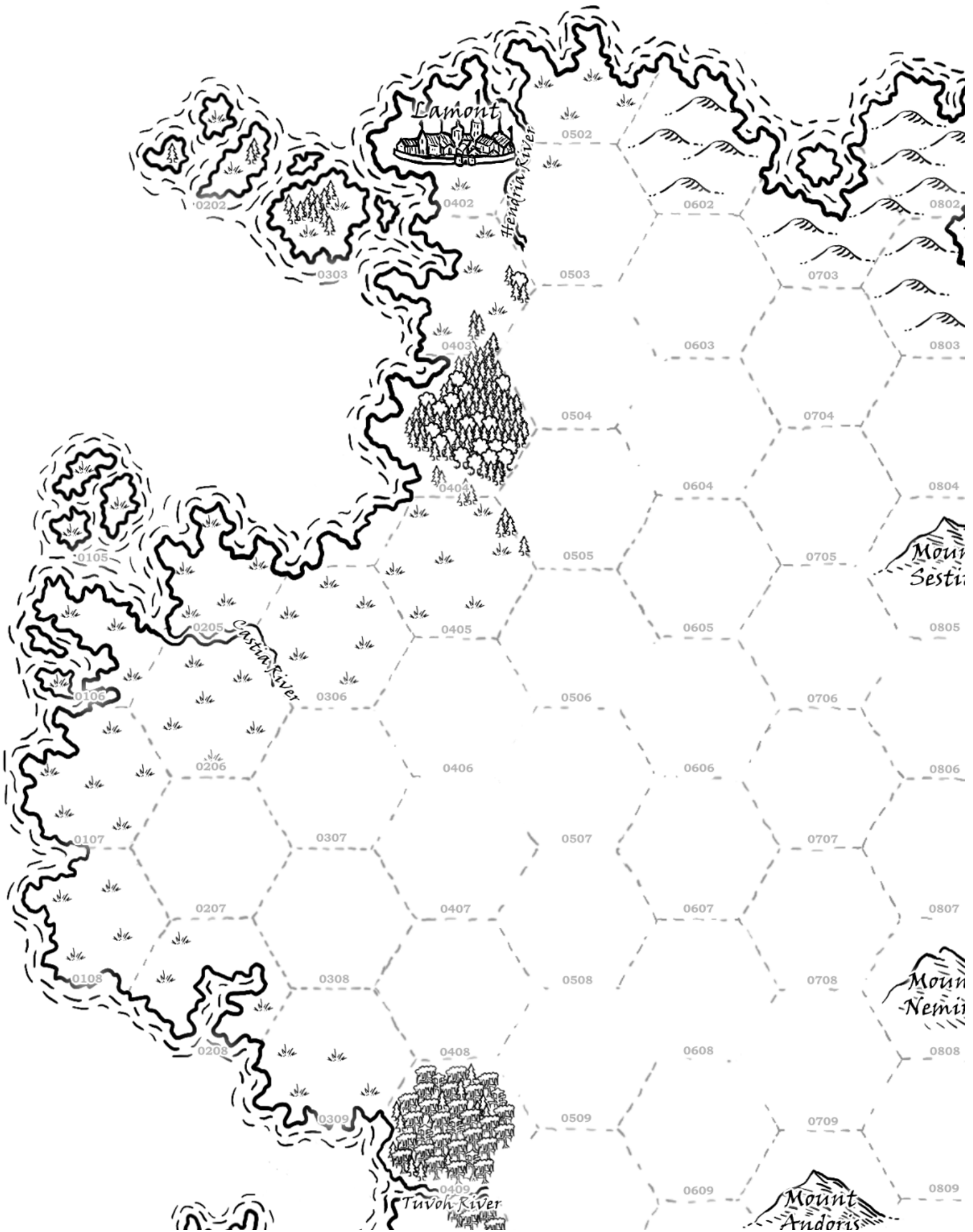
**Lightning:** See power description on page 66. Can be dodged or parried. Dodging is difficult if wearing metal armor. Shields used to parry take the damage first, then the target, if non-metal. Parrying with a metal shield is useless.

**Destroy Fire Elemental:** An air elemental may, at the cost of its own life, destroy a fire elemental of equivalent or lesser POW.

**Provide Air:** An air elemental may provide breathable air for one character, at the cost of 1 Health per round.

**Invisibility:** Air elementals can turn invisible at will at a cost of 1 Hope, though they reappear if commanded by their summoner, or if they make an attack.





# RAYLIA DE ERANTE

## BACKGROUND

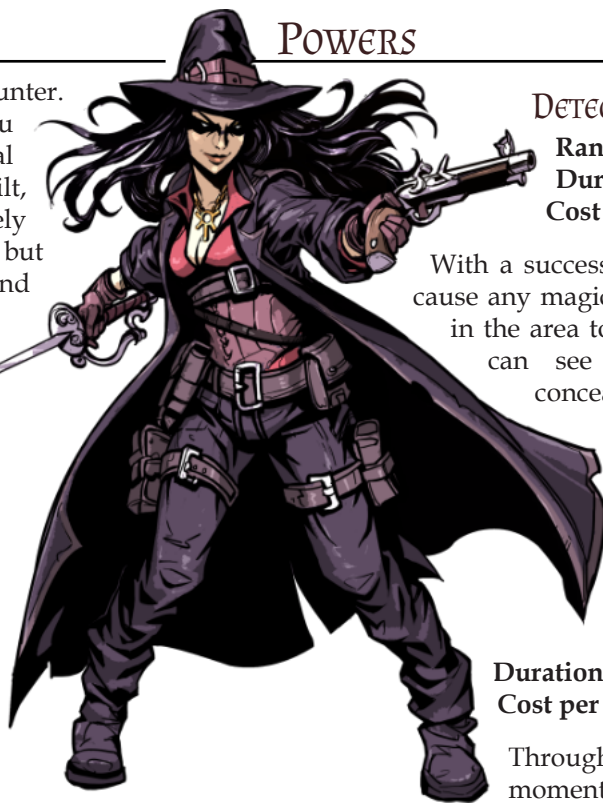
You are Raylia, a 29 year human witch hunter. You grew up in noble society, and when you were nine, your family fled the capital during the Harrowing. Your family rebuilt, but things were never the same. You barely remember the time before the Harrowing, but know those times were better for you and your family.

You hate the Corrupted and what they did to you. When old enough you joined the Church, and quickly finding yourself among the witch hunters. The church teaches that witches caused the Harrowing, so you knew they had to die. Then you went into the world and quickly met a witch, and she had nothing to do with the Corrupted. You are starting to suspect there is more to the Church's anti-witch teachings than fighting the Corruption.

## YOUR COMPANIONS

- ◆ *Estra is a witch.* Unlike what the Church taught you, she is not a Corrupted. She is just a follower of the Storm Mother and Earth Daughter. This revelation has taken time for you to resolve. What else did the Church lie about.
- ◆ *Ter'lin is an arcanist* and an elf. You don't trust her, but after everything occurred with Estra, you are not sure you are the best judgment. Still, she seems obsessed with the Corrupted. You don't want to study them, you want them to all burn.
- ◆ *Hamish is a surgeon* and a friend of Ter'lin's. Like the elf, the halfling seems far too interested in the Corrupted. At least his desires seem to lie more with excising the corruption rather than studying it. He at least has no problem with burning that which he cuts from people.
- ◆ *Gareth is a capable soldier.* You served alongside many such soldiers in your time with the Church and you recognize his skill and fortitude. Beyond that, you do not give him much thought.
- ◆ *Tomas the duelist* is a bit of a rogue. You actually met him before entering the church, when your brother was challenged for a duel and Tomas stepped in. The whole thing was ridiculous and you were glad to be done with it. You had far more important things to worry about than some spurned suitor.

## POWERS



### DETECT MAGIC

**Range:** 10 meters  
**Duration:** 1 minute  
**Cost per Level:** 1

With a successful power skill roll, you cause any magic effects or magical items in the area to glow faintly for all that can see them. Magic that is concealed through Conceal Magic requires a successful POW vs POW resistance roll against the Conceal Magic caster's POW.

### GIVE HOPE

**Range:** 10 meters  
**Duration:** Instantaneous  
**Cost per Level:** 2

Through kind words, a shared moment, or a helpful hand, you heal another character 1D3 Hope

per level.

### INTERROGATE

**Range:** 2 meters  
**Duration:** 10 minutes  
**Cost per Level:** 1

You are adept at pulling information from unwilling targets. While interrogating someone you may make a power roll to activate this power. If successful, for the duration, any time you suspect the target is lying, you can make a resistance roll of your INT or POW + the power's level against them. If you overcome them in the resistance roll then you detect if they are lying or not. You can use the Insight skill to augment this power roll.

### SMITE









**Range:** Weapon Reach  
**Duration:** Instantaneous  
**Cost per Level:** 3

When faced with an opponent that opposes the passion selected, you can use this power roll to make a divine empowered attack.

If successful, you do an extra +1D6 damage per level. Normal attack success levels apply. The attack can be parried or dodged as normal. This attack is almost always effective on the corrupted or corruptors as they are in opposition to almost all passions.

# of HEARTH & HARROWING

NAME RAYLIA DE ERANTE  
 ANCESTRY HUMAN GENDER FEMALE AGE 29 HANDEDNESS RIGHT  
 HAIR BLACK EYES BROWN WEIGHT 63 KG HEIGHT 1.6M  
 ADVENTURING PROFESSION WITCH HUNTER BACKGROUND PROFESSION NOBLE  
 INCITING INCIDENT FAMILY LOST EVERYTHING IN THE HARROWING, JOINED THE CHURCH

 <b>12</b> STR	 <b>10</b> CON	 <b>10</b> SIZ	 <b>13</b> DEX	 <b>11</b> INT	 <b>12</b> POW	 <b>13</b> CHA	 <b>1</b> COR
EFFORT <u>60</u> %	STAMINA <u>50</u> %		AGILITY <u>65</u> %	IDEA <u>55</u> %	LUCK <u>60</u> %	CHARM <u>65</u> %	

## PERSONA

**PASSIONS**

Used  HATRED: CORRUPTION ..... 75 %  XP

LOYALTY: FRIENDS ..... 60 %

LOVE: COMMUNITY ..... 60 %

DEVOTION: ERAMIS ..... 65 %

..... %

..... %

Reputation ..... %

**PERSONALITY**

60 % Civilized ..... 40 % Wilderness

70 % Faithful ..... 30 % Worldly


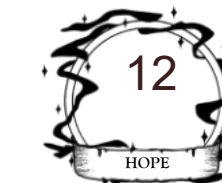

50 % Exploration ..... 50 % Isolation

70 % Freedom ..... 30 % Lawful

50 % Outgoing ..... 50 % Reserved

40 % Knowledge ..... 60 % Feeling

## STATUS

 <b>10</b> HEALTH	 <b>12</b> HOPE
MAJOR WOUND <u>5</u>	BREAK POINT <u>6</u>
 <b>0</b> RUIN	
INJURIES & CONDITIONS	

## SKILLS

Appraise (INT) .....	<u>   </u> % <input type="checkbox"/> XP
Athletics (STRx2) .....	<u>   </u> % <input type="checkbox"/>
Cartography (INT) .....	<u>   </u> % <input type="checkbox"/>
Craft (DEX) .....	<u>   </u> % <input type="checkbox"/>
Dodge (DEXx2) .....	<u>37</u> % <input type="checkbox"/>
Fast Talk (CHA) .....	<u>   </u> % <input type="checkbox"/>
Insight (INT) .....	<u>50</u> % <input type="checkbox"/>
Intimidate (POW) .....	<u>22</u> % <input type="checkbox"/>
Knowledge (INT) <u>WITCHCRAFT</u> .....	<u>31</u> % <input type="checkbox"/>
Language (INTx5) <u>ERAGION</u> .....	<u>65</u> % <input type="checkbox"/>
Language (INTx3) <u>ANCIENT</u> .....	<u>33</u> % <input type="checkbox"/>
Listen (INT) .....	<u>21</u> % <input type="checkbox"/>
Medicine (INT) .....	<u>   </u> % <input type="checkbox"/>
Navigate (INT) .....	<u>   </u> % <input type="checkbox"/>
Perform (CHA) .....	<u>   </u> % <input type="checkbox"/>
Persuade (CHA) .....	<u>33</u> % <input type="checkbox"/>
Ride (DEX) .....	<u>33</u> % <input type="checkbox"/>
Spot (INTx2) .....	<u>32</u> % <input type="checkbox"/>
Stealth (DEX) .....	<u>57</u> % <input type="checkbox"/>
Survival (INT) .....	<u>21</u> % <input type="checkbox"/>
Thievery (DEX) .....	<u>   </u> % <input type="checkbox"/>
Weapon (VAR) <u>SWORD</u> .....	<u>54</u> % <input type="checkbox"/>
Weapon (VAR) <u>PISTOL</u> .....	<u>48</u> % <input type="checkbox"/>
.....	<u>   </u> % <input type="checkbox"/>
.....	<u>   </u> % <input type="checkbox"/>
.....	<u>   </u> % <input type="checkbox"/>
.....	<u>   </u> % <input type="checkbox"/>
.....	<u>   </u> % <input type="checkbox"/>
.....	<u>   </u> % <input type="checkbox"/>

## WEAPONS

WEAPON	%	DAMAGE	TYPE	RELOAD	RANGE	HANDS	HP	ENC
<u>LONG SWORD</u>	<u>54</u> %	<u>1D8</u>	<u>BLEEDING</u>	<u>-</u>	<u>-</u>	<u>1</u>	<u>15</u>	<u>1.5</u>
<u>FLINTLOCK PISTOL</u>	<u>48</u> %	<u>1D8+2</u>	<u>IMPALING</u>	<u>2</u>	<u>10M</u>	<u>1</u>	<u>8</u>	<u>1</u>
.....	<u>   </u> %	.....	.....	.....	.....	.....	.....	.....
.....	<u>   </u> %	.....	.....	.....	.....	.....	.....	.....
.....	<u>   </u> %	.....	.....	.....	.....	.....	.....	.....

## POWERS

POWER	%	XP	DAMAGE	DURATION	RANGE	COST PER LEVEL
<u>DETECT MAGIC</u>	<u>23</u> %	<input type="checkbox"/>	<u>-</u>	<u>1 MINUTE</u>	<u>10M</u>	<u>1</u>
<u>SMITE (SWORD)</u>	<u>47</u> %	<input type="checkbox"/>	<u>+1D6/LEVEL</u>	<u>INSTANT</u>	<u>WEAPON</u>	<u>3</u>
<u>INTERROGATE</u>	<u>43</u> %	<input type="checkbox"/>	<u>-</u>	<u>10 MINUTES</u>	<u>2M</u>	<u>1</u>
<u>GIVE HOPE</u>	<u>35</u> %	<input type="checkbox"/>	<u>-</u>	<u>INSTANT</u>	<u>10M</u>	<u>2</u>
.....	<u>   </u> %	<input type="checkbox"/>	.....	.....	.....	.....
.....	<u>   </u> %	<input type="checkbox"/>	.....	.....	.....	.....

## GEAR

ITEM	ENC	ITEM	ENC
<u>VESTMENTS</u>	<u>1</u>	<u>BACKPACK</u>	<u>1.5</u>
<u>HOLY SYMBOL</u>	<u>-</u>	<u>- FINE CLOTHES</u>	<u>(1)</u>
<u>STUDED LEATHER</u>	<u>5</u>	<u>- 20 ROUNDS OF SHOT</u>	<u>(1)</u>
.....	.....	<u>- PRAYER BOOK</u>	<u>(1)</u>
.....	.....	.....	.....

**DAMAGE MODS**

PHYSICAL ..... NONE

SOCIAL ..... NONE

MAGICAL ..... NONE

**MOVEMENT**

MOV ..... 10M

**ARMOR**

STUDED LEATHER ..... 3

Movement Skills ..... - %

Perception Skills ..... - %

**ENCUMBRANCE**

Total ..... 10

Max ..... 10

MOV Penalty ..... -

Skill Penalties ..... - %

EXPERIENCE BONUS +6

# HAMISH

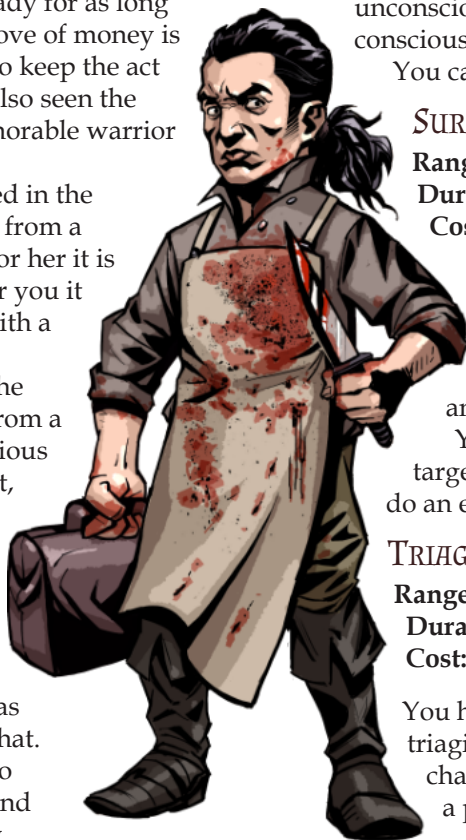
## BACKGROUND

You are Hamish, a 37 year old halfling surgeon. You have practiced medicine your entire adult life, but were content to stay near your home, helping to patch up the random injury, leech blood when humors were out of balance, and whip up the random poultice when needed, until the corrupted came to the halfling enclave outside of Lamont where you lived. You fought for your life, but were rescued by the dwarven mercenary, Gareth, whose troupe were patrolling the area on the behest of Lamont nobles.

As you picked yourself up, you looked down at the once human creature before you and thought, perhaps this pitiful thing could be cured. If only you cut out the Corrupted parts. Now you travel the realm with heroes, patching them up, and looking for chances to perform surgery on the Corrupted to see if you can cure their imbalances.

## YOUR COMPANIONS

- ◆ *Gareth the mercenary* saved you from the Corrupted, you owe him your life. You will keep patching him up and getting him battle ready for as long as you and he are able. His love of money is an act. You've seen him try to keep the act up many times, but you've also seen the true Gareth behind it, an honorable warrior that just wants to help.
- ◆ *Ter'lin the arcanist* is interested in the Corrupted, just like you, but from a very different perspective. For her it is an arcane puzzle to solve, for you it is something to be excised with a scalpel.
- ◆ *Raylia the witch hunter* joins the hunt against the corrupted from a place of vengeance and religious zeal. You don't understand it, but her skills at killing corrupted are undeniable.
- ◆ *Tomas the duelist* is a rogue. He's a good shot, and he has protected you on many occasions. You have also had to patch him up on just as many occasions, so there is that.
- ◆ *Estra the witch* is an enigma to you. You just don't understand witches. But you don't really understand priests either. Religion is so much about faith and things you can not touch and see. It's unsettling.



## POWERS

### GIVE HOPE

**Range:** 10 meters  
**Duration:** Instantaneous  
**Cost per Level:** 2

Through kind words, a shared moment, or a helpful hand, you heal another character 1D3 Hope per level.

### KEEP ALIVE

**Range:** Touch  
**Duration:** Instantaneous  
**Cost per Level:** 2

You know how to revive the recently deceased.

The power works on someone who has died within a number of rounds equal to the level of the power. You spend an entire round, working to revive the character, and must not be interrupted. To work through interruptions requires a successful Idea roll. On your next action, make a power roll.

On a success the dying creature is brought back from the dead and stabilized at 0 hit points but are still unconscious. On a critical success, they regain consciousness, and are brought back to 1 hit point.

You can Medicine skill to augment this power roll.

### SURGICAL STRIKE

**Range:** Weapon Range  
**Duration:** Instantaneous  
**Cost per Level:** 3

The weapon used for this must be 1 ENC or less and have the Impaling damage type. You have learned to strike with precision with such a weapon, using your knowledge of anatomy.

You make a power skill roll as an attack. The target may dodge or parry as normal. If you hit, you do an extra 1D6 damage per level.

### TRIAGE

**Range:** Touch  
**Duration:** Instantaneous  
**Cost:** 2









You have learned to do battlefield medicine or other triaging of critical wounds. You can treat a wounded character in one round, even when in combat with a power roll.

The effect is the same as if you had used Medicine and taken ten minutes out of combat to do first aid.

You may augment this roll with Medicine.

# of HEARTH & HARROWING

NAME HAMISH  
 ANCESTRY HALFLING GENDER MALE AGE 37 HANDEDNESS RIGHT  
 HAIR BROWN EYES GRAY WEIGHT 54 KG HEIGHT 1.1 M  
 ADVENTURING PROFESSION CHIRURGEON BACKGROUND PROFESSION BARBER-SURGEON  
 INCITING INCIDENT ENCLAVE ATTACKED BY CORRUPTION, SAVED BY GARETH

 <b>11</b> STR	 <b>19</b> CON	 <b>6</b> SIZ	 <b>15</b> DEX	 <b>16</b> INT	 <b>11</b> POW	 <b>10</b> CHA	 <b>3</b> COR
EFFORT <u>55</u> %	STAMINA <u>95</u> %		AGILITY <u>75</u> %	IDEA <u>80</u> %	LUCK <u>55</u> %	CHARM <u>50</u> %	

## PERSONA

**PASSIONS**

Used  HONOR ..... 60%  XP

GREED ..... 60%

OATH: HIPPOCRATIC ..... 70%

LOYALTY: GARETH ..... 70%

..... %

..... %

Reputation ..... %

**PERSONALITY**

60% Civilized ..... Wilderness 40%

30% Faithful ..... Worldly 70%




50% Exploration ..... Isolation 50%

60% Freedom ..... Lawful 40%

40% Outgoing ..... Reserved 60%

60% Knowledge ..... Feeling 40%

## STATUS

 <b>13</b> HEALTH	 <b>14</b> HOPE
MAJOR WOUND <u>7</u>	BREAK POINT <u>7</u>
 <b>0</b> RUIN	
INJURIES & CONDITIONS	

## SKILLS

Appraise (INT) .....	XP
Athletics (STRx2) .....	% <input type="checkbox"/>
Cartography (INT) .....	% <input type="checkbox"/>
Craft (DEX) .....	% <input type="checkbox"/>
Dodge (DEXx2) .....	46% <input type="checkbox"/>
Fast Talk (CHA) .....	% <input type="checkbox"/>
Insight (INT) .....	46% <input type="checkbox"/>
Intimidate (POW) .....	% <input type="checkbox"/>
Knowledge (INT) <u>ANATOMY</u> .....	56% <input type="checkbox"/>
Language (INTx5) <u>ERAGION</u> .....	80% <input type="checkbox"/>
Language (INTx3) <u>ANCIENT</u> .....	48% <input type="checkbox"/>
Listen (INT) .....	26% <input type="checkbox"/>
Medicine (INT) .....	76% <input type="checkbox"/>
Navigate (INT) .....	% <input type="checkbox"/>
Perform (CHA) .....	% <input type="checkbox"/>
Persuade (CHA) .....	30% <input type="checkbox"/>
Ride (DEX) .....	63% <input type="checkbox"/>
Spot (INTx2) .....	52% <input type="checkbox"/>
Stealth (DEX) .....	% <input type="checkbox"/>
Survival (INT) .....	% <input type="checkbox"/>
Thievery (DEX) .....	% <input type="checkbox"/>
Weapon (VAR) <u>DAGGER</u> .....	46% <input type="checkbox"/>
Weapon (VAR) .....	% <input type="checkbox"/>
.....	% <input type="checkbox"/>
.....	% <input type="checkbox"/>
.....	% <input type="checkbox"/>
.....	% <input type="checkbox"/>
.....	% <input type="checkbox"/>

WEAPONS	WEAPON	%	DAMAGE	TYPE	RELOAD	RANGE	HANDS	HP	ENC
		DAGGER	46%	1D4+2	IMPALING	-	-	1	15
		%							
		%							
		%							
		%							

POWERS	POWER	%	XP	DAMAGE	DURATION	RANGE	COST PER LEVEL
		KEEP ALIVE	52%	<input type="checkbox"/>	-	INSTANT	TOUCH
	TRIAGE	58%	<input type="checkbox"/>	-	INSTANT	TOUCH	1
	SURGICAL STRIKE	41%	<input type="checkbox"/>	+1D6/LEVEL	INSTANT	WEAPON	3
	GIVE HOPE	31%	<input type="checkbox"/>	-	INSTANT	10M	2
		%	<input type="checkbox"/>				
		%	<input type="checkbox"/>				

GEAR	ITEM	ENC	ITEM	ENC
		DOCTOR GARB	2	BACKPACK
	MEDICAL TOOLS	1	- JAR OF LEECHES	(1)
			- MIDDLE CLASS CLOTHES	(1)

EXPERIENCE BONUS +8

<b>DAMAGE MODS</b>	<b>MOVEMENT</b>
PHYSICAL ..... NONE	MOV ..... 6M
SOCIAL ..... NONE	
MAGICAL ..... +1D4	
<b>ARMOR</b>	<b>ENCUMBRANCE</b>
DOCTOR GARB ..... 1	Total ..... 4.5
Movement Skills ..... %	Max ..... 11
Perception Skills ..... %	MOV Penalty ..... -
	Skill Penalties ..... %

# TOMAS GREUNE

## BACKGROUND

You are Tomas, a 35 year old sailor who worked on ships of the northern sea. You hailed from Eragion, but spent little time there growing up mostly on ships. You happened to be visiting home when the Harrowing swept the land, and your days at sea ended with the blockades that other nations erected around Eragion's ports.

You bounced around from city to city until you ended up in Lamont where a noble, offended at the way you treated his sister, challenged you to a duel. You won, easily, and before you knew it, other nobles were asking you to stand for them in their duels.

On a foray into the nearby countryside to stand in for a fop in a dispute over a horse you saw a winged beast come crash down onto a carriage. The carnage that followed shook you into action. You killed the creature, but knew from that point forward you were going to devote yourself to hunting things like that, using your skills for more than just lining your pocket. If you manage to enrich yourself while doing so, more the better.

## YOUR COMPANIONS

- ◆ *Ter'lin the arcanist* witnessed your first monster kill, and she came to study the creature's corpse. You became friends and she has followed you around ever since. You're pretty sure she thinks you are amazing.
- ◆ *Raylia the witch hunter* is an odd one. She's best friends with a witch, and is questioning everything she knows, but she is passionate about hunting corruption, like you.
- ◆ *Hamish the surgeon* is a weird little guy. He loves to cut things, and while you are not above some stabbing, he likes cutting dead things too. He seems obsessed with cutting corruption from things. At least burns if afterwards. Usually.
- ◆ *Gareth the mercenary* is a dour old dwarf. At least you think he's old. You are not really sure. He is a mean shot with the musket but even though you fight alongside him all the time, you don't really know him at all. You suspect his love of money is an act. You know greed, and that isn't it.
- ◆ *Estra the witch* scared you at first. After all, she's a witch, aren't they supposed to be bad, or corrupted, or something? But she seems the farthest from that. She is pious, just to the goddesses of the storm and woods, not the gods of the Church. You see no reason to judge her for that.

## POWERS

### FEIGN INSULT

**Range:** 5 meters

**Duration:** Instantaneous

**Cost per Level:** 3

You feign insult from someone you are able to talk to, that understands your speech. If the target speaks but does not understand your language, the power roll is *Hard* (-20%). If the target does not understand language (such as an animal) then the power roll is *Very Hard* (-50%). This is a social attack, doing 1D6 Hope or Ruin damage to the target per level.

### GIVE HOPE

**Range:** 10 meters

**Duration:** Instantaneous

**Cost per Level:** 2

Through kind words, a shared moment, or a helpful hand, you heal another character 1D3 Hope per level.

### RIPOSTE (RAPIER)

**Range:** Weapon reach

**Duration:** Instantaneous

**Cost:** 4

After a successful parrying an attack with the select Weapon Skill, you may make a power roll as attack to make an immediate attack back against the attacker you parried.

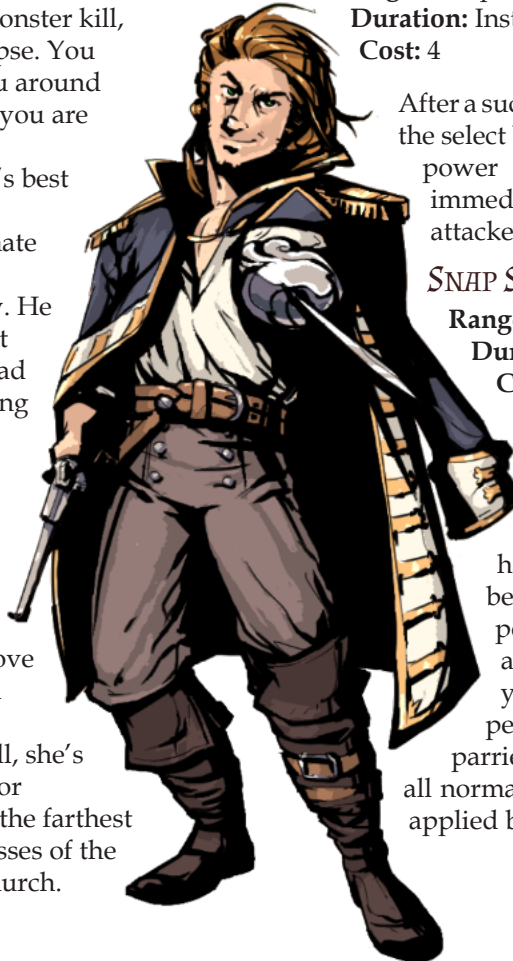
### SNAP SHOT (PISTOL)

**Range:** Weapon Range

**Duration:** Instantaneous

**Cost per Level:** 3

You fire a prepared missile weapon as your first action of a conflict. You must have a loaded missile weapon in hand. You do not have to go before your target. You make a power roll as an attack. Normal attack success levels apply. If you hit you do +1D6 damage per level used. The attack may be parried or dodged as normal, with all normal parry and dodge restrictions applied based on your weapon.



# of HEARTH & HARROWING

NAME TOMAS GREUNE  
 ANCESTRY HUMAN GENDER MALE AGE 35 HANDEDNESS LEFT  
 HAIR BLONDE EYES GREEN WEIGHT 77 KG HEIGHT 1.7 M  
 ADVENTURING PROFESSION DUELIST BACKGROUND PROFESSION SAILOR  
 INCITING INCIDENT WITNESS MONSTER ATTACK ON NOBLE CARRIAGE

--	--	--	--	--	--	--	--

## PERSONA

**PASSIONS**

Used  HATRED: LAW 60%  XP  
 HATRED: CORRUPTION 65%   
 DEVOTION: THE CON 65%   
 LOYALTY: COMPANIONS 70%   
 \_\_\_\_\_ %   
 \_\_\_\_\_ %   
 Reputation \_\_\_\_\_ %

**PERSONALITY**

60% Civilized ..... Wilderness 40%   
 40% Faithful ..... Worldly 60%   
 40% Exploration ..... Isolation 60%   
 70% Freedom ..... Lawful 30%   
 60% Outgoing ..... Reserved 40%   
 50% Knowledge ..... Feeling 50%

## STATUS


## SKILLS

Appraise (INT) ..... %  XP  
 Athletics (STRx2) ..... 40%   
 Cartography (INT) ..... 21%   
 Craft (DEX) ..... %   
 Dodge (DEXx2) ..... 49%   
 Fast Talk (CHA) ..... %   
 Insight (INT) ..... 21%   
 Intimidate (POW) ..... 20%   
 Knowledge (INT) SEAS 21%   
 Language (INTx5) ERAGION 55%   
 Language (INTx3) ELVEN 43%   
 Listen (INT) ..... %   
 Medicine (INT) ..... %   
 Navigate (INT) ..... 54%   
 Perform (CHA) ..... %   
 Persuade (CHA) ..... 49%   
 Ride (DEX) ..... %   
 Spot (INTx2) ..... 31%   
 Stealth (DEX) ..... %   
 Survival (INT) ..... %   
 Thievery (DEX) ..... %   
 Weapon (VAR) SWORD 55%   
 Weapon (VAR) PISTOL 48%   
 \_\_\_\_\_ %   
 \_\_\_\_\_ %   
 \_\_\_\_\_ %   
 \_\_\_\_\_ %   
 \_\_\_\_\_ %

WEAPONS	WEAPON	%	DAMAGE	TYPE	RELOAD	RANGE	HANDS	HP	ENC
		RAPIER	55%	1D6+1	IMPALING	-	-	1	15
	FLINTLOCK PISTOL	48%	1D8+2	IMPALING	2	10	1	8	1
	_____	_____	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____	_____	_____

POWERS	POWER	%	XP	DAMAGE	DURATION	RANGE	COST PER LEVEL
		RIPOSTE	56%	<input type="checkbox"/>	-	INSTANT	WEAPON
	SNAP SHOT	46%	<input type="checkbox"/>	+1D6/LEVEL	INSTANT	WEAPON	3
	FEIGN INSULT	26%	<input type="checkbox"/>	-	INSTANT	5M	3
	GIVE HOPE	36%	<input type="checkbox"/>	-	INSTANT	10M	2
	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____
	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____

GEAR	ITEM	ENC	ITEM	ENC
		FINE CLOTHES	2	BACKPACK
	_____	_____	- LOWER CLASS CLOTHES	(1)
	_____	_____	- NAVIGATORS TOOLKIT	(1)
	_____	_____	- 20 ROUNDS OF SHOT	(1)
	_____	_____	_____	_____
	_____	_____	_____	_____

**DAMAGE MODS**

PHYSICAL ..... NONE  
 SOCIAL ..... +1D4  
 MAGICAL ..... NONE

**ARMOR**

FINE CLOTHES ..... 1  
 Movement Skills ..... - %  
 Perception Skills ..... - %

**MOVEMENT**

MOV ..... 10M

**ENCUMBRANCE**

Total ..... 5.5  
 Max ..... 10  
 MOV Penalty ..... -  
 Skill Penalties ..... - %

EXPERIENCE BONUS +5

# ESTRA VOLKIN

## BACKGROUND

You are Estra, a 33 year old witch. Growing up in the wilds you were taught the ways of the goddesses of Nalia the Storm Mother and Elondia the Earth Daughter, and this branded you a witch in the eyes of the Church. You didn't care, your worship of the Earth Daughter gives you the resilience to push past such petty mindedness. Your worship of the Storm Mother gives you the anger to fight back when persecuted.

While exploring the wilds one day, you found an old cave. Within lay an old altar to the Mother and a long dead crone who held an old broken staff. You took the staff, repaired it, and began to worship at the old shrine.

As your powers grew you started venturing further and further from the shrine, until you encountered a mercenary band beset by Corrupted. You came to their aid, and the survivors, Gareth the dwarf mercenary and his halfling companion, a churgeon named Hamish, asked you to join them in their hunt for the Corrupted and you decided that you had cared for the shrine long enough.

## YOUR COMPANIONS

- ◆ Things with *Raylia the witch hunter* could have gone very different than they did. Somehow you convinced her of the truth, that the Church has been lying about worshipers of the goddesses. Now you are the best of friends, hunting down corruption together to excise it from the mortal world.
- ◆ *Ter'lin the arcanist* is odd to you. She is interested in studying the corruption. While she is happy to see it defeated each time, she then spends time with Hamish trying to understand the how of it. The how is simple, corruption mutates and destroys what it touches and must be destroyed. Beyond that, you don't care.
- ◆ *Hamish the churgeon* is, like Ter'lin, obsessed with taking apart the corrupted. His interest seems to be far more physical where hers is metaphysical, but the result is the same. You can't stand to see him elbow deep in corruption and viscera. The fact that he has cured some of the Corrupted through surgery is slightly fascinating to you.
- ◆ *Gareth the mercenary* is a useful protector. Without his sturdy form between you and the enemy you are not sure how you would have survived to today.
- ◆ *Tomas the duelist* is a rogue, but a dashing useful rogue that can shoot a flipping coin from ten paces. You know he is often just out to enrich himself, but as long as he keeps killing the Corrupted, you don't mind if he pockets a little coin along the way.

## POWERS

### BLESS

**Range:** Touch

**Duration:** Instantaneous

**Cost per Level:** 3

This spell allows you to cleanse 1D6 Ruin from a target per level. If the target is unwilling, you must overcome their POW in a resistance roll. If the target is at 0 ruin you can reduce their max COR by 1 per level of the spell, doing so requires you or the target to willingly sacrifice a point of POW per point COR removed.

The spell can also be used as an attack to damage corrupted creatures. No resistance roll is used, but the target may attempt to dodge.



# of HEARTH & HARROWING

NAME ESTRA VOLKIN  
 ANCESTRY HUMAN GENDER FEMALE AGE 33 HANDEDNESS RIGHT  
 HAIR BLACK EYES GREEN WEIGHT 57 KG HEIGHT 1.6 M  
 ADVENTURING PROFESSION WITCH BACKGROUND PROFESSION HEDGE WITCH  
 INCITING INCIDENT FOUND AN ANCIENT CRONE STAFF

--	--	--	--	--	--	--	--

## PERSONA

**PASSIONS**

Used  LOVE: NATURE 70%  XP  
 HATRED: CORRUPTION 60%   
 DEVOTION: GODDESSES 70%   
 LOYALTY: COMPANIONS 60%   
 \_\_\_\_\_ %   
 \_\_\_\_\_ %   
 Reputation \_\_\_\_\_ %

**PERSONALITY**

30% Civilized ..... Wilderness 70%   
 70% Faithful ..... Worldly 30%   
 50% Exploration ..... Isolation 50%   
 60% Freedom ..... Lawful 40%   
 50% Outgoing ..... Reserved 50%   
 40% Knowledge ..... Feeling 60%

## STATUS


## SKILLS

Appraise (INT) ..... %  XP  
 Athletics (STRx2) ..... %   
 Cartography (INT) ..... 21%   
 Craft (DEX) POTIONS ..... 44%   
 Dodge (DEXx2) ..... %   
 Fast Talk (CHA) ..... %   
 Insight (INT) ..... 23%   
 Intimidate (POW) ..... %   
 Knowledge (INT) NATURE ..... 63%   
 Language (INTx5) ERAGION ..... 65%   
 Language (INTx3) ANCIENT ..... 33%   
 Listen (INT) ..... %   
 Medicine (INT) ..... 53%   
 Navigate (INT) ..... %   
 Perform (CHA) ..... %   
 Persuade (CHA) ..... %   
 Ride (DEX) ..... %   
 Spot (INTx2) ..... 49%   
 Stealth (DEX) ..... 60%   
 Survival (INT) ..... 53%   
 Thievery (DEX) ..... %   
 Weapon (VAR) DAGGER ..... 22%   
 Weapon (VAR) STAFF ..... 22%   
 \_\_\_\_\_ %   
 \_\_\_\_\_ %   
 \_\_\_\_\_ %   
 \_\_\_\_\_ %   
 \_\_\_\_\_ %

WEAPONS	WEAPON	%	DAMAGE	TYPE	RELOAD	RANGE	HANDS	HP	ENC
	DAGGER	22%	1D4+2	IMPALING	-	-	1	15	0.5
ANCIENT STAFF	27%	1D8+1	CRUSHING	-	-	2	12	1.5	
_____	_____	_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	_____	_____	

POWERS	POWER	%	XP	DAMAGE	DURATION	RANGE	COST PER LEVEL
	CONTROL	40%	<input type="checkbox"/>	-	10 MINUTES	100 M	3
HEAL	53%	<input type="checkbox"/>	1D6/LEVEL	INSTANT	TOUCH	3	
BLESS	50%	<input type="checkbox"/>	-	INSTANT	TOUCH	3	
GIVE HOPE	41%	<input type="checkbox"/>	-	INSTANT	10M	2	
_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	

GEAR	ITEM	ENC	ITEM	ENC
	WITCH ROBES	2	BACKPACK	1.5
_____	_____	- BREWING KIT	(1)	
_____	_____	- MEDICINAL OINTMENTS	(1)	
_____	_____	- LOWER CLASS CLOTHES	(1)	
_____	_____	_____	_____	
_____	_____	_____	_____	
_____	_____	_____	_____	
_____	_____	_____	_____	

EXPERIENCE BONUS +7

<b>DAMAGE MODS</b>		<b>MOVEMENT</b>	
PHYSICAL	NONE	MOV	10M
SOCIAL	+1D4		
MAGICAL	+1D4		
<b>ARMOR</b>		<b>ENCUMBRANCE</b>	
WITCH ROBES	1	Total	5.5
Movement Skills	- %	Max	10
Perception Skills	- %	MOV Penalty	-
		Skill Penalties	- %

## ESTRA VOLKIN (CONTINUED)

### CONTROL

**Range:** 100 meters

**Duration:** 10 rounds

**Cost per Level:** 3

With this spell you control the thoughts and/or actions of one intelligent being. You must succeed in a POW vs. POW resistance roll against the target. Each level of the spell allows you to control one being. This spell cannot be used on unintelligent animals.

One power roll is made, but you must overcome each target with individual resistance rolls. You must concentrate on the spell, using no other spells or powers and doing anything more than moving slowly and speaking briefly, or the target will simply stand idle. You must make an Idea roll if distracted.

You control the movements and speech of the target(s). The target cannot speak or perform any voluntary action other than those specified, but if you wish, the target can speak freely or have a limited range of free actions. Having more than one target do different things requires an Idea roll each combat round to maintain coordination between different targets.

If you are forced to fight or concentrate on any other activity, the target(s) collapses into sleep. Once control is lost, a collapsed target will revive and regain control with a roll of CON (not a Stamina roll). The roll may be attempted once each round after the target collapses.

If the target is commanded to perform an action it would normally find objectionable, a Difficult Idea lets it resist. Success means that the target balks and does not follow the order for one combat round, standing still or otherwise idling. Failure means the target performs the action as required. The following round, the action can be commanded again, with a new Idea roll.

If the action commanded is wholly objectionable, such as murder of an ally, the Idea roll is *Easy* (+20%). If the command is suicidal, the Idea roll is *Very Easy* (+50%). If the result of the Idea roll is a critical success, the target breaks free from the Control spell in an obvious fashion.

When the Control spell is done, the target may make an Idea roll. If successful, they remember every detail of actions taken under the spell's influence. They do not necessarily remember who the spellcaster was, unless it is obvious.

### GIVE HOPE

**Range:** 10 meters

**Duration:** Instantaneous

**Cost per Level:** 2

Through kind words, a shared moment, or a helpful hand, you heal another character 1D3 Hope per level.

### HEAL

**Range:** Touch

**Duration:** Instantaneous

**Cost per Level:** 3

This spell heals 1D6 Health of damage per level. Restoring a character to a positive hit point total with Heal can restore them to life if successfully cast by the end of the round following that in which the victim suffered the mortal wound.

Any limbs severed or lost through a major wound is still severed or lost, though the Health is restored. Heal has no effect on disease, poison, or radiation, though it can restore lost Health caused by them.