

	Formula		
Life Points	$3 \times (\text{Stamina} + \text{Life Base})$	33	
Bad Injury (Trouble 3)	$\frac{1}{2}$ maximum life	17	
Terrible Injury (Tr. 6)	$\frac{1}{4}$ maximum life	8	
Incapacitated	0	0	
Dead	$-(\text{Will} + \text{Life Base})$	-10	
Cley (renewed at dawn)	Faith + Cley Base +d6	$13 + d6$	
Magic Resistance	Magic Resistance skill	7	
Attack	Dex+weapon+ weapon mods	<i>claws +31</i>	<i>teeth +26</i>
Base Damage	see weapon	4	4
Damage Increment	see weapon	2	3
Defense	Agil+Dodge+ armor mods	20	
Soak	sum of armor soaks	1	
<i>Hind Legs</i>	<i>Add'l attack in close combat</i>	<i>Attack +26</i>	<i>Dmg 6, Dam.Incr. 3</i>

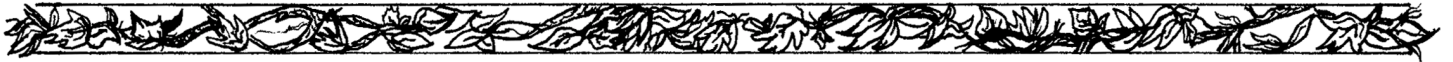
Combat Options Known		
Activity	Summary.	Expert
<input checked="" type="checkbox"/> Vary Stance	Pick Stance on action. Add to Attack, subtract from Defense	<input checked="" type="checkbox"/> change by 3 (defense)
<input checked="" type="checkbox"/> Pull Punch	Pick damage penalty for this hit.	<input type="checkbox"/> pick after hit.
<input 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 checked="" type="checkbox"/> Extra +s12 Attack
<input checked="" type="checkbox"/> Careful Retreat	Retreat d12 feet. +s12 on one Defense roll.	<input checked="" 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 checked="" type="checkbox"/> Extra +s12 Attack
<input 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 type="checkbox"/> Prepare Attack	Skip this attack; be in neutral stance. Get +s20 on Attack.	<input type="checkbox"/> May stack three
<input 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 type="checkbox"/> Careful Parry	+s20 Defense / +s6 Soak this action. -2s10 next Attack	<input type="checkbox"/> +s12 Defense extra
<input 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>	Hl Co 20	19	216
2	<i>Heal the Awful Wound</i>	Hl Co 20	20	216
3	<i>Pretense of Health</i>	Hl Co 15	18	215
4	<i>Quick Instant</i>	Cr Te 10	18	246
5	<i>Quick Instant</i>	Cr Te 10	13	246
6	<i>Toughen the Flesh (on "RRAVYAWL")</i>	Su Co 10	19	221
7	<i>Doughty Warrior (on "RRAVYAWL")</i>	Su Co 10	16	221
8	<i>Manicurist's Lament (on "RRAVYAWL")</i>	Mu Su Co 10	24	218
9	<i>Strong Arm (on "RRAVYAWL")</i>	Mu Co 5	20	217
10	<i>Many of Me</i>	Cr Mu Ru Il [Sp] 15	20	228
11	<i>Quick Instant</i>	Cr Te 10	18	246
12	<i>Pretense of Health</i>	Hl Co 15	25	215
13				
14				
15				

**Cash:** 205 lozems

**Age:** 32 years in 4260

**Birthday and year:** Thory 11, 4228

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

**Short Self-Description:**

*Rrengra is a compact Sleeth. Her fur is a muted pattern of dark blue and black, with her darkness broken only by eyes the blue at the base of a candleflame. She usually wears a necklace of geometric ivory beads (some which bear bound spells), and a pair of battered leather saddlebags which hold her pretz and fiaps, and a few other possessions.*

**Background story:**

*See "Into the Verticals" and "Azliet's Longhouse" in the World Tree book.*

*Rrengra's History (-1) Disadvantage is that she tried to join a knightly order and was rejected with scorn. She still resents this, and will look for opportunities to make knights look bad, or make herself look good in front of them.*

*Rrengra is a city Sleeth. She has lived in Treverre most of her life, and isn't any more accustomed to living in the wild than other city-folk.*

*Rrengra makes a modest living in Treverre. She sometimes finds work as a guard : guarding merchant caravans, or standing next to some nobleman looking intimidating, or chasing minor monsters away from a village. She has been to the Verticals a few times.*

*When this work is scarce (and it often is) she sells bound spells - No Unwanted Child and Unburning Wood are her best-sellers. When she has had a lot of money in the past, she has prudently invested it in spells. She would like to be better-off, but does not know how.*





#### TACTICAL NOTES

*Bound Spells:* Rrengra and companions bound spells for each other. Rrengra has a package of four bound spells which she can set off with the word "rravyawl", to give her extra toughness, vitality, sharper claws, and strength; she plans to use this at the start of a fight that she expects to be difficult. She also has several Quick Instant spells, triggered by words, so that she can get extra actions in emergencies. She also has several healing spells from Azliet; they will not be as good as if Azliet cast them fresh, but they may be some good in an emergency - and, with the Preferred Target Disadvantage, she can expect plenty of emergencies. Her Heal the Awful Wound spells are cast on beads on a bracelet; each one is set to go off if she is incapacitated and there is no bound spell on the bead to the left. This standard trick allows her to carry several Heal the Awful Wound spells and have them used one at a time.

In physical combat, she takes the ordinary Sleeth approach. If her enemy is not heavily armored, she will often choose to jump on him, entering close combat, raking with her hindclaws in addition to her ordinary claw and teeth attacks. She sometimes chooses a full aggressive stance, and uses a bound Quick Instant or the Tighten Stance combat option to try to avoid getting hit while she is so aggressive.

#### CHARACTER DESIGN NOTES

Rrengra is designed as a fairly practical mage and fighter. Her magic is mostly very straightforward: aggressive Pyrador spells, and Mutoc and Ruloc Corpador spells which take full advantage of her Sleeth gifts. "Guard Mage" seemed to best fit her approach: a fairly ordinary adventuress who did more magic than fighting, but a fair amount of both. Guard Mage gives a number of low-complexity spells; Rrengra took another four stronger spells as separate Advantages.

*Experience:* Magic (4 blocks), Nouns (3 blocks), Verbs (3 blocks), Fighting (5 blocks), Athletics (2 blocks), Rogue Arts (2 blocks), Social (1 block), Crafts (0 blocks), Knowledge (2 blocks).

