

[WC] Quarion Amastacia

Quarion spent his formative years in seclusion and has decided to undertake the life of an adventurer. Now that he's re-entered the world, he seeks to alieve the suffering of those he encounters.

Rank: Veteran

XP: 40

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d8, Healing d6, Notice d6, Shooting d8, Spellcasting d10, Survival d6

Charisma: 0, **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Code of Honor (Major), All Thumbs (minor), Outsider (minor), Vow (minor)

Edges

- **Beast Master:** Wild animals tend to not attack; gain one animal friend.
- **Combat Concentration:** Ignore concentration penalties while in combat; receive +2 bonus to Smarts when making distraction rolls.
- **First Strike:** May attack one for who moves adjacent.
- **Level Headed:** Act on best of 2 cards in combat.
- **Natural Casting:** You are able to cast spells in animal form overcoming the verbal and somatic requirements.
- **Novice Druid:** 4 Cantrips & 2 Novice spells.
- **Seasoned Druid:** +2 Novice & 2 Seasoned spells.
- **Spells (Prepared):** 4 Cantrips, 4 Novice, 4 Seasoned, 2 Veteran.
- **Veteran Druid:** +2 Seasoned & 2 Veteran spells.

Racial Abilities

- **Agile:** Start with d6 in Agility.
- **All Thumbs:** Because of their dislike for mechanical things, Elves start with this Hindrance.
- **Low Light Vision:** Ignore penalties for Dim and Dark Lighting.

Gear

- **Leather Armor:** +1 Toughness
- **Wooden Shield:** +1 Parry
- **Scimitar:** (Damage: Str+d8)
- **Shillelagh:** (Str+d4)
- **Longbow:** (Range: 15/30/60; RoF: 1; Damage 2d6)
- **Scroll Case**
- **Backpack**
- **Winter Blanket**
- **Bedroll**



- **Mess Kit**
- **Tinderbox**
- **Waterskin**
- **10 Days Rations**

Loot: 8 sp, 5 gp,

Languages: Common, Elvish, Druidic, Giant