

WORLD TREE SAMPLE CHARACTER: HEROBASH

Name	Herobash	Species	Khtsoyis	Gender	Male
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Strength	Stamina	Dexterity	Agility	Perception	Faith	Memory	Wits	Will	Charisma
+5	+5	+2	+1	+1	0	0	0	-1	-1

Magic	0	Knack	Nouns	2	Knack	Verbs	2	Knack
Cley Base	10		Airador			Creoc		
Concentration	3		Aquador			Destroc	12	+4
Feather Casting	3		Corpador	7		Healoc		
Finesse	3		Durudor			Kennoc		
Hammer Casting	4		Herbador	5		Mutoc		
Magic Analysis	5		Illusidor	5		Ruloc		
Magic Resistance	7		Locador			Sustenoc	4	
Magic Theory	4		Magiador					
Meditation	5		Mentador					
Ritual Magic			Pyrador	4				
Spellbinding	3		Spiridor					
Spont. Force	3		Tempador					
Fighting	1	Knack	Athletics	1	Knack	Rogue Arts	1	Knack
Archery	10		Climb			Alertness	9	
Brawling	10		Dance	4		Disguise		
Claws&Teeth	6		Dodge	15		Forgery		
Combat Stance Base	14		Hunt			Make/Pick Locks	4	
Crushing	15	+4	Jump			Pick Pockets	7	
Edged			Ride	4		Search	8	
Fencing			Run	8		Set/Disarm Trap	7	
Knives			Swim			Sleight of Hand	3	
Life Base	15		Track	5		Sneak	5	+10
Pole & Staff								
Thrown	4							
Social	4	Knack	Crafts	5	Knack	Knowledges	0	Knack
Bargain	6		Animal Handling	4		General Knowledge	5	
Command			Armor Repair	5		Gods' Tongue		
Empathy			Enchantment			History & Literature	4	
Etiquette	4		Medicine			Judge Value	6	
Flirting	3		Music			Languages	4	
Friendliness	4		Spellweaving			Law	3	
Guile	4		Wilds Survival	4		Natural Science	4	
Interrogate			Woodworking			Social		
Intimidate	8					Teaching		
						Theology		



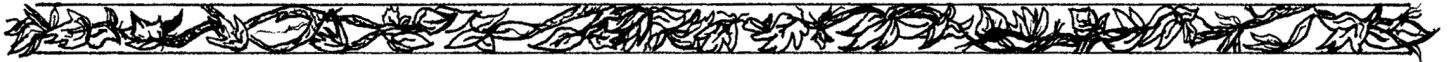


	Formula		
Life Points	$3 \times (\text{Stamina} + \text{Life Base})$	60	
Bad Injury (Trouble 3)	$\frac{1}{2}$ maximum life	30	
Terrible Injury (Tr. 6)	$\frac{1}{4}$ maximum life	15	
Incapacitated	0	0	
Dead	$-(\text{Will} + \text{Life Base})$	14	
Cley (renewed at dawn)	Faith + Cley Base +d6		
Magic Resistance	Magic Resistance skill	7	
Attack	Dex+weapon+ weapon mods	+26 (per club)	
Base Damage	see weapon	7 (per club)	
Damage Increment	see weapon	2 (per club)	
Defense	Agil+Dodge+ armor mods	+22	2 clubs+1 shield; preferred
Soak	sum of armor soaks	1	
Alt. Defense: 0 shields		16	3 clubs
Alt. Defense: 2 shields		28	1 club
Alt Defense: 3 shields		34	no clubs

Combat Options Known		
Activity	Summary.	Expert
<input checked="" type="checkbox"/> Vary Stance	Pick Stance on action. Add to Attack, subtract from Defense	<input type="checkbox"/> change by 3 (defense)
<input checked="" type="checkbox"/> Pull Punch	Pick damage penalty for this hit.	<input type="checkbox"/> pick after hit.
<input checked="" type="checkbox"/> Active Shield	Metal shields: +s20 defense, not +10. Wood: +s12, not +6.	<input type="checkbox"/> Defense +s12.
<input checked="" type="checkbox"/> Wild Parry	+2s20 on Defense, or +2s6 on Soak. Roll two botch dice.	<input type="checkbox"/> 3 dice, or 2 on each
<input checked="" type="checkbox"/> Wild Attack	+2s20 on one Attack roll or +2s6 Damage. Roll two botch dice.	<input type="checkbox"/> 3 dice, or 2 on each
<input checked="" type="checkbox"/> Hit Hard	Attack at -2s10. Damage at +s6, or +2s6 if damage incr. is 4+.	<input type="checkbox"/> Extra +s12 Attack
<input checked="" type="checkbox"/> Careful Retreat	Retreat d12 feet. +s12 on one Defense roll.	<input type="checkbox"/> Extra +s12 defense
<input checked="" type="checkbox"/> Hit Precisely	Add s20 to Attack. Damage at -s6 or -2s6 for damage incr. 4+	<input type="checkbox"/> Extra +s12 Attack
<input checked="" type="checkbox"/> Hinder/DriveBack	On hit, foe retreats/has Trouble, or takes hit at +s6 damage	<input type="checkbox"/> Double effect
<input checked="" type="checkbox"/> Tighten Stance	Roll Agil+CSB+s20 \geq 30 to switch to neutral stance, at end.	<input type="checkbox"/> \geq 40 for at beginning
<input checked="" type="checkbox"/> Prepare Attack	Skip this attack; be in neutral stance. Get +s20 on Attack.	<input type="checkbox"/> May stack three
<input checked="" type="checkbox"/> Break Armor	Damage at -s6. Reduce Soak by 1 (d3 on Triumph 3+)	<input type="checkbox"/> d3 or d4 points
<input type="checkbox"/> Multiple Weapons	See text	<input type="checkbox"/> See text.
<input checked="" type="checkbox"/> Careful Parry	+s20 Defense / +s6 Soak this action. -2s10 next Attack	<input type="checkbox"/> +s12 Defense extra
<input checked="" type="checkbox"/> Cripple	Attack at -10; damage -s6; cause Trouble d6 if you hit.	<input type="checkbox"/> +s12 on attack
<input type="checkbox"/> Force Opening	Neutral stance. Take +s6 damage. Next attack is +s20	<input type="checkbox"/> stack 3
<input type="checkbox"/> Counterattack	Subtract 3s10 from Defense. Then attack enemy at -3s10.	<input type="checkbox"/> Extra +s12 both
<input type="checkbox"/> Disarm	Roll Dex+Weapon+s20 \geq defender's Dex + CSB+s20 for foe's choice of drop weapon or hit at +2s6 damage. Fail is -s6 damage.	<input type="checkbox"/> Unsuccessful means regular hit.
<input type="checkbox"/> Feint	-s10 on Attack; roll (Dex + CSB + s20 \geq 30) to change options.	<input type="checkbox"/> Extra +s12 on roll.
<input type="checkbox"/> Subdue	Attack at -s10. Foe recovers some damage after s6 hours.	<input type="checkbox"/> Better recovery
<input type="checkbox"/> Mighty Blow	Double Stance for Attack, +2s6 damage; can't change stance fast.	<input type="checkbox"/> +s12 atk or +s6 dam
<input type="checkbox"/> Sweep Weapon	Hit at N people at -Ns10 Attack each.	<input type="checkbox"/> Extra +s12 on one.

Note: Stress dice from combat options do not botch.





Bound Spells				
#	Spell	Verb, Noun, Cplx	Power	Cost
1	<i>Heal the Awful Wound</i>	<i>Hl Co 20</i>	19	
2	<i>Heal the Awful Wound</i>	<i>Hl Co 20</i>	21	
3	<i>Quick Instant</i>	<i>Cr Te 10</i>	22	
4	<i>Quick Instant</i>	<i>Cr Te 10</i>	19	
5	<i>Quick Instant</i>	<i>Cr Te 10</i>	19	
6	<i>(No more yet - he's got Reduced Bound Spells)</i>			
7				
8				
9				
10				
11				
12				
13				
14				
15				

Cash: 460 lozens

Age: 32 years in 4260

Birthday and year: *Trandary 1, 4228*

Time cley is refreshed: (ordinarily dawn) *Dawn*

Short Self-Description:

Herobash is a hefty Khtsoyis, tentacles like cables, his hide naturally a pleasant greyish-purple with mauve blobs here and there. His eyes are a beautiful clear blue. In cold weather he wears a short fur drapery-cloak with a dingy lace ruffle. In warmer weather he often wears an elegant (according to him) pink silk sash with a fine shell brooch pinned to it.

Background story:

Herobash is a fairly typical honest Khtsoyis - a decent guy, working to make a living. He grew up in a grungy neighborhood near the lake. He never got too deeply into the criminal side of things, but of course most of his friends did. He was a stevedore for a while, but that got too boring. He's been a mercenary for about seven years, mostly guarding merchant caravans. He and Rrengra often work for the same caravan, and generally are given the same assignments, because most other primes prefer not to work with either a Khtsoyis or a Sleeth. He's not much of a mage, but has learned a number of useful little spells.





Tactical Notes

- Like any Khtsoyis, he gets +2 Attack and +2 Damage when he's using clubs from overhead. Using two or three clubs makes this bonus especially potent.
- Herobash has plenty of combat options, and will be sensible with them - especially in ways that work well with his usual combat style of two clubs and one shield. For example, he will often take a moderately aggressive stance (+5, say), and try to switch to more defensive using Expert Vary Stance or ordinary Tighten Stance if people are attacking him. Hit Precisely is also a good choice.
- Herobash gets very few bound spells, and has made very routine choices for the ones he has. (But they're routine choices because they're good for many important situations.) He may at some point decide to take them more seriously.
- He doesn't often cast spells in combat - he knows he doesn't have the power to get past the victim's Magic Resistance reliably. Sometimes he starts a fight with Bleeding Wound or Poke the Foeman's Eyes, or even Blast the Leather Armor. In general he saves his cley for boosting his own Magic Resistance, or healing himself.

Design Notes

Herobash is as close to a straight fighter as most World Tree characters come, with Mercenary experience. He certainly uses magic, and has even chosen the Guard Mage Advantage. His magic is very focused compared to most characters: he has only one spell that's anything but Destruct, and none of his spells are very advanced.

Herobash's main Disadvantage is Reduced Bound Spells, which limits his use of other peoples' magic as well as his own. For balance, his other serious Disadvantage is Clumsy, which will be a constant annoyance for a fighter. He also takes only one characterization disadvantage.

He choose to pay the Advantage cost for +1 Strength, and get a Knack in Crushing weapons. As a Khtsoyis, he is likely to fight with two or three clubs at once, thereby getting extra use out of these Advantages.

His Broad Experience advantage gave him Magic Theory, Thrown Weapons, Dance, Etiquette, Friendliness, Make/Pick Locks, Wilds Survival, History and Literature, and Languages. Some of these were chosen to keep him from being utterly stereotyped. Even so, Herobash is a very straightforward character.

Herobash rolled three attributes: Wits (getting +2), Agility (getting -1), and Perception (getting 0).

Experience: Magic (1 blocks), Nouns (1 blocks), Verbs (2 blocks), Fighting (9 blocks), Athletics (3 blocks), Rogue Arts (3 blocks), Social (0 block), Crafts (0 blocks), Knowledge (1 blocks). His Mercenary Experience gave him Cley Base (15), Magic Resistance (10), Ride (20), Alertness (15), Bargain(20), Run (5), Intimidate (10), and Animal Handling (10).

He had 6 experience in Bargain from Species and 20 from Mercenary Experience, more than the 21 for level 6, but less than the 28 for level 7. The five points remaining went into the Social pool. For convenience, the GM let Herobash take one of these points for Intimidate instead, raising that skill from 35 exp to 36, giving him a skill level of 8.

