

The Characters

There are eight characters in the patrol. This is a short description of each of them.

Triste of Templeton

The patrol leader, she's slightly older than the others at 21 and comes from a church family, both her parents are in the bureaucracy at the capital, Templeton. She grew up in the centre of Church power and is clearly going places. stats

Flynn of Dunwin

Flynn is a pious young man who is almost fanatical about carrying out the will of the Church and protecting the nation. He has a very simple view of what is right and wrong and believes what he is told by the priesthood without question. Brought up by a very strict father who was a woodsman in the Norther borderlands. Also spent some of time defending his uncle's farm from raiders. At 17 he's one of the youngest in the patrol. stats

Ostler of Dyvers

The son of a blacksmith, Ostler had already picked up most of the skills before going into Church Service. Although well muscled, as one would expect, Ostler is wiry and slim. He sticks to the rules and has a well balanced approach to life. He's also 17. stats

Melody of Hornwood

The stunningly beautiful daughter of an inn-keeper. Growing up in a tavern on a busy trade route Melody was exposed to a number of performers which helped nurture her own talent. She can sing, dance, play the harp and has picked up many rivetting tales from the travellers that stayed at her parents' inn. At 20 she is the second oldest in the patrol. stats

Ashrem of Hornwood

A natural woodsman. Ashrem is most at home in the woods where he is a lightning fast hunter and can live for weeks without needing contact with civilisation. However this has its price and he isn't the best in dealing with people. He's 19 and makes leather clothes for himself. stats

Ylva of Blackmoor

Ylva is a town girl, she's happiest in crowds although she's not above sneaking around in the middle of the night if it helps her find out a bit more about what's going on. She's 18, 5'7" and not the best looking woman around. However she is very fast and quite strong, so best not to annoy her. stats

Valanthe of Hornwood

Another agent from Hornwood. Valanthe is the son of a farmer and has spent much of his time working on the farm, especially in looking after the animals. Despite being short (a mere 5'0") he is very muscular and agile. He's 19 and very useful in a fight. stats

Meta Character info

Triste of Templeton

Cleric 2nd Level, Neutral Good, Human NPC

Feats:	Combat Casting, Iron Will											
Domains:	Protection, Healing											
Skills:	Scribe 8; Knowledge, Religion 7; Diplomacy 6; Sense Motive 4; Spot 4; Calligraphy 4; Search 3; Gather Information 2.											
STR	DEX	CON	INT	WIS	CHA	AC	REF	FORT	WILL	INIT	Melee	Ranged
14	12	14	14	16	12	14	+1	+5	+8	+1	+3	+2

Flynn of Dunwin

Fighter/Cleric 2nd/1st Level, Neutral Good, Human PC

Feats:	Ambidexterity, Dodge, Focus: Longsword, Improved Initiative											
Domains:	Protection, Destruction											
Skills:	Ride 7; Climb 6; Jump 6; Gather Information 3; Knowledge, Religion 3; Move Silently 3; Spot 2.											
STR	DEX	CON	INT	WIS	CHA	AC	REF	FORT	WILL	INIT	Melee	Ranged
16	17	16	13	13	15	15	+3	+8	+3	+7	+5	+5

Ostler of Dyvers

Fighter/Cleric 2nd/1st Level, lawful Neutral, Human PC

Feats:	Endurance, Focus: Longbow, Great Fortitude, Improved Initiative											
Domains:	Luck, Protection											
Skills:	Blacksmithing 5; Ride 4; Gather Information 3; Handle Animal 3; Knowledge, Religion 3; Balance 2; Listen 2; Move Silently 2; Search 2.											

STR	DEX	CON	INT	WIS	CHA	AC	REF	FORT	WILL	INIT	Melee	Ranged
16	15	17	13	13	12	14	+2	+10	+3	+6	+5	+4

Melody of Hornwood

Bard/Cleric 1st/1st Level, Neutral, Human PC Feats: Iron Will, Skill Focus: Perform Domains: Protection, Sun Skills: Perform 10; Diplomacy 8; Gather Information 8; Bluff 7; Decipher Script 7; Disguise 7; Knowledge, Religion 7; Listen 6; Tumble 2. STR DEX CON INT WIS CHA AC REF FORT WILL INIT Melee Ranged 12 14 14 17 14 18 14 4 4 8 2 1 2

Ashrem of Hornwood

Ranger/Cleric 1st/1st Level, Neutral, Human PC Feats: Focus: Longsword, Martial: Longsword, Toughness, Track, Weapon Finesse Short Sword Domains: Protection, War Skills: Ride 6; Tanner 6; Animal Empathy 4; Intuit Direction 4; Knowledge nature 4; Sense Motive 4; Wilderness Lore 4; Knowledge, Religion 3; Gather Information 2; Handle Animal 2. STR DEX CON INT WIS CHA AC REF FORT WILL INIT Melee Ranged 16 18 16 14 15 11 17 4 7 4 4 4 5 back

Ylva of Blackmoor

Rogue/Cleric 1st/1st Level, Lawful Neutral, Human PC Feats: Alertness, Improved Initiative Domains: Healing, Protection Skills: Open Lock 8; Move Silently 7; Pickpocket 7; Search 7; Tumble 7; Climb 5; Decipher Script 5; Hide 5; Knowledge, Religion 5; Sense Motive 5; Diplomacy 3; Gather Information 3; Handle Animal 3; Swim 1. STR DEX CON INT WIS CHA AC REF FORT WILL INIT Melee Ranged 15 18 15 17 13 12 16 6 40 3 8 2 4

Valanthe of Hornwood

Fighter/Cleric 1st/1st Level, Neutral, Human PC Feats: Ambidexterity, Dodge, Weapon Finesse Short Sword Domains: Protection, Sun Skills: Ride 6; Climb 4; Jump 4; Handle animal 3; Gather information 2; Knowledge, Religion 1. STR DEX CON INT WIS CHA AC REF FORT WILL INIT Melee Ranged 17 18 16 11 13 12 16 4 7 3 4 4 5

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