

Red Star

Alignment: N
 WR: 1d2
 TKA: 1d4
 Wounds: 28
 Soul Points: 80
 Power: 18
 React: 12

	Scimitar	Total	Long Bow
Skill	18+ 12		18+32
Defense Adj.	6 (18/6=3)	6	Rng: 20
Attack Rank	14/1d8+1d6		24/2d12
Damage	1d12	1d12+1d4	1d6+1d8

Armor: Lamellar
APV: 1d4+2
WR: 1d2
TPV: 1d2+1d4+2

Skills:			
Animal Hus.:	18+4	Concealment	18+12
Awareness:	18+8	First Aid:	18+23
Balance:	18+16	Herbalist:	18+12
Bush Craft:	18+27	Riding Craft:	18+14
Combat:	18+17	Tracking:	18+22

Nature: Reclusive, quiet and watchful.
 Bravery: 8

Use the following table to determine Red Star's current Attack Rank and Damage bonus in the Long Bow.

Current Synergy Level	Speed	Damage Bonus
4	22/1d10+1d12	1d4
8	20/2d10	1d6
12	18/1d10+1d8	1d8
16	16/2d8	1d10
20	14/1d6+1d8	1d12
24	12/2d6	1d8+1d6
28	10/1d6+1d4	2d8
32	8/2d4	1d8+1d10
36	8/2d4	2d10

Luck: 8
 Spell Resis: 9
 Relative Size: 1
 Walking: 3
 Charging: 9
 Running: 15
 Broad Jump: 3d6

(human)
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 Adventurer
 Shanley's Keep

Free Weight: 12 VL
 Sights: Normal

Aimed Shot
 Roll any single dice twice. The lower of the two rolls equals the cost in synergy bonus for the shot. The higher of the two rolls equal the damage bonus done by the shot (you still have to make the to hit roll).

Red Star

Alignment: Neutral

Nature: Reclusive, quiet and watchful

Bravery: 8

Red Star has a touch of red in her light brown hair. She is a woman of normal size, five and a half feet tall and only about 140 or so pounds. She moves with grace and silence, wears loose fitting cloths and cape. She carries a Scimitar and people who see her leaving for the bush will have noticed the long bow slung over her back.

Red Star comes by her name because of a small red star that is tattooed on her right temple. She adopted her new name after getting the tattoo and has never told a single person what her previous name was. If the character's do manage to talk to her, they can make an awareness roll to realize that she comes from a family with money and influence. She carries herself as someone who is used to having her orders followed. She will never talk about her family and has made no real friends while at Shanley's Keep (despite being here for nearly a year and a half) and will show no real interest in befriending the group. If she does talk to the group she not give them a lot of information, especially in regards to where she hunts or searches for the herbs and plants that she brings to the keep to sell.