

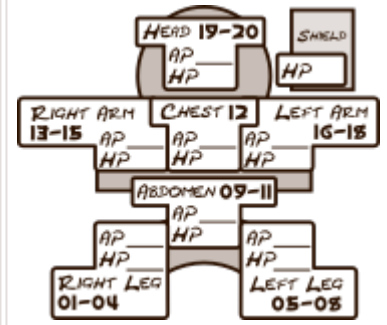
## Personal Details

Yehna Jarang's Daughter

Farmer of the Blue Tree Clan of the Colymar Tribe

Reputation: 10      Ransom: 500 Lunars

Money: 0W, 166L, 0C, 0B



## Characteristics

Strength: 13      (x5=65)  
 Constitution: 14 (x5=70)  
 Charisma: 15      (x5=75)  
 Size: 14            (x5=70)  
 Intelligence: 15 (x5=75)  
 Power: 10          (x5=50)  
 Dexterity: 12      (x5=60)

## Derived Scores

Strike Rank: Melee: 5 Magic/Missile: 3  
 Spirit Combat Damage: 1D6+1  
 Damage Bonus: 1D4  
 Magic Points (POW): 10  
 Hitpoints: 15  
 (Head/Leg/Abdomen: 5 | Each Arm: 4 | Chest: 6)  
 Healing Rate: 3  
 Maximum Encumbrance: 13

MP	HP
1	23
2	3
3	4
4	5
5	6
6	7
7	8
8	9
9	10
10	11
11	12
12	13
13	14
14	15
15	16
16	17
17	18
18	19
19	20
20	21
21	22
22	23

## Runes

Earth: 60 [ ]  
 Air: 50 [ ]  
 Water: 20 [ ]

## Paired Runes

[ ] Movement~ 50 v 50 ~Stasis [ ]  
 [ ] Harmony~ 60 v 40 ~Disorder [ ]  
 [ ] Truth~ 60 v 40 ~Illusion [ ]  
 [ ] Man~ 55 v 45 ~Beast [ ]  
 [ ] Fertility~ 69 v 31 ~Death [ ]

## Rune Points

Ernalda: 2

## Passions

Love (Family): 75 [ ]  
 Loyalty (Colymar): 70 [ ]  
 Hate (Balkoth Tribe): 60 [ ]  
 Hate (Chaos): 60 [ ]  
 Hate (Lunar Empire): 60 [ ]  
 Loyalty (Blue Tree): 60 [ ]  
 Loyalty (Sartar): 60 [ ]

## Weapons

Weapon	SR	%	damage	Pts
Spirit Combat :		35	D + 1D4	

## Armour

Location	HP	ENC (0*)
Head	0	0
Chest	0	0
Abdomen	0	0
Legs	0	0
Arms	0	0

\*may include combined areas

Land: Hide of Land, 400L ea.: The hide that used to belong in part to Heri Horse-herder

<b>Skills</b>		<b>Skills</b>		<b>Skills</b>	
<b>Agility (+0)</b>		<b>Knowledge (+5)</b>		<b>Perception (+5)</b>	
Boat	5 [ ]	Animal Lore	10	Insight (own species)	33 [ ]
Climb	50 [ ]	Battle	15 [ ]	Listen	34 [ ]
Dodge	24 [ ]	Cult Lore (Ernalda)	35	Scan	40 [ ]
Drive (Wagon)	5 [ ]	Customs (Heortling)	36 [ ]	Search	30 [ ]
Jump	36 [ ]	Elder Race Lore (Beastmen)	10	Track	10 [ ]
Ride (Horse)	10 [ ]	Evaluate	15 [ ]	<b>Stealth (+0)</b>	
Swim	15 [ ]	Farm	68 [ ]	Hide	10 [ ]
<b>Communication (+5)</b>		First Aid	25 [ ]	Move Quietly	10 [ ]
Act	10 [ ]	Herd	38 [ ]	<b>Melee Weapons (+5)</b>	
Art	10 [ ]	Homeland Lore (Sartar)	50	Quarterstaff	20 [ ]
Bargain	10 [ ]	Manage Household	60 [ ]	Two-handed Spear	20 [ ]
Charm	20 [ ]	Peaceful Cut	43 [ ]	<b>Missile Weapons (+5)</b>	
Dance	31 [ ]	Plant Lore	10	Sling	10 [ ]
Disguise	10 [ ]	Survival	20 [ ]	<b>Shields (+5)</b>	
Fast Talk	10 [ ]	Treat Disease	16 [ ]	<b>Natural Weapons (+5)</b>	
Intimidate	20 [ ]	Treat Poison	10 [ ]	Fist	30 [ ]
Intrigue	20 [ ]	<b>Magic (+0)</b>		Grapple	30 [ ]
Orate	15 [ ]	Meditate	8 [ ]	Kick	20 [ ]
Sing	25 [ ]	Prepare Corpse	10 [ ]		
Speak Other (Earhtongue)	8 [ ]	Spirit Combat	35 [ ]		
Speak Other (Esrolian)	41 [ ]	Spirit Travel	10 [ ]		
Speak Other (Tradetalk)	5 [ ]	Worship (Ernalda)	24 [ ]		
Speak Own (Heortling)	55 [ ]	<b>Manipulation (+5)</b>			
		Conceal	10 [ ]		
		Craft (Cooking)	68 [ ]		
		Devise	10 [ ]		
		Play Flute	10 [ ]		
		Sleight	10 [ ]		

## Rune Magic

Bless Crops (Earth, Fertility): (1)

Ritual, Instant, Stackable

This ritual affects an area of ground equivalent to that which a farmer can plow in a season (one hide of land). It adds +20% to the owner's occupational skill rating for that hide in the following Sacred Time (see page 420). For each point stacked in the spell, either an additional hide can be added or an additional +20 can be added to the Income roll in Sacred Time (see page 420).

## Spirit Magic

Repair (v1): Touch, Instant

**Focus:** Unknown or no Focus

This spell repairs broken objects. All the parts must be present. Thus, a sword can be fixed, shield renewed, or armor repaired. Each point of the spell fixes 1D10 points of damage, if the item has hit points. If it does not, the item is simply repaired. The object repaired shows a scar, and permanently loses 1 hit point from its maximum hit point value as well.

If Repair is used on magic items, the spell does not return any broken enchantments or released spirits.

BladeSharp (v1): Touch, Temporal, Passive

**Focus:** Unknown or no Focus

This spell works on any cutting, stabbing, or hacking weapon. It increases the chance to hit by +5% and does 1 additional point of damage per point of spell applied. The spell is incompatible with the other weapon-enhancing spells of Bludgeon and Fireblade. If Dullblade is also cast on the weapon, the improved chance to hit from Bladesharp is not affected, but the weapon's additional damage is reduced by the second spell. Note that the magical damage can hurt magical creatures otherwise invulnerable to normal weapons. Telmori Wolfbrothers, for instance, are not hurt by the weapon's normal damage roll, but may be hurt by the magical damage bonus.

## Geases, Gifts, Notes:

### **Notes**

Yehna is Berra's little sister, has a hide of land, as well as looking after her sister's. Her first marriage gave her little Haran.

Married to Mehrim, with a daughter and with another child on the way. She has two hides assigned to her to help bring up Berra Vareenasdaughter.

Yehna went missing in Earth Season 1629, along with all of her children.

Advanced to the end of Sacred Time 1629, still missing.

### **Geasa**

Do not speak the name of the Tree to outsiders

Do not be tattooed except in woad

## Biography: