

Name: Nguriru  
 Character Level: 10 XP: \_\_\_\_\_  
 Class: Guardian Level: 5  
 Class: Bureaucrat Level: 5  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_

### Abilities & Saves

|           |               |           |                       |
|-----------|---------------|-----------|-----------------------|
| <u>16</u> | Presence      | <u>+3</u> |                       |
| <u>17</u> | Communication | <u>+3</u> |                       |
| <u>10</u> | Empathy       | <u>+0</u> | Intuition: <u>+2</u>  |
| <u>14</u> | Spirit        | <u>+2</u> | Will: <u>+9</u>       |
| <u>18</u> | Reasoning     | <u>+4</u> | Wits: <u>+10</u>      |
| <u>16</u> | Agility       | <u>+3</u> | current: _____        |
| <u>10</u> | Physique      | <u>+0</u> | Hit Points: <u>16</u> |

Popularity total: 74 current: 4

Status 1 Flattery \_\_\_\_\_

### Interaction

|           |            |             |                               |
|-----------|------------|-------------|-------------------------------|
| Influence | <u>+10</u> | Charisma    | = <u>7</u> + <u>3</u> + _____ |
|           | <u>+10</u> | Deceit      | = <u>7</u> + <u>3</u> + _____ |
|           | <u>+7</u>  | Camaraderie | = <u>7</u> + <u>0</u> + _____ |
|           | <u>+11</u> | Debate      | = <u>7</u> + <u>4</u> + _____ |

| Influence Styles    | Style            | Technique   | Dam        | Crit       | Error        | Threat       |
|---------------------|------------------|-------------|------------|------------|--------------|--------------|
|                     | <u>Authority</u> | CHA         | <u>106</u> | <u>x2</u>  | <u>1</u>     | <u>19-20</u> |
| <u>Bargain</u>      | DEB              | <u>104</u>  | <u>x2</u>  | <u>1</u>   | <u>20</u>    |              |
| <u>Bribery</u>      | DEB              | <u>1010</u> | <u>x3</u>  | <u>1-2</u> | <u>20</u>    |              |
| <u>Connections</u>  | DEB              | <u>106</u>  | <u>x2</u>  | <u>1-3</u> | <u>19-20</u> |              |
| <u>Diplomacy</u>    | DEB              | <u>108</u>  | <u>x2</u>  | <u>1</u>   | <u>19-20</u> |              |
| <u>Flattery</u>     | CAM              | <u>108</u>  | <u>x2</u>  | <u>1</u>   | <u>20</u>    |              |
| <u>Intimidation</u> | CHA              | <u>108</u>  | <u>x3</u>  | <u>1-3</u> | <u>20</u>    |              |
| <u>Oratory</u>      | DEC              | <u>108</u>  | <u>x2</u>  | <u>1</u>   | <u>20</u>    |              |
| <u>Subtlety</u>     | CAM              | <u>1010</u> | <u>x4</u>  | <u>1-3</u> | <u>20</u>    |              |

|            |            |           |                                    |
|------------|------------|-----------|------------------------------------|
| Reputation | <u>+19</u> | Aura      | = 10 + <u>6</u> + <u>3</u> + _____ |
|            | <u>+19</u> | Avoidance | = 10 + <u>6</u> + <u>3</u> + _____ |
|            | <u>+18</u> | Composure | = 10 + <u>6</u> + <u>2</u> + _____ |
|            | <u>+20</u> | Rebuttal  | = 10 + <u>6</u> + <u>4</u> + _____ |

| Reputation Styles  | Style            | Technique | vs. Cha.  | vs. Dec.  | vs. Cam.  | vs. Deb.  |
|--------------------|------------------|-----------|-----------|-----------|-----------|-----------|
|                    | <u>Authority</u> | COM       | <u>+1</u> | <u>-1</u> | <u>0</u>  | <u>+2</u> |
| <u>Bargain</u>     | REB              | <u>-1</u> | <u>+1</u> | <u>-1</u> | <u>+1</u> |           |
| <u>Bureaucracy</u> | AVO              | <u>+2</u> | <u>0</u>  | <u>-2</u> | <u>+2</u> |           |
| <u>Compromise</u>  | AUR              | <u>+2</u> | <u>-3</u> | <u>+2</u> | <u>-1</u> |           |
| <u>Connections</u> | REB              | <u>-2</u> | <u>+2</u> | <u>-2</u> | <u>+2</u> |           |
| <u>Distraction</u> | AVO              | <u>+2</u> | <u>-1</u> | <u>-2</u> | <u>+3</u> |           |
| <u>Gather Info</u> | AVO              | <u>+1</u> | <u>+1</u> | <u>-2</u> | <u>+2</u> |           |
| <u>Oratory</u>     | AVO              | <u>+1</u> | <u>0</u>  | <u>-2</u> | <u>+3</u> |           |

### Skills

|                          | Key | Skill                       | Ability | Bonus | Ranks | Mod. | Misc. | Error | Threat |
|--------------------------|-----|-----------------------------|---------|-------|-------|------|-------|-------|--------|
| <input type="checkbox"/> | AGI | Acrobatics                  | 24      | =     | 13    | +3   | +8    |       | 19-20  |
| <input type="checkbox"/> | REA | Appraise                    |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | PHY | Athletics                   | 13      | =     | 7     | +0   | +6    |       |        |
| <input type="checkbox"/> | PHY | Brawling                    |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | AGI | Contortion                  |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | AGI | Craft (fiber preparation)   |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | AGI | Craft (macramé)             |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | AGI | Craft (painting)            |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | AGI | Craft (papermaking)         |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | AGI | Craft (weapons)             |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | AGI | Craft (weave building)      |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | AGI | Craft (weave cloth)         |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | AGI | Craft (weave clothing)      |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | AGI | Craft (weave container)     |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | AGI | Craft (weave flexible)      |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | AGI | Craft (weave furniture)     |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | AGI | Craft (weave rigid)         |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | PRE | Disguise                    |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | SPI | Dji Wivu Momumu             |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | AGI | Dodge                       | 18      | =     | 16    | +3   | +2    |       |        |
| <input type="checkbox"/> | EMP | Heal                        |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | EMP | Intuit Direction            | 5       | =     | 5     | +0   |       |       |        |
| <input type="checkbox"/> | REA | Knowledge (animals)         |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | REA | Knowledge (astrology)       |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | REA | Knowledge (ceremonies)      |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | REA | Knowledge (esoterica)       | 12      | =     | 8     | +4   |       |       |        |
| <input type="checkbox"/> | REA | Knowledge (genealogy)       | 9       | =     | 5     | +4   |       |       |        |
| <input type="checkbox"/> | REA | Knowledge (harvesting)      | 9       | =     | 5     | +4   |       |       |        |
| <input type="checkbox"/> | REA | Knowledge (history)         |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | REA | Knowledge (law)             | 9       | =     | 5     | +4   |       | 1-2   | 19-20  |
| <input type="checkbox"/> | REA | Knowledge (legends)         |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | REA | Knowledge (plants)          |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | REA | Knowledge (poetry)          |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | REA | Knowledge (politics)        | 18      | =     | 10    | +4   | +4    | 1-2   | 19-20  |
| <input type="checkbox"/> | REA | Knowledge (songs)           |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | REA | Knowledge (spirits)         |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | REA | Knowledge (trade)           |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | REA | Knowledge (Underworld)      |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | REA | Knowledge (weapons)         |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | REA | Knowledge (weather)         |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | REA | Knowledge (weaving)         |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | REA | Knowledge ( )               |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | REA | Knowledge ( )               |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | REA | Knowledge ( )               |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | REA | Knowledge ( )               |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | REA | Knowledge ( )               |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | SPI | Medium                      |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | AGI | Melee Combat                | 15      | =     | 10    | +3   | +2    |       | 19-20  |
| <input type="checkbox"/> | AGI | Missile Combat              | 11      | =     | 8     | +3   |       |       |        |
| <input type="checkbox"/> | EMP | Observe                     | 10      | =     | 10    | +0   |       |       |        |
| <input type="checkbox"/> | AGI | Perform (dance)             |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | COM | Perform (instruments)       |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | AGI | Perform (juggling)          |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | AGI | Perform (massage)           |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | COM | Perform (oratory)           |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | COM | Perform (poetry)            |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | COM | Perform (sex)               |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | COM | Perform (sing)              |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | COM | Perform (storytelling)      |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | SPI | Profession (animal handler) |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | REA | Profession (cook)           |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | REA | Profession (investigator)   |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | PRE | Profession (law)            |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | PRE | Profession (matchmaker)     |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | EMP | Profession (provider)       |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | COM | Profession (trader)         |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | COM | Profession (weaver)         |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | SPI | Ritual                      |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | REA | Search                      | 12      | =     | 8     | +4   |       |       |        |
| <input type="checkbox"/> | AGI | Sleight of Hand             |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | COM | Speaking                    | 8       | =     | 5     | +3   |       |       |        |
| <input type="checkbox"/> | PRE | Spiritwrack                 |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | AGI | Stealth                     |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | REA | Survival                    |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | EMP | Track                       |         | =     |       |      |       |       |        |
| <input type="checkbox"/> | REA | Use Rope                    | 9       | =     | 5     | +4   |       |       |        |

Action Dice number: 4 size: d6 used: \_\_\_\_\_

3  
1  
0



# Ngurinu, guardian and adjutant liason To The city council

Age: 13

Weight: 3.1kg

Height: 77cm

Length: 142cm

Tail: 98cm

Limb: 82cm

Crest: lengthwise stripes of lemon yellow and dull red

Arm Feelers: crosshatched white & metallic blue

Head Whiskers: maroon

Size: Tiny

Base Speed: 30 ft, climb 40 ft

## Personality:

**Loyal Member:** You are proud of your service to the city council. You consider the city council's welfare to be more important than your own.

Earn an Action Die by doing something that either increases the prestige and resources of your organization, or something that protects its interests.

## Proficiencies:

Authority, Bargain, Bribery, Bureaucracy, Compromise, Connections, Diplomacy, Distraction, Flattery, Gather Info, Intimidation, Oratory, Seduction  
Stick, Throwing Stick, Net, Sling, Bolas, Staff, Shield

## Equipment:

|            |       |
|------------|-------|
| (4) Stick  | d6/x2 |
| (2) Sling  | d4/x2 |
| Net        |       |
| (2) Shield |       |

## Feats, class abilities, etc.

**Acute Nose:** Rumel can detect the presence of creatures within 30 feet, modified for wind and weather. Noting the direction of a scent is a free action, and the source can be pinpointed once the creature comes within 5 feet of the source. Rumel can not track by scent.

**Shadowsight:** Rumel can see much better in high-contrast situations, such as the moving shadows and bright light found in the canopy. All penalties for shadows, and benefits gained by others using shadows, are decreased by one category/step, or by 2 if a fixed bonus/penalty. However, rumel see very poorly in general darkness, so treat all light levels less than daylight as one step more hindering.

**Multidexterity:** Ignore all penalties for using an off hand.

**Multiattack:** Reduce the penalty for making multiple unarmed attacks by 2.

**Instant Stand:** Stand up from prone as free action.

**Leap of the Clouds:** Jumping distance is not limited according to the character's height.

Double all jump distances when using Athletics

**Slow Fall:** Subtract 30 ft from falling damage.

**Improved Charge:** A rumel can make a charge without having to move in a straight line.

**Improved Unarmed Strike:** Rumel suffer no penalty for not being armed.

**Toughness x2:** +6 hps

**Nonlethal Force:** No penalty to do subdual damage.

**Tactical Aid:** Give allies +COM attack or dodge for 2 rounds. Half action for 1, full action for multiple allies.

**Matching Speech:** Vary speech rhythms and vocabulary to mirror those you're talking to. +2 bonus on Charisma and Camaraderie Interaction attacks.

**Enthralling Speech:** Speak for 2 rounds using Charisma or Deceit Interaction attack. If successful both rounds, the audience becomes *fascinated*, and will listen for as long as you speak.

**Favor:** Bureaucrat Level + PRE check to request minor aid from any NPC

**Blunt Hostility:** Make an Interaction Attack as a Full action. If successful, targets must make Will save to physically attack.

**Disarm:** use Melee Combat, Brawling, or Missile Combat to disarm

**Skill Synergy & Greater Skill Synergy: Melee Combat & Acrobatics:** +2 on skill checks and +1 threat range

**Defensive Roll:** 1/day, when you would be reduced to 0hps or less, make a Wits save (DC damage) to take half damage.

**Unlocked Potential: Dodge:** +3 to max Ranks



Nguriru

You started out in the guard, and quickly worked your way up to sergeant. Then you made your way into helping the captain with relations with the city council through a few well-placed bribes. Now the captain mostly leaves the job of liason to the city council to you, except for major matters.

Therefore, when the matter of a dj̣ru came up, it became your job to see it through. The success or failure of the mission will be hung directly on your reputation: you are in direct command of the small group sent out to dispose of the problematic dj̣ru.



Name: Riru  
 Character Level: 10 XP: \_\_\_\_\_  
 Class: Guardian Level: 5  
 Class: Trader Level: 1  
 Class: Provider Level: 1  
 Class: Hunter Level: 3

### Abilities & Saves

8 Presence -1  
13 Communication +1  
16 Empathy +3 Intuition: +7  
11 Spirit +0 Will: +8  
13 Reasoning +1 Wits: +8  
17 Agility +3 current: \_\_\_\_\_  
6 Physique -2 Hit Points: 14

Popularity total: 52 current: \_\_\_\_\_

Status 1 / \_\_\_\_\_ Flattery \_\_\_\_\_

### Interaction

Influence  
+2 Charisma = 3 + -1 + \_\_\_\_\_  
+4 Deceit = 3 + +1 + \_\_\_\_\_  
+6 Camaraderie = 3 + +3 + \_\_\_\_\_  
+4 Debate = 3 + +1 + \_\_\_\_\_

Influence Styles  

| Style               | Technique  | Dam         | Crit      | Error      | Threat       |
|---------------------|------------|-------------|-----------|------------|--------------|
| <u>Authority</u>    | <u>CHA</u> | <u>106</u>  | <u>X2</u> | <u>1</u>   | <u>19-20</u> |
| <u>Bargain</u>      | <u>DEB</u> | <u>104</u>  | <u>X2</u> | <u>1</u>   | <u>20</u>    |
| <u>Bluff</u>        | <u>DEC</u> | <u>106</u>  | <u>X3</u> | <u>1</u>   | <u>20</u>    |
| <u>Bribery</u>      | <u>DEB</u> | <u>1010</u> | <u>X3</u> | <u>1-2</u> | <u>20</u>    |
| <u>Connections</u>  | <u>DEB</u> | <u>106</u>  | <u>X2</u> | <u>1-3</u> | <u>19-20</u> |
| <u>Diplomacy</u>    | <u>DEB</u> | <u>108</u>  | <u>X2</u> | <u>1</u>   | <u>19-20</u> |
| <u>Insinuation</u>  | <u>DEC</u> | <u>108</u>  | <u>X3</u> | <u>1-2</u> | <u>19-20</u> |
| <u>Inspiration</u>  | <u>CHA</u> | <u>108</u>  | <u>X3</u> | <u>1</u>   | <u>19-20</u> |
| <u>Intimidation</u> | <u>CHA</u> | <u>108</u>  | <u>X3</u> | <u>1-3</u> | <u>20</u>    |
| <u>Seduction</u>    | <u>CAM</u> | <u>1010</u> | <u>X1</u> | <u>1-3</u> | <u>20</u>    |

Reputation  
+4 Aura = 10 + 5 + -1 + \_\_\_\_\_  
+6 Avoidance = 10 + 5 + +1 + \_\_\_\_\_  
15 Composure = 10 + 5 + +0 + \_\_\_\_\_  
16 Rebuttal = 10 + 5 + +1 + \_\_\_\_\_

Reputation Styles  

| Style                | Technique  | vs. Cha.  | vs. Dec.  | vs. Cam.  | vs. Deb.  |
|----------------------|------------|-----------|-----------|-----------|-----------|
| <u>Authority</u>     | <u>COM</u> | <u>+1</u> | <u>-1</u> | <u>0</u>  | <u>+2</u> |
| <u>Bargain</u>       | <u>REB</u> | <u>-1</u> | <u>+1</u> | <u>-1</u> | <u>+1</u> |
| <u>Bluff</u>         | <u>AUR</u> | <u>+1</u> | <u>-1</u> | <u>+1</u> | <u>-1</u> |
| <u>Compromise</u>    | <u>AUR</u> | <u>+2</u> | <u>-3</u> | <u>+2</u> | <u>-1</u> |
| <u>Condescension</u> | <u>AUR</u> | <u>+2</u> | <u>-2</u> | <u>+2</u> | <u>-2</u> |
| <u>Connections</u>   | <u>REB</u> | <u>-2</u> | <u>+2</u> | <u>-2</u> | <u>+2</u> |
| <u>Distraction</u>   | <u>AVD</u> | <u>+2</u> | <u>-1</u> | <u>-2</u> | <u>+3</u> |
| <u>Inspiration</u>   | <u>AUR</u> | <u>+1</u> | <u>-2</u> | <u>+3</u> | <u>-2</u> |
| <u>Willpower</u>     | <u>COM</u> | <u>+2</u> | <u>-2</u> | <u>0</u>  | <u>+2</u> |

### Skills

| Skill Name  | Key   | Skill     | Ability | Bonus     | Ranks     | Mod.     | Misc.      | Error        | Threat |
|---|-------|-----------|---------|-----------|-----------|----------|------------|--------------|--------|
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Acrobatics                | AGI   | <u>9</u>  | =       | +         | <u>3</u>  | <u>6</u> |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Appraise                  | REA   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Athletics                 | PHY   | <u>4</u>  | =       | +         | <u>-2</u> | <u>6</u> |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Brawling                  | PHY   | <u>2</u>  | =       | <u>4</u>  | <u>-2</u> |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Contortion                | AGI   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Craft (fiber preparation)   | AGI   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Craft (macramé)           | AGI   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Craft (painting)          | AGI   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Craft (papermaking)         | AGI   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Craft (weapons)             | AGI   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Craft (weave building)    | AGI   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Craft (weave cloth)       | AGI   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Craft (weave clothing)    | AGI   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Craft (weave container)   | AGI   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Craft (weave flexible)    | AGI   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Craft (weave furniture)   | AGI   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Craft (weave rigid)         | AGI   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Disguise                  | PRE   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dji Wivu Momumilu           | SPI   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Dodge                     | AGI   | <u>5</u>  | =       | +         | <u>3</u>  | <u>2</u> |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Heal                      | EMP   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Intuit Direction          | EMP   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (animals)         | REA   | <u>7</u>  | =       | <u>6</u>  | <u>1</u>  |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (astrology)       | REA   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (ceremonies)      | REA   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (esoterica)       | REA   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (genealogy)       | REA   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (harvesting)      | REA   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (history)         | REA   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (law)             | REA   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (legends)         | REA   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (plants)          | REA   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (poetry)          | REA   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Knowledge (politics)      | REA   | <u>5</u>  | =       | +         | <u>1</u>  | <u>4</u> | <u>1-2</u> | <u>19-20</u> |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (songs)           | REA   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (spirits)         | REA   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (trade)           | REA   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (Underworld)      | REA   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (weapons)         | REA   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (weather)         | REA   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (weaving)         | REA   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge ( )               | ) REA |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge ( )               | ) REA |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge ( )               | ) REA |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge ( )               | ) REA |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge ( )               | ) REA |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge ( )               | ) REA |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Medium                    | SPI   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Melee Combat              | AGI   | <u>11</u> | =       | <u>8</u>  | <u>3</u>  |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Missile Combat            | AGI   | <u>15</u> | =       | <u>12</u> | <u>3</u>  |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Observe                   | EMP   | <u>16</u> | =       | <u>13</u> | <u>3</u>  |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Perform (dance)           | AGI   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Perform (instruments)     | COM   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Perform (juggling)        | AGI   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Perform (massage)         | AGI   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Perform (oratory)         | COM   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Perform (poetry)          | COM   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Perform (sex)             | COM   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Perform (sing)            | COM   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Perform (storytelling)    | COM   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (animal handler) | SPI   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (cook)           | REA   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (investigator)   | REA   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (law)            | PRE   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (matchmaker)     | PRE   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (provider)       | EMP   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (trader)         | COM   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (weaver)         | COM   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Ritual                    | SPI   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Search                    | REA   | <u>16</u> | =       | <u>5</u>  | <u>+1</u> |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Sleight of Hand           | AGI   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Speaking                  | COM   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Spiritwrack                 | PRE   |           | =       | +         |           |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Stealth                   | AGI   | <u>13</u> | =       | <u>10</u> | <u>+3</u> |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Survival                  | REA   | <u>11</u> | =       | <u>10</u> | <u>1</u>  |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Track                     | EMP   | <u>16</u> | =       | <u>13</u> | <u>3</u>  |          |            |              |        |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ◆ Use Rope                  | REA   |           | =       | +         |           |          |            |              |        |

Action Dice number: 4 size: d6 used: \_\_\_\_\_



# Rin, Travelling hunter

Age: 19

Weight: 3.9kg

Height: 75cm

Length: 140cm

Tail: 96cm

Limb: 80cm

Crest: pink with spots of rust

Arm Feelers: gold

Chin Whiskers: white

Ear Tufts: sage

Face Whiskers: purple-red

Size: Tiny

Base Speed: 30 ft, climb 40 ft

## Personality:

**Leader:** Someone's got to make a decision around here, and it might as well be you. You listen to all the options, choose the best one, and steer the group toward agreeing with it. You often speak for the group.

Earn an Action Die by persuading the party to follow a plan that your character has decided is the best.

## Proficiencies:

Authority, Bargain, Bluff, Bribery, Compromise, Condescension, Connections, Diplomacy, Distraction, Insinuation, Inspiration, Intimidation, Seduction, Willpower

Stick, Throwing Stick, Net, Sling, Bolas, Staff, Shield

## Equipment:

|                    |              |
|--------------------|--------------|
| Stick              | d6/x2        |
| (6) Throwing Stick | d6/x2 +11    |
| (2) Bolas          | d3/tangle 11 |
| Net                |              |
| (2) Sling          | d4/x2        |
| Carrying Basket    |              |

## Feats, class abilities, etc.

**Acute Nose:** Rumel can detect the presence of creatures within 30 feet, modified for wind and weather. Noting the direction of a scent is a free action, and the source can be pinpointed once the creature comes within 5 feet of the source. Rumel can not track by scent.

**Shadowsight:** Rumel can see much better in high-contrast situations, such as the moving shadows and bright light found in the canopy. All penalties for shadows, and benefits gained by others using shadows, are decreased by one category/step, or by 2 if a fixed bonus/penalty. However, rumel see very poorly in general darkness, so treat all light levels less than daylight as one step more hindering.

**Multidexterity:** Ignore all penalties for using an off hand.

**Multiattack:** Reduce the penalty for making multiple unarmed attacks by 2.

**Instant Stand:** Stand up from prone as free action.

**Leap of the Clouds:** Jumping distance is not limited according to the character's height.

Double all jump distances when using Athletics

**Slow Fall:** Subtract 30 ft from falling damage.

**Improved Charge:** A rumel can make a charge without having to move in a straight line.

**Improved Unarmed Strike:** Rumel suffer no penalty for not being armed.

**Toughness x2**

**Nonlethal Force:** No penalty to do subdual damage.

**Tactical Aid:** Give allies +COM attack or dodge for 2 rounds. Half action for 1, full action for multiple allies.

**Evaluate Deal:** Appraise check (DC20) to understand all ramifications of a deal

**Listen to the Plants:** Provider Level + EMP check to determine status of examined plants.

**Trackless Step:** leave no trail

**Woodland Stride:** move through overgrown areas unimpeded

**Skill Mastery (missile combat):** Take 10 at any time

**Favored Enemy (Dj@ru):** +1 on skill checks and damage rolls vs. Dj@ru

**Quick Draw:** Free action to draw weapon(s)

**Shot on the Run:** move before and after missile attack

**Resilient Ego:** recover Popularity at double rate

**Surge of Speed:** 3x/day, take an extra half action, cannot be used for Interaction attack.

**Sweep:** +4 bonus on Observe checks when first encountering an area

**Endurance:** +4 bonus for checks to do something over an extended period of time



## Riru

You have been called in by the city council to help lead the dĵru hunt, due to your extensive experiences hunting numerous animals, including dĵru. You learned your hunting from an experienced hunter who had herself slain two dĵru with the help of clever snare traps. This will be your first opportunity to face a dĵru yourself, but you know that your training has prepared you – provided the rest listen to you.



Name: Mingo  
Character Level: 10 XP:           
Class: Guardian Level: 7  
Class: Rememberer Level: 3  
Class:          Level:           
Class:          Level:         

### Abilities & Saves

|           |               |           |                          |
|-----------|---------------|-----------|--------------------------|
| <u>8</u>  | Presence      | <u>-1</u> |                          |
| <u>11</u> | Communication | <u>+0</u> |                          |
| <u>12</u> | Empathy       | <u>+1</u> | Intuition: <u>+5</u>     |
| <u>7</u>  | Spirit        | <u>-2</u> | Will: <u>+5</u>          |
| <u>14</u> | Reasoning     | <u>+2</u> | Wits: <u>+10</u>         |
| <u>15</u> | Agility       | <u>+2</u> | current: <u>        </u> |
| <u>7</u>  | Physique      | <u>-2</u> | Hit Points: <u>14</u>    |

Popularity total: 42 current:         

Status      /      Flattery         

### Interaction

|           |           |             |   |          |   |           |   |                 |
|-----------|-----------|-------------|---|----------|---|-----------|---|-----------------|
| Influence | <u>+4</u> | Charisma    | = | <u>5</u> | + | <u>-1</u> | + | <u>        </u> |
|           | <u>+5</u> | Deceit      | = | <u>5</u> | + | <u>0</u>  | + | <u>        </u> |
|           | <u>+6</u> | Camaraderie | = | <u>5</u> | + | <u>+1</u> | + | <u>        </u> |
|           | <u>+7</u> | Debate      | = | <u>5</u> | + | <u>+2</u> | + | <u>        </u> |

|                  |                     |             |                |           |            |              |
|------------------|---------------------|-------------|----------------|-----------|------------|--------------|
| Influence Styles | Style               | Technique   | Base Influence | Crit      | Error      | Threat       |
|                  | <u>Authority</u>    | <u>CHA</u>  | <u>106</u>     | <u>x2</u> | <u>1</u>   | <u>19-20</u> |
|                  | <u>Bluff</u>        | <u>DEC</u>  | <u>106</u>     | <u>x3</u> | <u>1</u>   | <u>20</u>    |
|                  | <u>Bribery</u>      | <u>DEB</u>  | <u>1010</u>    | <u>x3</u> | <u>1-2</u> | <u>20</u>    |
|                  | <u>Connections</u>  | <u>DEFB</u> | <u>106</u>     | <u>x2</u> | <u>1-3</u> | <u>19-20</u> |
|                  | <u>Diplomacy</u>    | <u>DEFB</u> | <u>108</u>     | <u>x2</u> | <u>1</u>   | <u>19-20</u> |
|                  | <u>Insinuation</u>  | <u>DEC</u>  | <u>108</u>     | <u>x3</u> | <u>1-2</u> | <u>19-20</u> |
|                  | <u>Intimidation</u> | <u>CHA</u>  | <u>108</u>     | <u>x3</u> | <u>1-3</u> | <u>20</u>    |
|                  | <u>Oration</u>      | <u>DEC</u>  | <u>108</u>     | <u>x2</u> | <u>1</u>   | <u>20</u>    |
|                  | <u>Seduction</u>    | <u>CAM</u>  | <u>1010</u>    | <u>x4</u> | <u>1-3</u> | <u>20</u>    |

|            |            |           |   |    |   |          |   |           |   |                 |
|------------|------------|-----------|---|----|---|----------|---|-----------|---|-----------------|
| Reputation | <u>+17</u> | Aura      | = | 10 | + | <u>8</u> | + | <u>-1</u> | + | <u>        </u> |
|            | <u>+18</u> | Avoidance | = | 10 | + | <u>8</u> | + | <u>+0</u> | + | <u>        </u> |
|            | <u>+16</u> | Composure | = | 10 | + | <u>8</u> | + | <u>-2</u> | + | <u>        </u> |
|            | <u>+20</u> | Rebuttal  | = | 10 | + | <u>8</u> | + | <u>+2</u> | + | <u>        </u> |

|                   |                      |                 |                 |                 |                 |                 |
|-------------------|----------------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| Reputation Styles | Style                | Technique       | vs. Cha.        | vs. Dec.        | vs. Cam.        | vs. Deb.        |
|                   | <u>Authority</u>     | <u>COM</u>      | <u>+1</u>       | <u>-1</u>       | <u>0</u>        | <u>+2</u>       |
|                   | <u>Bluff</u>         | <u>AUR</u>      | <u>+1</u>       | <u>-1</u>       | <u>+1</u>       | <u>-1</u>       |
|                   | <u>Bureaucracy</u>   | <u>AVO</u>      | <u>+2</u>       | <u>0</u>        | <u>-2</u>       | <u>+2</u>       |
|                   | <u>Condescension</u> | <u>AUR</u>      | <u>+2</u>       | <u>-2</u>       | <u>+2</u>       | <u>-2</u>       |
|                   | <u>Connections</u>   | <u>REB</u>      | <u>-2</u>       | <u>+2</u>       | <u>-2</u>       | <u>+2</u>       |
|                   | <u>Father Info</u>   | <u>AVO</u>      | <u>+1</u>       | <u>+1</u>       | <u>-2</u>       | <u>+2</u>       |
|                   | <u>Insinuation</u>   | <u>AUR</u>      | <u>+1</u>       | <u>-2</u>       | <u>+3</u>       | <u>-2</u>       |
|                   | <u>Oration</u>       | <u>AVO</u>      | <u>+1</u>       | <u>0</u>        | <u>-2</u>       | <u>+3</u>       |
|                   | <u>        </u>      | <u>        </u> | <u>        </u> | <u>        </u> | <u>        </u> | <u>        </u> |

### Skills

| Skill Name  | Key Ability | Skill Bonus | Ability |           | Misc. |           | Error | Threat                           |
|---|-------------|-------------|---------|-----------|-------|-----------|-------|----------------------------------|
|   |             |             | Mod.    | Rank      | Mod.  | Rank      |       |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Acrobatics                | AGI         | <u>13</u>   | =       | <u>5</u>  | +     | <u>2</u>  | +     | <u>6</u>                         |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Appraise                  | REA         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Athletics                 | PHY         | <u>9</u>    | =       | <u>5</u>  | +     | <u>-2</u> | +     | <u>6</u>                         |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Brawling                  | PHY         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Contortion                | AGI         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Craft (fiber preparation)   | AGI         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Craft (macramé)           | AGI         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Craft (painting)          | AGI         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Craft (papermaking)         | AGI         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Craft (weapons)             | AGI         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Craft (weave building)    | AGI         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Craft (weave cloth)       | AGI         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Craft (weave clothing)    | AGI         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Craft (weave container)   | AGI         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Craft (weave flexible)    | AGI         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Craft (weave furniture)   | AGI         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Craft (weave rigid)         | AGI         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Disguise                  | PRE         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dji Wwuw Momumilu           | SPI         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Dodge                     | AGI         | <u>17</u>   | =       | <u>13</u> | +     | <u>2</u>  | +     | <u>2</u>                         |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Heal                      | EMP         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Intuit Direction          | EMP         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (animals)         | REA         | <u>15</u>   | =       | <u>13</u> | +     | <u>2</u>  | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (astrology)       | REA         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (ceremonies)      | REA         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (esoterica)       | REA         | <u>15</u>   | =       | <u>13</u> | +     | <u>2</u>  | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (genealogy)       | REA         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (harvesting)      | REA         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (history)         | REA         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (law)             | REA         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (legends)         | REA         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (plants)          | REA         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (poetry)          | REA         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Knowledge (politics)      | REA         | <u>9</u>    | =       | <u>3</u>  | +     | <u>2</u>  | +     | <u>4</u> <u>1-2</u> <u>19-20</u> |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (songs)           | REA         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (spirits)         | REA         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (trade)           | REA         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (Underworld)      | REA         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (weapons)         | REA         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (weather)         | REA         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (weaving)         | REA         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge ( <u>Araru</u> )  | REA         | <u>15</u>   | =       | <u>13</u> | +     | <u>2</u>  | +     | <u>1-2</u> <u>20</u>             |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge ( )               | REA         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge ( )               | REA         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge ( )               | REA         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge ( )               | REA         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge ( )               | REA         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Medium                    | SPI         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Melee Combat              | AGI         | <u>12</u>   | =       | <u>10</u> | +     | <u>2</u>  | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Missile Combat            | AGI         | <u>12</u>   | =       | <u>10</u> | +     | <u>2</u>  | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Observe                   | EMP         | <u>11</u>   | =       | <u>10</u> | +     | <u>1</u>  | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Perform (dance)           | AGI         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Perform (instruments)     | COM         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Perform (juggling)        | AGI         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Perform (massage)         | AGI         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Perform (oratory)         | COM         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Perform (poetry)          | COM         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Perform (sex)             | COM         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Perform (sing)            | COM         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Perform (storytelling)    | COM         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (animal handler) | COM         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (cook)           | REA         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (investigator)   | REA         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (law)            | PRE         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (matchmaker)     | PRE         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (provider)       | EMP         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (trader)         | COM         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (weaver)         | COM         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Ritual                    | SPI         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Search                    | REA         | <u>7</u>    | =       | <u>5</u>  | +     | <u>2</u>  | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Sleight of Hand           | AGI         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Speaking                  | COM         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Spiritwrack                 | PRE         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Stealth                   | AGI         | <u>7</u>    | =       | <u>5</u>  | +     | <u>2</u>  | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Survival                  | REA         | <u>7</u>    | =       | <u>5</u>  | +     | <u>2</u>  | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Track                     | EMP         |             | =       |           | +     |           | +     |                                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Use Rope                  | REA         |             | =       |           | +     |           | +     |                                  |

Action Dice number: 4 size: d6 used:



# Minge, former guardian now Rememberer expert on Djenu

Age: 13

Weight: 4.2kg

Height: 73cm

Length: 133cm

Tail: 93cm

Limb: 78cm

Crest: mottled iridescent purple

Arm Feelers: ultramarine

Ear Tufts: magenta

Eyebrow feelers: slate blue

Face Whiskers: royal blue

Size: Tiny

Base Speed: 30 ft, climb 40 ft

## Personality:

**Schemer:** You have a cunning plan. Schemers study all the angles, looking for opportunities to do the seemingly impossible. Schemers love complicated plans that require split-second timing, but they also acknowledge that sometimes the simplest plan has the best chance of working. Schemers are generally very intelligent and have many skills.

Earn an Action Die by persuading the party to use a plan that you created.

## Proficiencies:

Authority, Bluff, Bribery, Bureaucracy, Condescension, Connections, Diplomacy, Gather Info, Insinuation, Intimidation, Oration, Seduction  
Stick, Throwing Stick, Net, Sling, Bolas, Staff, Shield

## Equipment:

|            |           |
|------------|-----------|
| Stick      | d6/x2     |
| (4) Sling  | d4/x2     |
| Bolas      | d3/tangle |
| (2) Shield |           |

## Feats, class abilities, etc.

**Acute Nose:** Rumel can detect the presence of creatures within 30 feet, modified for wind and weather. Noting the direction of a scent is a free action, and the source can be pinpointed once the creature comes within 5 feet of the source. Rumel can not track by scent.

**Shadowsight:** Rumel can see much better in high-contrast situations, such as the moving shadows and bright light found in the canopy. All penalties for shadows, and benefits gained by others using shadows, are decreased by one category/step, or by 2 if a fixed bonus/penalty. However, rumel see very poorly in general darkness, so treat all light levels less than daylight as one step more hindering.

**Multidexterity:** Ignore all penalties for using an off hand.

**Multiattack:** Reduce the penalty for making multiple unarmed attacks by 2.

**Instant Stand:** Stand up from prone as free action.

**Leap of the Clouds:** Jumping distance is not limited according to the character's height.

Double all jump distances when using Athletics

**Slow Fall:** Subtract 30 ft from falling damage.

**Improved Charge:** A rumel can make a charge without having to move in a straight line.

**Improved Unarmed Strike:** Rumel suffer no penalty for not being armed.

**Toughness x2**

**Nonlethal Force:** No penalty to do subdual damage.

**Tactical Aid:** Give allies +COM attack or dodge for 3 rounds. Half action for 1, full action for multiple allies.

**Harm's Way:** Take hit for one adjacent ally.

**Perfect Memory:** Take 10 on any Knowledge skill check

**Lore:** Rememberer Level + REA check to recall relevant information

**Point Blank Shot:** +1 to Missile Combat < 30 ft range

**Precise Shot:** no penalty firing into melee

**Quick Draw:** Free action to draw weapon(s)

**Verbal Sidestep:** +2 Reputation vs. one opponent

**Jargon:** +2 on Charisma and Debate attacks if you have a related skill with 12+ bonus

**Lightning Reflexes:** +2 Wits save



Mingð

Two years ago, you broke an arm escaping a djðru. While you recovered, you decided to turn your talents to learning about these menaces to civilization, in order to combat them more effectively. You quit the guard, and joined the rememberers. You have now learned everything you can about the djðru from other rememberers – it's time to learn from the source.

You already know that djðru have eyes as good as or better than a rumel's but that is not their biggest threat. They can smell you coming from hundreds of yards, and even in complete darkness they can feel the movements of everything around them through the branches. Furthermore, they are not merely stealthy, but nearly invisible – the mosses and plants that grow in their fur, combined with the shaggy mottled fur itself, blur their outlines so that they blend in almost seamlessly to their surroundings. A stationary djðru can't be seen more than a couple of leaps away, and even a moving one will disappear well before it is out of sling range. Finally, while they can't jump worth a damn, djðru can outrun all but the very fastest rumel, and strike with blinding speed.



Name: Djame  
Character Level: 10 XP: \_\_\_\_\_  
Class: Guardian Level: 10  
Class: \_\_\_\_\_ Level: \_\_\_\_\_  
Class: \_\_\_\_\_ Level: \_\_\_\_\_  
Class: \_\_\_\_\_ Level: \_\_\_\_\_

### Abilities & Saves

|           |               |           |                       |
|-----------|---------------|-----------|-----------------------|
| <u>10</u> | Presence      | <u>+0</u> |                       |
| <u>14</u> | Communication | <u>+2</u> |                       |
| <u>15</u> | Empathy       | <u>+2</u> | Intuition: <u>+5</u>  |
| <u>13</u> | Spirit        | <u>+1</u> | Will: <u>+8</u>       |
| <u>9</u>  | Reasoning     | <u>-1</u> | Wits: <u>+4</u>       |
| <u>20</u> | Agility       | <u>+5</u> | current: _____        |
| <u>12</u> | Physique      | <u>+1</u> | Hit Points: <u>20</u> |

Popularity total: 49 current: \_\_\_\_\_

Status \_\_\_ / \_\_\_ Flattery \_\_\_

### Interaction

|           |                      |   |          |   |           |   |            |
|-----------|----------------------|---|----------|---|-----------|---|------------|
| Influence | <u>5</u> Charisma    | = | <u>5</u> | + | <u>+0</u> | + | <u>___</u> |
|           | <u>7</u> Deceit      | = | <u>5</u> | + | <u>+2</u> | + | <u>___</u> |
|           | <u>7</u> Camaraderie | = | <u>5</u> | + | <u>+2</u> | + | <u>___</u> |
|           | <u>4</u> Debate      | = | <u>5</u> | + | <u>-1</u> | + | <u>___</u> |

|                  |                     |            |            |           |            |              |
|------------------|---------------------|------------|------------|-----------|------------|--------------|
| Influence Styles | Style               | Technique  | Dam        | Crit      | Error      | Threat       |
|                  | <u>Authority</u>    | <u>CHA</u> | <u>106</u> | <u>x2</u> | <u>1</u>   | <u>19-20</u> |
|                  | <u>Connections</u>  | <u>DEB</u> | <u>106</u> | <u>x2</u> | <u>1-3</u> | <u>19-20</u> |
|                  | <u>Diplomacy</u>    | <u>DEB</u> | <u>108</u> | <u>x2</u> | <u>1</u>   | <u>19-20</u> |
|                  | <u>Intimidation</u> | <u>CHA</u> | <u>108</u> | <u>x3</u> | <u>1-3</u> | <u>20</u>    |

|            |                     |   |    |   |          |   |           |   |            |
|------------|---------------------|---|----|---|----------|---|-----------|---|------------|
| Reputation | <u>17</u> Aura      | = | 10 | + | <u>7</u> | + | <u>+0</u> | + | <u>___</u> |
|            | <u>19</u> Avoidance | = | 10 | + | <u>7</u> | + | <u>+2</u> | + | <u>___</u> |
|            | <u>18</u> Composure | = | 10 | + | <u>7</u> | + | <u>+1</u> | + | <u>___</u> |
|            | <u>16</u> Rebuttal  | = | 10 | + | <u>7</u> | + | <u>-1</u> | + | <u>___</u> |

|                   |                    |            |           |           |           |           |
|-------------------|--------------------|------------|-----------|-----------|-----------|-----------|
| Reputation Styles | Style              | Technique  | vs. Cha.  | vs. Dec.  | vs. Cam.  | vs. Deb.  |
|                   | <u>Authority</u>   | <u>COM</u> | <u>+1</u> | <u>-1</u> | <u>0</u>  | <u>+2</u> |
|                   | <u>Connections</u> | <u>REB</u> | <u>-2</u> | <u>+2</u> | <u>-2</u> | <u>+2</u> |
|                   | _____              | _____      | _____     | _____     | _____     | _____     |
|                   | _____              | _____      | _____     | _____     | _____     | _____     |

### Skills

| Skill Name  | Key     | Skill     | Ability     | Misc.       | Error      | Threat           |
|---|---------|-----------|-------------|-------------|------------|------------------|
|   | Ability | Bonus     | Ranks       | Mod.        |            |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Acrobatics                  | AGI     | <u>24</u> | <u>= 13</u> | <u>+ 5</u>  | <u>+ 6</u> |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Appraise                    | REA     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Athletics                   | PHY     | <u>15</u> | <u>= 10</u> | <u>+ -1</u> | <u>+ 6</u> |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Brawling                    | PHY     | <u>12</u> | <u>= 13</u> | <u>+ -1</u> | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Contortion                  | AGI     | <u>8</u>  | <u>= 3</u>  | <u>+ 5</u>  | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Craft (fiber preparation)   | AGI     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Craft (macramé)             | AGI     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Craft (painting)            | AGI     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Craft (papermaking)         | AGI     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Craft (weapons)             | AGI     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Craft (weave building)      | AGI     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Craft (weave cloth)         | AGI     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Craft (weave clothing)      | AGI     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Craft (weave container)     | AGI     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Craft (weave flexible)      | AGI     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Craft (weave furniture)     | AGI     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Craft (weave rigid)         | AGI     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Disguise                    | PRE     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dji Wiwu Momumilu           | SPI     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dodge                       | AGI     | <u>23</u> | <u>= 13</u> | <u>+ 5</u>  | <u>+ 5</u> | <u>1 19-20</u>   |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Heal                        | EMP     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Intuit Direction            | EMP     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (animals)         | REA     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (astrology)       | REA     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (ceremonies)      | REA     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (esoterica)       | REA     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (genealogy)       | REA     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (harvesting)      | REA     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (history)         | REA     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (law)             | REA     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (legends)         | REA     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (plants)          | REA     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (poetry)          | REA     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (politics)        | REA     | <u>3</u>  | <u>=</u>    | <u>+ -1</u> | <u>+ 4</u> | <u>1-2 19-20</u> |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (songs)           | REA     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (spirits)         | REA     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (trade)           | REA     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (Underworld)      | REA     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (weapons)         | REA     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (weather)         | REA     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (weaving)         | REA     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge ( )               | ) REA   |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge ( )               | ) REA   |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge ( )               | ) REA   |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge ( )               | ) REA   |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge ( )               | ) REA   |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge ( )               | ) REA   |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Medium                      | SPI     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Melee Combat                | AGI     | <u>10</u> | <u>= 5</u>  | <u>+ 5</u>  | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Missile Combat              | AGI     | <u>13</u> | <u>= 8</u>  | <u>+ 5</u>  | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Observe                     | EMP     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Perform (dance)             | AGI     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Perform (instruments)       | COM     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Perform (juggling)          | AGI     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Perform (massage)           | AGI     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Perform (oratory)           | COM     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Perform (poetry)            | COM     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Perform (sex)               | COM     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Perform (sing)              | COM     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Perform (storytelling)      | COM     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (animal handler) | SPI     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (cook)           | REA     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (investigator)   | REA     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (law)            | PRE     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (matchmaker)     | PRE     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (provider)       | EMP     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (trader)         | COM     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (weaver)         | COM     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ritual                      | SPI     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Search                      | REA     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sleight of Hand             | AGI     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Speaking                    | COM     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Spiritwrack                 | PRE     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Stealth                     | AGI     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Survival                    | REA     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Track                       | EMP     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Use Rope                    | REA     |           | <u>=</u>    | <u>+</u>    | <u>+</u>   |                  |

Action Dice number: 4 size: d6 used: \_\_\_\_\_



# Djeme, younger guardian

Age: 14

Weight: 4.6kg

Height: 81cm

Length: 150cm

Tail: 103cm

Limb: 87cm

Crest: zebra-striped red-brown and forest green

Arm Feelers: peach

Ear Tufts: blue and orange bands

Face Whiskers: pale yellow, almost white

Size: Tiny

Base Speed: 35 ft, climb 45 ft

## Personality:

**Protector:** You stand between danger and your friends.

You may serve a cause or protect a particular group of beings. You always pay attention to the physical safety of those you care for.

Earn an Action Die by shielding another character or creature from harm in a way that exposes you to danger.

## Proficiencies:

Authority, Connections, Diplomacy, Intimidation

Stick, Throwing Stick, Net, Sling, Bolas, Staff, Shield

## Equipment:

(2) Stick d6/x2

(2) Throwing Stick d6/x2

Net

## Feats, class abilities, etc.

**Acute Nose:** Rumel can detect the presence of creatures within 30 feet, modified for wind and weather. Noting the direction of a scent is a free action, and the source can be pinpointed once the creature comes within 5 feet of the source. Rumel can not track by scent.

**Shadowsight:** Rumel can see much better in high-contrast situations, such as the moving shadows and bright light found in the canopy. All penalties for shadows, and benefits gained by others using shadows, are decreased by one category/step, or by 2 if a fixed bonus/penalty. However, rumel see very poorly in general darkness, so treat all light levels less than daylight as one step more hindering.

**Multidexterity:** Ignore all penalties for using an off hand.

**Multiattack:** Reduce the penalty for making multiple unarmed attacks by 2.

**Instant Stand:** Stand up from prone as free action.

**Leap of the Clouds:** Jumping distance is not limited according to the character's height.

Double all jump distances when using Athletics

**Slow Fall:** Subtract 30 ft from falling damage.

**Improved Charge:** A rumel can make a charge without having to move in a straight line.

**Improved Unarmed Strike:** Rumel suffer no penalty for not being armed.

**Toughness x3:** +9hps

**Nonlethal Force:** No penalty to do subdual damage.

**Tactical Aid:** Give allies +COM attack or dodge for 5 rounds. Half action for 1, full action for multiple allies.

**Harm's Way:** Take hit for one adjacent ally.

**Deflect Missiles:** Half action; AGI check (DC 20) to deflect missile, (DC 25) to catch missile.

**Stunning Fist:** PHY check (DC 15) or stunned; 2x/day

**Flying Kick:** +10 damage unarmed strike, when charging

**Run:** 5x base speed when running (Full action)

**Dark Adaptation:** halves penalties from darkness

**Increased Speed:** Base speed +5 ft.

**Skill Focus:** Dodge: +3 Dodge, +1 threat range



Djðme

You have been a guardian for 7 years, since you were old enough to join the guard. Most of that time has been uneventful – dealing with tavern brawls and troublemakers. Finally, you have an opportunity to really prove yourself, by making sure this djðru is never a threat again.



Name: Djorgi  
Character Level: 10 XP: \_\_\_\_\_  
Class: Guardian Level: 10  
Class: \_\_\_\_\_ Level: \_\_\_\_\_  
Class: \_\_\_\_\_ Level: \_\_\_\_\_  
Class: \_\_\_\_\_ Level: \_\_\_\_\_

### Abilities & Saves

6 Presence -2  
12 Communication +1  
16 Empathy +3 Intuition: +6  
13 Spirit +1 Will: +8  
13 Reasoning +1 Wits: +6  
22 Agility +6 current: \_\_\_\_\_  
10 Physique +0 Hit Points: 19

Popularity total: 41 current: \_\_\_\_\_

Status 1 Flattery \_\_\_\_\_

### Interaction

Influence  
3 Charisma = 5 + -2 + \_\_\_\_\_  
6 Deceit = 5 + +1 + \_\_\_\_\_  
8 Camaraderie = 5 + +3 + \_\_\_\_\_  
6 Debate = 5 + +1 + \_\_\_\_\_

Influence Styles  
Style Technique Dam Crit Error Threat  
Authority CHA 106 X2 1 19-20  
Connections DEB 106 X2 1-3 19-20  
Diplomacy DEB 108 X2 1 19-20  
Intimidation CHA 108 X3 1-3 20

Reputation  
15 Aura = 10 + 7 + -2 + \_\_\_\_\_  
18 Avoidance = 10 + 7 + +1 + \_\_\_\_\_  
18 Composure = 10 + 7 + +1 + \_\_\_\_\_  
18 Rebuttal = 10 + 7 + +1 + \_\_\_\_\_

Reputation Styles  
Style Technique vs. Cha. vs. Dec. vs. Cam. vs. Deb.  
Authority COM +1 -1 0 +2  
Connections REB -2 +2 -2 +2

### Skills

| Skill Name  | Key Ability | Skill     |           | Ability   |          | Misc. | Error      | Threat       |
|---|-------------|-----------|-----------|-----------|----------|-------|------------|--------------|
|   |             | Bonus     | Ranks     | Mod.      | Mod.     |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Acrobatics                | AGI         | <u>23</u> | <u>13</u> | <u>+6</u> | <u>9</u> |       | <u>1</u>   | <u>19-20</u> |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Appraise                  | REA         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Athletics                 | PHY         | <u>19</u> | <u>13</u> | <u>0</u>  | <u>6</u> |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Brawling                  | PHY         | <u>5</u>  | <u>5</u>  | <u>0</u>  |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Contortion                | AGI         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Craft (fiber preparation)   | AGI         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Craft (macramé)           | AGI         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Craft (painting)          | AGI         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Craft (papermaking)         | AGI         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Craft (weapons)             | AGI         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Craft (weave building)    | AGI         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Craft (weave cloth)       | AGI         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Craft (weave clothing)    | AGI         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Craft (weave container)   | AGI         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Craft (weave flexible)    | AGI         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Craft (weave furniture)   | AGI         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Craft (weave rigid)         | AGI         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Disguise                  | PRE         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dji Wivvu Momumilu          | SPI         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Dodge                     | AGI         | <u>8</u>  |           | <u>+6</u> | <u>2</u> |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Heal                      | EMP         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Intuit Direction          | EMP         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (animals)         | REA         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (astrology)       | REA         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (ceremonies)      | REA         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (esoterica)       | REA         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (genealogy)       | REA         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (harvesting)      | REA         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (history)         | REA         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (law)             | REA         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (legends)         | REA         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (plants)          | REA         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (poetry)          | REA         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (politics)        | REA         | <u>10</u> | <u>5</u>  | <u>1</u>  | <u>4</u> |       | <u>1-2</u> | <u>19-20</u> |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (songs)           | REA         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (spirits)         | REA         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (trade)           | REA         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (Underworld)      | REA         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (weapons)         | REA         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (weather)         | REA         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge (weaving)         | REA         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge ( )               | ) REA       |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge ( )               | ) REA       |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge ( )               | ) REA       |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge ( )               | ) REA       |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge ( )               | ) REA       |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knowledge ( )               | ) REA       |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Medium                    | SPI         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Melee Combat              | AGI         | <u>14</u> | <u>8</u>  | <u>+6</u> |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Missile Combat            | AGI         | <u>22</u> | <u>13</u> | <u>+6</u> | <u>3</u> |       | <u>1</u>   | <u>19-20</u> |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Observe                   | EMP         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Perform (dance)           | AGI         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Perform (instruments)     | COM         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Perform (juggling)        | AGI         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Perform (massage)         | AGI         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Perform (oratory)         | COM         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Perform (poetry)          | COM         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Perform (sex)             | COM         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Perform (sing)            | COM         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Perform (storytelling)    | COM         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (animal handler) | SPI         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (cook)           | REA         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (investigator)   | REA         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (law)            | PRE         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (matchmaker)     | PRE         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (provider)       | EMP         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (trader)         | COM         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Profession (weaver)         | COM         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Ritual                    | SPI         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Search                    | REA         | <u>9</u>  | <u>8</u>  | <u>+1</u> |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Sleight of Hand           | AGI         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Speaking                  | COM         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Spiritwrack                 | PRE         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Stealth                   | AGI         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Survival                  | REA         |           |           |           |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Track                     | EMP         | <u>16</u> | <u>13</u> | <u>+3</u> |          |       |            |              |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> ♦ Use Rope                  | REA         |           |           |           |          |       |            |              |

Action Dice number: 4 size: 26 used: \_\_\_\_\_



## Djong's experienced guardian

Age: 18

Weight: 3.7kg

Height: 75cm

Length: 143cm

Tail: 99cm

Limb: 80cm

Crest: chevron stripes of periwinkle and dark green

Arm Feelers: dark green

Chin Whiskers: rusty orange

Ear Tufts: sky blue

Face Whiskers: midnight blue

Size: Tiny

Base Speed: 30 ft, climb 40 ft

### Personality:

**Opportunist:** You look out for number one. You like and respect the people you spend time with, but you advance your own interests whenever you have the chance. Earn an Action Die by altering a situation or plan so that it benefits you personally when it did not before.

### Proficiencies:

Authority, Connections, Diplomacy, Intimidation  
Stick, Throwing Stick, Net, Sling, Bolas, Staff, Shield

### Equipment:

|            |           |
|------------|-----------|
| Stick      | d6/x2     |
| (4) Sling  | d4/x2     |
| Bolas      | d3/tangle |
| (2) Shield |           |

### Feats, class abilities, etc.

**Acute Nose:** Rumel can detect the presence of creatures within 30 feet, modified for wind and weather. Noting the direction of a scent is a free action, and the source can be pinpointed once the creature comes within 5 feet of the source. Rumel can not track by scent.

**Shadowsight:** Rumel can see much better in high-contrast situations, such as the moving shadows and bright light found in the canopy. All penalties for shadows, and benefits gained by others using shadows, are decreased by one category/step, or by 2 if a fixed bonus/penalty. However, rumel see very poorly in general darkness, so treat all light levels less than daylight as one step more hindering.

**Multidexterity:** Ignore all penalties for using an off hand.

**Multiattack:** Reduce the penalty for making multiple unarmed attacks by 2.

**Instant Stand:** Stand up from prone as free action.

**Leap of the Clouds:** Jumping distance is not limited according to the character's height.

Double all jump distances when using Athletics

**Slow Fall:** Subtract 30 ft from falling damage.

**Improved Charge:** A rumel can make a charge without having to move in a straight line.

**Improved Unarmed Strike:** Rumel suffer no penalty for not being armed.

**Toughness x3**

**Nonlethal Force:** No penalty to do subdual damage.

**Tactical Aid:** Give allies +COM attack or dodge for 5 rounds. Half action for 1, full action for multiple allies.

**Harm's Way:** Take hit for one adjacent ally.

**Point Blank Shot:** +1 to Missile combat < 30 ft. range

**Precise Shot:** no penalty for firing into melee

**Shot on the Run:** move before and after missile attack

**Improved Critical (sling):** double threat range

**Bombastic Attack:** subtract up to  $\frac{1}{2}$  from Interaction attack roll, and add to damage.

**Skill Focus: Missile Combat:** +3 Missile Combat, +1 threat range

**Skill Focus: Acrobatics:** +3 Acrobatics, +1 threat range



## Djongi

You are one of the few guardians who has ever dealt with a dĵru before. When you were a new recruit, 10 years ago, you were part of a squad assigned to escort a trader. You discovered the hard way that the reason this particular trader needed escort wasn't her goods, it was the territory: you were attacked by a dĵru in the night, with no warning. It went through the sentry like a storm through the leaves, and killed nearly everyone. You survived only by holing up in a knot while the rest were slaughtered. The dĵru sated itself before it got around to finding you.

Now you've been picked for this dĵru hunting expedition because of your putative experience with them – the council believes you survived the dĵru attack all those years ago through a mix of luck and skill, and you've made no efforts to disabuse them of this notion.



Name: Remy  
 Character Level: 10 XP:           
 Class: Chosen One Level: 4  
 Class: Shaman Level: 6  
 Class:          Level:           
 Class:          Level:         

### Abilities & Saves

16 Presence +3  
15 Communication +2  
14 Empathy +2 Intuition: +15  
18 Spirit +4 Will: +15  
13 Reasoning +1 Wits: +8  
8 Agility -1 current:           
6 Physique -2 Hit Points: 8

Popularity total: 57 current:         

Status 2 / Shaman Flattery         

### Interaction

| Influence              | Style               | Technique  | Base Influence |            | Ability Modifier |                 | Misc. Mod. |
|------------------------|---------------------|------------|----------------|------------|------------------|-----------------|------------|
|                        |                     |            | Base           | Influence  | Base             | Modifier        |            |
| <u>+11</u> Charisma    |                     |            | <u>+8</u>      | <u>3</u>   | <u>        </u>  | <u>        </u> |            |
| <u>+10</u> Deceit      |                     |            | <u>+8</u>      | <u>2</u>   | <u>        </u>  | <u>        </u> |            |
| <u>+10</u> Camaraderie |                     |            | <u>+8</u>      | <u>2</u>   | <u>        </u>  | <u>        </u> |            |
| <u>+9</u> Debate       |                     |            | <u>+8</u>      | <u>1</u>   | <u>        </u>  | <u>        </u> |            |
| Influence Styles       | <u>Authenticity</u> | <u>CHA</u> | <u>106</u>     | <u>X2</u>  | <u>1</u>         | <u>19-20</u>    |            |
|                        | <u>Bargain</u>      | <u>DEB</u> | <u>104</u>     | <u>X2</u>  | <u>1</u>         | <u>20</u>       |            |
|                        | <u>Bluff</u>        | <u>DEC</u> | <u>106</u>     | <u>X3</u>  | <u>1</u>         | <u>20</u>       |            |
|                        | <u>Connections</u>  | <u>DEB</u> | <u>106</u>     | <u>X2</u>  | <u>1-3</u>       | <u>19-20</u>    |            |
|                        | <u>Flattery</u>     | <u>CAM</u> | <u>108</u>     | <u>X2</u>  | <u>1</u>         | <u>20</u>       |            |
|                        | <u>Incitement</u>   | <u>DEC</u> | <u>106</u>     | <u>X3</u>  | <u>1-2</u>       | <u>19-20</u>    |            |
|                        | <u>Insinuation</u>  | <u>DEC</u> | <u>108</u>     | <u>X3</u>  | <u>1-2</u>       | <u>19-20</u>    |            |
|                        | <u>Inspiration</u>  | <u>CHA</u> | <u>108</u>     | <u>X3</u>  | <u>1</u>         | <u>19-20</u>    |            |
| <u>Intimidation</u>    | <u>CHA</u>          | <u>108</u> | <u>X3</u>      | <u>1-3</u> | <u>20</u>        |                 |            |

| Reputation           | Style                | Technique  | Base Reputation |            | Ability Modifier |                 | Misc. Mod. |
|----------------------|----------------------|------------|-----------------|------------|------------------|-----------------|------------|
|                      |                      |            | Base            | Reputation | Base             | Modifier        |            |
| <u>+21</u> Aura      |                      |            | <u>10</u>       | <u>+8</u>  | <u>3</u>         | <u>        </u> |            |
| <u>+20</u> Avoidance |                      |            | <u>10</u>       | <u>+8</u>  | <u>2</u>         | <u>        </u> |            |
| <u>+22</u> Composure |                      |            | <u>10</u>       | <u>+8</u>  | <u>4</u>         | <u>        </u> |            |
| <u>+19</u> Rebuttal  |                      |            | <u>10</u>       | <u>+8</u>  | <u>1</u>         | <u>        </u> |            |
| Reputation Styles    | <u>Authenticity</u>  | <u>COM</u> | <u>+1</u>       | <u>-1</u>  | <u>0</u>         | <u>+3</u>       |            |
|                      | <u>Bargain</u>       | <u>REB</u> | <u>-1</u>       | <u>+1</u>  | <u>-1</u>        | <u>+1</u>       |            |
|                      | <u>Bluff</u>         | <u>AUR</u> | <u>+1</u>       | <u>-1</u>  | <u>+1</u>        | <u>-1</u>       |            |
|                      | <u>Condescension</u> | <u>AUR</u> | <u>+2</u>       | <u>-2</u>  | <u>+2</u>        | <u>-2</u>       |            |
|                      | <u>Connections</u>   | <u>REB</u> | <u>-2</u>       | <u>+2</u>  | <u>-2</u>        | <u>+2</u>       |            |
|                      | <u>Distraction</u>   | <u>AVO</u> | <u>+2</u>       | <u>-1</u>  | <u>-2</u>        | <u>+3</u>       |            |
|                      | <u>Inspiration</u>   | <u>AUR</u> | <u>+1</u>       | <u>-2</u>  | <u>+3</u>        | <u>-2</u>       |            |
| <u>Willpower</u>     | <u>COM</u>           | <u>+2</u>  | <u>-2</u>       | <u>0</u>   | <u>+2</u>        |                 |            |

### Skills

| Key | Skill                       | Ability | Bonus | Ranks | Mod. | Misc. | Error | Threat |
|-----|-----------------------------|---------|-------|-------|------|-------|-------|--------|
| AGI | Acrobatics                  | 10      | 5     | -1    | 6    |       |       |        |
| REA | Appraise                    | 1       |       |       |      |       |       |        |
| PHY | Athletics                   | 9       | 5     | -2    | 6    |       |       |        |
| PHY | Brawling                    | -2      |       |       |      |       |       |        |
| AGI | Contortion                  | -1      |       |       | -1   |       |       |        |
| AGI | Craft (fiber preparation)   |         |       |       |      |       |       |        |
| AGI | Craft (macramé)             | -1      |       |       |      |       |       |        |
| AGI | Craft (painting)            | -1      |       |       |      |       |       |        |
| AGI | Craft (papermaking)         |         |       |       |      |       |       |        |
| AGI | Craft (weapons)             |         |       |       |      |       |       |        |
| AGI | Craft (weave building)      | -1      |       |       |      |       |       |        |
| AGI | Craft (weave cloth)         | -1      |       |       |      |       |       |        |
| AGI | Craft (weave clothing)      | -1      |       |       |      |       |       |        |
| AGI | Craft (weave container)     | -1      |       |       |      |       |       |        |
| AGI | Craft (weave flexible)      | -1      |       |       |      |       |       |        |
| AGI | Craft (weave furniture)     | -1      |       |       |      |       |       |        |
| AGI | Craft (weave rigid)         |         |       |       |      |       |       |        |
| PRE | Disguise                    | +3      |       |       |      |       |       |        |
| SPI | Dji Wivu Momumilu           | 20      | 13    | 4     | 3    | 1-2   | 19-20 |        |
| AGI | Dodge                       | +1      |       |       | -1   | 2     |       |        |
| EMP | Heal                        | 5       | 3     | 2     |      |       |       |        |
| EMP | Intuit Direction            | 5       | 3     | 2     |      |       |       |        |
| REA | Knowledge (animals)         |         |       |       |      |       |       |        |
| REA | Knowledge (astrology)       | 5       | 4     | 1     |      | 1-2   | 19-20 |        |
| REA | Knowledge (ceremonies)      | 10      | 9     | 1     |      |       |       |        |
| REA | Knowledge (esoterica)       | 5       | 4     | 1     |      |       |       |        |
| REA | Knowledge (genealogy)       | 5       | 4     | 1     |      |       |       |        |
| REA | Knowledge (harvesting)      |         |       |       |      |       |       |        |
| REA | Knowledge (history)         |         |       |       |      |       |       |        |
| REA | Knowledge (law)             |         |       |       |      |       |       |        |
| REA | Knowledge (legends)         | 5       | 4     | 1     |      | 1-2   | 19-20 |        |
| REA | Knowledge (plants)          | 10      | 9     | 1     |      |       |       |        |
| REA | Knowledge (poetry)          |         |       |       |      |       |       |        |
| REA | Knowledge (politics)        | 5       |       | 1     | 4    |       |       |        |
| REA | Knowledge (songs)           |         |       |       |      |       |       |        |
| REA | Knowledge (spirits)         | 14      | 13    | 1     |      | 1-3   | 20    |        |
| REA | Knowledge (trade)           |         |       |       |      |       |       |        |
| REA | Knowledge (Underworld)      |         |       |       |      |       |       |        |
| REA | Knowledge (weapons)         |         |       |       |      |       |       |        |
| REA | Knowledge (weather)         |         |       |       |      |       |       |        |
| REA | Knowledge (weaving)         |         |       |       |      |       |       |        |
| REA | Knowledge ( )               |         |       |       |      |       |       |        |
| REA | Knowledge ( )               |         |       |       |      |       |       |        |
| REA | Knowledge ( )               |         |       |       |      |       |       |        |
| REA | Knowledge ( )               |         |       |       |      |       |       |        |
| REA | Knowledge ( )               |         |       |       |      |       |       |        |
| SPI | Medium                      | 15      | 11    | 4     |      | 1-2   | 19-20 |        |
| AGI | Melee Combat                | -1      |       |       | -1   |       |       |        |
| AGI | Missile Combat              | -1      |       |       | -1   |       |       |        |
| EMP | Observe                     | +2      |       |       |      |       |       |        |
| AGI | Perform (dance)             | -1      |       |       |      |       |       |        |
| COM | Perform (instruments)       | +2      |       |       |      |       |       |        |
| AGI | Perform (juggling)          | -1      |       |       |      |       |       |        |
| AGI | Perform (massage)           | -1      |       |       |      |       |       |        |
| COM | Perform (oratory)           | +2      |       |       |      |       |       |        |
| COM | Perform (poetry)            | +2      |       |       |      |       |       |        |
| COM | Perform (sex)               | +2      |       |       |      |       |       |        |
| COM | Perform (sing)              | +2      |       |       |      |       |       |        |
| COM | Perform (storytelling)      | +2      |       |       |      |       |       |        |
| REA | Profession (animal handler) |         |       |       |      |       |       |        |
| REA | Profession (cook)           |         |       |       |      |       |       |        |
| REA | Profession (investigator)   |         |       |       |      |       |       |        |
| PRE | Profession (law)            |         |       |       |      |       |       |        |
| PRE | Profession (matchmaker)     |         |       |       |      |       |       |        |
| EMP | Profession (provider)       |         |       |       |      |       |       |        |
| COM | Profession (trader)         |         |       |       |      |       |       |        |
| COM | Profession (weaver)         |         |       |       |      |       |       |        |
| SPI | Ritual                      | +13     | 9     | 4     |      |       |       |        |
| REA | Search                      | 1       |       |       |      |       |       |        |
| AGI | Sleight of Hand             | -1      |       |       |      |       |       |        |
| COM | Speaking                    | 2       |       |       |      |       |       |        |
| PRE | Spiritwrack                 | +10     | 7     | 3     |      | 1-3   | 19-20 |        |
| AGI | Stealth                     | -1      |       |       |      |       |       |        |
| REA | Survival                    | 1       |       |       |      |       |       |        |
| EMP | Track                       | 2       |       |       |      |       |       |        |
| REA | Use Rope                    | 1       |       |       |      |       |       |        |

Action Dice number: 4 size: d6 used:



# Remig, shaman

Age: 17  
Weight: 3.4kg  
Height: 72cm  
Length: 137cm  
Tail: 98cm  
Limb: 77cm  
Crest: mottled emerald green & scarlet red  
Arm Feelers: Deep royal purple  
Face Whiskers: Cerulian blue  
Ear Tufts: striped maize & saffron  
Size: Tiny  
Base Speed: 30 ft, climb 40 ft

## Personality:

**Manipulator:** You twist others around your little finger. Confidence games are second nature to you and you love getting others to do your bidding. Your sneaky ways are useful to the political-minded party, but your friends should be wary of you too.  
Earn an Action Die by persuading one or more characters to take an action that is not in their best interests.

## Proficiencies:

Authority, Bargain, Bluff, Condescension, Connections, Distraction, Flattery, Incitement, Insinuation, Inspiration, Intimidation, Willpower  
Stick

## Equipment:

Sling d4/x2  
(2) General Remedy, fresh

3 goodberries

thickets  
S down further  
E same height closer

## Feats, class abilities, etc.

**Acute Nose:** Rumel can detect the presence of creatures within 30 feet, modified for wind and weather. Noting the direction of a scent is a free action, and the source can be pinpointed once the creature comes within 5 feet of the source. Rumel can not track by scent.

**Shadowsight:** Rumel can see much better in high-contrast situations, such as the moving shadows and bright light found in the canopy. All penalties for shadows, and benefits gained by others using shadows, are decreased by one category/step, or by 2 if a fixed bonus/penalty. However, rumel see very poorly in general darkness, so treat all light levels less than daylight as one step more hindering.

**Multidexterity:** Ignore all penalties for using an off hand.

**Multiattack:** Reduce the penalty for making multiple unarmed attacks by 2.

**Instant Stand:** Stand up from prone as free action.

**Leap of the Clouds:** Jumping distance is not limited according to the character's height.

Double all jump distances when using Athletics

**Slow Fall:** Subtract 30 ft from falling damage.

**Improved Charge:** A rumel can make a charge without having to move in a straight line.

**Improved Unarmed Strike:** Rumel suffer no penalty for not being armed.

**Divine Grace:** add Spirit modifier to all saving throws

**Aura of Courage:** allies within 10 ft. gain +4 vs. fear

**Aura of Despair:** enemies within 10 ft. suffer -2 on saves

**Status: 2/Shaman:** subtract 2 damage from each successful Interaction attack

**Brew Herbal Remedy:** This remedy takes a day to brew, and must be used within a day. If the shaman knows the cause of the affliction, and brews a custom remedy, it cures 1d4+1 damage. Otherwise, a general remedy cures 1d4-1 hit points of damage.

**Diagnose Malady:** Determine what spirit is causing a malady without first consulting the spirits.

**See Spirits:** Both hear and see spirits

**Stunning Words:** Wits save (DC 18) or stunned; 2x/day

**Quick Calling:** call a spirit as a full-round action, -10 on the shaman level check; can't be used with Simple Ritual

**Simple Ritual:** call a spirit without special substances

**Skill Focus: Dji Wiwu Momumilu:** +3 Dji Wiwu Momumilu, +1 threat range



Remig

From a very early age, the spirits talked to you, and you to them. When your mother realized it wasn't just acting out, she sent you to live with the local shaman. There you were raised from an early age, until the shaman decided you were ready to begin training as a shaman. You were sent away to the wilderness, where you apprenticed with a hermit shaman for 5 years. You've been back for a year now, declared ready to be your own council. You have been called upon to help with the hunt for the djōru because you are not yet an established part of the community, and are thus expendable.

Jaru . forest wolf