



DOLEN RUNEHIDE

"THE ROBBER"

Male Trollkin Brigand/Warrior

Description: The smaller of the two Runehide brothers. Wears a deep hood that obscures everything but his frown. Always has a keen throwing axe close at hand that he fidgets with while he's thinking, ready to hurl it at anything that comes too close. Several others hang off his leather bandolier.

Background: You and your brother are refugees from the fighting in the Thornwood Forest and, as far as you know, the only survivors of your kith. Battles in the Thornwood and the desperate exodus afterward saw the rest slain. When the fighting drove you out, you and your brother turned to banditry and mercenary work to keep yourselves fed, settling in the eastern edge of the Gnarl. Most of your money is made escorting caravans along the Gnarlwood Trail or robbing those who refuse your services.

You're the older brother, despite the impression some get from your smaller size. You've been keeping Fargas out of trouble your whole life, which has given you a sour outlook on most things—and most people. Recently, a farrow by the name of Morrj has cut in on the region. His warband did you the professional discourtesy of killing a client, for which you and your brother are now blamed. You are trying to locate Morrj to squeeze a bit of compensation out of him for the trouble he's caused you.

Your first stop was a pygmy troll village in the Blackmarsh Valley, where you and your brother were allowed to lie low after a rough patch a while back. Turns out Morrj got there before you. Now you're traveling with the pyg chieftain and a handful of locals who have their own bones to pick with Morrj. They're not the sort you usually work with—more the sort to keep an eye on—but having a handful of others around couldn't hurt when things with the farrow turn violent.

Attitude: You're measured and quiet, listening far more than you speak. Other people tend to talk and talk until they have revealed something they didn't mean to, or they argue in circles until they are in a position you can use to your advantage.

Personal Goal: Thanks to Morrj, you have a bounty on your heads, and humans up and down the Gnarlwood Trail are looking to cash it in. There probably isn't anything in Morrj's camp that will exonerate you, but giving him a little payback would at least help even things up.

Relations with Others

Gullin Oakbreaker, "The Chief" – The pyg is decent enough. He seems wary about having you around, but his goals and your own align enough for you to get along. Plus, you owe him a favor for helping you out in the past. As you see it, Morrj has stolen something valuable from you both.

Longchops, "The Hunter" – Most of the gatormen you know are primitive tribal gators from the Thornwood. This one appears to be a bit more civilized than the others, which is nice. His goals seem sensible: kill a farrow and get paid for the work. You can respect that.

Lurk, "The Mystic" – Lurk is your kind of bog trog: clever and out for his own best interests. You and he share more than a few things in common.

Zocha, "The Guide" – Your kith had to fight plenty of Tharn in the Thornwood Forest. Zocha is one to keep your eye on and never turn your back to.

THE BROTHERS RUNEHIDE

You and your brother have been tracking Morrj back through the valley for a few weeks, trying to get a bearing on where the no-good, employer-killing warlord is holed up. Along the road, you ran into a pack of others with their own scores to settle. Best to let them lead the way.

You're the group's eyes. While the Tharn plans things out and the pyg coordinates them, you stay alert for potential gaps in the enemy line to exploit and ways to make the most out of your cosmopolitan crew. You also watch your brother to make sure he doesn't go off and get himself killed, which can be a real challenge.



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ARCHETYPE: CUNNING

Capable of bursts of true genius, the character is exceptionally intelligent and equally devious. He is capable of meticulous planning and the orchestration of the most sophisticated plots. His shrewd eyes see all the angles, enabling him to anticipate the likely course of action lesser minds will take.

Characters with the Cunning archetype are wily, calculating, and capable. A Cunning character possesses a tactical genius and adaptability that gives him +1 on attack and damage rolls in combat. While in the command range of a Cunning character, a friendly character receiving orders from him also gains +1 on attack and damage rolls.

Additionally, a Cunning character begins the game with one of several benefits. Characters gain additional benefits as they accumulate experience points. Dolen has Savant.

Savant

The character can attempt to use skills untrained that normally cannot be used untrained, but he suffers a -2 penalty on the skill roll.

Tough

The character is incredibly hardy. When this character is disabled, roll a d6. On a 5 or 6 the character heals 1 vitality point, is no longer disabled, and is knocked down.

Fast Draw

A character with this ability gains +2 on initiative rolls. He also gains an additional quick action during his first turn of combat each encounter that can be used only to draw a weapon.

Feat: Revitalize

This character can spend 1 feat point during his turn to regain a number of vitality points equal to his PHY stat immediately. If he suffers damage during his turn, the damage must be resolved before he can use this feat. He cannot use Revitalize while incapacitated.

Find Cover

At the start of combat before initiative is rolled, this character can immediately advance up to twelve feet (2") and perform a quick action to take cover or go prone.

Onslaught

At the start of this character's turn before moving or taking any action, he can make one ranged attack. After the attack has been resolved, the character must charge or run. The ranged attack is made before declaring a charge target.

Roll with It

When the character would ordinarily be knocked down, he goes prone instead. The character loses this ability while he is mounted.

