



# Sample Hero Narratives and Lists

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Click on the occupation to view the character sheet.

## Cavalry Soldier—List Method

Keywords:

Homeland—Grazer  
Occupation—Cavalry Soldier  
Magic—Practitioner of Jardan the Warrior (no common magic)

*Appearance:* Tall and skeletal, leathery skin.

*Goals:* Kill the man who murdered his father.

### 10 special abilities

*Skills:* Hold Breath, Keen Vision, Organize Posse, Speak Backwards, Stare Down Adversary.

*Relationships:* Groom retainer; Goldeneye horse sidekick.

*Personality:* Headstrong.

*Equipment:* Well-balanced bow.

*Special Items:* Seven Arrows of Light and Darkness.

*Flaws:* Searching for Father's Murderer.

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## Entertainer—Narrative Method

Anerash is a funny-looking Dara Happan entertainer. He is an initiate of Mercario who improves performances with Donandar's magic. His loyal sidekick Khorgatha is the only one who knows about his secret vigilante identity. Anerash was set-up by his arch-enemy Nemis; his vigilante persona is wanted for a crime he did not commit. Anerash uses his enchanted lasso both as a weapon and as an aid when climbing or swinging from rooftops in pursuit of lawbreakers. He dreams of proving his innocence, so that he will no longer have to hide his true identity behind the Mask of a Thousand Faces.

—100 words

Keywords:

Homeland—Dara Happa  
Occupation—Entertainer  
Magic—Common Magic, Initiate of Mercario

*Appearance:* Funny-looking.

*Goals:* Prove his innocence.

### Special abilities

*Skills:* Climb, Swing from Rooftops, Pursue Lawbreakers, Lasso Fighting, Vigilante [broad ability] (Elude Detection, Identify Criminal).

*Relationships:* Arch-enemy Nemis; Wanted for Crime He didn't Commit; Loyal Sidekick Khorgatha; Secret Vigilante Identity.

*Special Items:* Enchanted Lasso (aid climbing, aid swinging); the Mask of a Thousand Faces.

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## Farmer—List Method

Keywords:

Homeland—Dara Happa  
Occupation—Farmer  
Magic—Common Magic, Initiate of Navestos the Harvester

*Appearance:* Short, with huge hands and a hairy back.

*Goals:* Find his daughter, who was abducted by barbarians.

### 10 special abilities

*Skills:* Creative Insults, Dodge Attack, Keep Walking.

*Relationships:* Husband of Housewife Atraska; Father of retainer.

*Common Magic:* Banish Ghost, Ignore Cold, Increase Strength.

*Special Items:* Pendulum showing the direction of his daughter; Magic-reflecting Mirror.

*Flaws:* None.

## Foot Soldier—Narrative Method

Danbal of Tarsh dreams of marrying his childhood love, but she refuses to marry him unless he gives up gambling and drinking. Unfortunately, Danbal has a problem with both. He joined the army to escape from his creditors. He finds it easy to make friends, despite his tangled hair and bloodshot eyes. His best friend and brother in arms is Armax. Together they pulled the Skywriting Caper, which gave them the Pneumatic Puzzle and a reputation as con men. Danbal worships Yanafal Tarnils, but also knows the Flaming Hands common magic. He is good at fisticuffs, even when drunk.

—98 words

*Keywords:*

Homeland—Tarsh  
Occupation—Foot Soldier  
Magic—Common Magic, Initiate of Yanafal Tarnils

*Appearance:* Tangled hair and bloodshot eyes.

*Goals:* Marry his childhood love.

### Special abilities

*Skills:* Make Friends, Fisticuffs, Fight While Drunk.

*Relationships:* Best Friend Armax; Hunted by Creditors; Reluctant Ally: Childhood Love; Reputation as Con Man.

*Personality:* Gambling Problem, Drinking Problem, Glorify Childhood Sweetheart.

*Common Magic:* Flaming Hands.

*Special Magic:* Pneumatic Puzzle.

## Healer—List Method

*Keywords:*

Homeland—Heortling  
Occupation—Healer  
Magic—Devotee of Pranjala the Disease Healer (no common magic)

*Appearance:* Beardless, with long braided hair.

*Goals:* Make peace with his sister.

### 10 special abilities

*Skills:* A Friendly Face, Ambidextrous, Discourage Com-batants, If Looks Could Kill, Stomach Anything.

*Relationships:* Patron Govoran the Opulent; Initiate of Pranjala Retainer; Bodyguard Retainer; Black Dove.

*Special Items:* Healing Crystal.

*Flaws:* Adversary—Man-hating Sister; Irascible.

## Hunter—Narrative Method

Filibert is the illegitimate son of a Seshnegi noble. Raised as a hunter and Orderly of Saint Orvar, he knows how to Call the Beast from Within. Filibert knows the common magic of Barbaro. The Mark of Leadership on his left arm proves his heritage. A dashing handsome young man with hawk-like features, Filibert is a natural leader, who dreams of building an army to reclaim his birthright. Reginald the Scribe records his deeds. Filibert is a swordsman. He stole his superior broadsword from his younger half-brother Luc, who hates him for it. Filibert is a fine rider, but owns only a donkey.

—100 words

*Keywords:*

Homeland—Seshnela  
Occupation—Hunter  
Magic—Common Magic, Orderly of Saint Orvar

*Appearance:* Young man with hawk like noble features.

*Goals:* The illegitimate son of a noble, he dreams of building an army to reclaim his birthright.

### Special abilities

*Skills:* Dashing Handsome, Natural Leader, Swordsman, Ride Horse.

*Relationships:* Eulogized by Reginald the Scribe, Hated by Half-Brother, Member of Barbaro Religion.

*Common Magic:* Call the Beast from Within.

*Special Magic:* Mark of Leadership on left arm.

*Equipment:* Superior Broadsword, Donkey.

## Merchant—List Method

*Keywords:*

- Homeland—Teshnos
- Occupation—Merchant
- Magic—Common Magic, Initiate of Somash Mimi

*Appearance:* Child-like face, with a snub nose and freckles.

*Goals:* To keep things as they are. Keep selling stuff, meeting new people, seeing the world.

### 10 special abilities

*Skills:* Look Harmless, Sleep Like a Log.

*Relationships:* Four Unhurried Bearers; Trained Elephant; Soldier.

*Personality:* Curious.

*Common Magic:* Discern Customer's Desire, Perceive Thief.

*Equipment:* Heavy bronze-tipped fighting staff.

*Special Items:* Tome of Entrancing Lewdness

*Flaws:* None.

## Nomad—Narrative Method

Norayeep is a nomad of the Bison People, who can armwrestle as well as any man. She worships Eiritha and knows her clan's Survival Tricks. Lunar settlers drove her family from their ancestral pastures, and Norayeep yearns to rid the Greatlands of their taint. Her clan holds her in respect for her storytelling, but her sharp tongue often gets her into trouble. Norayeep owns the Thousand Knot Bag and the Everjug. She knows the way to the Hidden Hills, where she gained Many-Tongued Raven from her mentor, the shaman Yazingueh. She hides her baldness with a scarf.

—95 words

*Keywords:*

- Homeland—Bison People
- Occupation—Nomad
- Magic—Common Magic, Practitioner of Eiritha

*Appearance:* Hides her baldness under a scarf.

*Goals:* Rid the Greatlands of the Lunars

### Special abilities

*Skills:* Armwrestling, Knows the Way to the Hidden Hills, Storyteller.

*Relationships:* Shaman mentor Yazingueh; Many-Tongued Raven; Respected by Clan.

*Personality:* Hate Lunars, Sharp Tongue.

*Common Magic:* The Everjug charm.

*Special Items:* The Thousand Knot Bag.

## Petty Noble—Narrative Method

Dwirindos is a pudgy and short-tempered petty noble of Tarsh. He is a member of the Seven Mothers cult and dreams of becoming an Imperial Citizen and visiting Glamour. He enjoys reading, and has a library in his villa in Alda-chur that includes the Tome of Heavenly Secrets. His trusted manservant Boliker and his bodyguard Lerican always accompany him. He is a dedicated lute player, loves to bet and gamble, and is known to be a bad loser. After his father's death, Dwirindos inherited the greatsword Trollbane and the Amulet of Garing-Kaborj. He is a connoisseur of Osliran river clams.

—98 words

*Keywords:*

- Homeland—Tarsh
- Occupation—Petty Noble
- Magic—Common Magic (member of Seven Mothers cult)

*Appearance:* Pudgy.

*Goals:* Become an Imperial Citizen; visit Glamour.

### Special abilities

*Skills:* Play Lute, Read New Pelorian, Connoisseur of Osliran River Clams.

*Relationships:* Trusted Manservant Boliker; Bodyguard Lerican; Mourns Father.

*Personality:* Short Tempered, Bad Loser, Loves to Bet and Gamble, Enjoys Reading.

*Equipment:* Villa in Alda-chur, Library, greatsword Trollbane.

*Special Items:* Amulet of Garing-Kaborj; Tome of Heavenly Secrets.

## Sailor—List Method

*Keywords:*

- Homeland—Esrolia
- Occupation—Sailor
- Magic—Common Magic, Initiate of Ygg

*Appearance:* Spindly legs. Smiles a lot.

*Goals:* Become the captain of her own longship.

### 10 special abilities

*Skills:* Imitate Dialects, It's Really Your Idea, Lead Crew, Rustic Charm, Sea-legs.

*Relationships:* A Lad in Every Port; Awakened Praxian Lion Skin.

*Common Magic:* Open Seas spell.

*Equipment:* Aluminum ringmail armor.

*Special Items:* Neverwet Blanket.

*Flaws:* Hated by Lion People; Weakness for Men.

## Scholar—List Method

*Keywords:*

- Homeland—Esvular
- Occupation—Scholar
- Magic—Adept of Ankormy School (no common magic)

*Appearance:* Goatee, flabby lips, pale complexion.

*Goals:* Become the founder of a Wizardry School.

### 10 special abilities

*Skills:* Essence Plane Knowledge, Hagiography, Know Mostali Greeting, Read Seshnegi, Write Seshnegi.

*Relationships:* Ally of Pippin of Jansholm; Contacts Among Business Houses; Teacher of Apprentice.

*Equipment:* Reading lenses; boots made for walking.

*Flaws:* Fear Aldryami; Fight Like a Girl; Nearsighted.

## Thief—List Method

*Keywords:*

- Homeland—Puma People
- Occupation—Thief
- Magic—Common Magic

*Appearance:* Big, beautiful sad eyes. Long fingernails.

*Goals:* To get away from a life in crime without having his Dark Secret revealed by his crime-boss employer.

### 10 special abilities

*Skills:* Blowgun, Cooking, Escape Pursuer, First Aid, Surprise Attack.

*Relationships:* Employer's Beautiful Daughter; Wolger the Fence; Buddy of Dog.

*Personality:* Despise Employer.

*Special Items:* Sandals of the Catman.

*Flaws:* Blackmailed by Employer; Dark Secret; Empathize with Victims.

## Warrior—Narrative Method

One-eyed Uraldesta walks the path of the Heortling warrior, embraced by Vinga and blessed by Flesh Man's magic. Men admire her, women treat her with suspicion. Chaos monsters crippled her beloved husband and stole her eye, which is still alive, sending her nightmarish visions from the Void, keeping her awake at night. Now a daimon inhabits her left eye-socket. Her scarred face makes her look frightening. Animals avoid her. She owns the Brookiller Spear, and has embarked on a life-long quest to destroy all Predark. Pain bothers her not. She masters the Seven Wind Kick. She is tireless.

—97 words

*Keywords:*

- Homeland—Heortling
- Occupation—Warrior
- Magic—Common Magic, Initiate of Vinga

*Appearance:* Scarred face. Left eye (a daimon) lacks eyelid and moves independently of the right eye.

*Goals:* Destroy all Chaos.

### Special abilities

*Skills:* Frightening Appearance, Overcome Pain, Seven Wind Kick Fighting.

*Relationships:* Admired by Men; Cares for Dependent Husband; Feared by Animals; Host to Daimon; Treated Suspiciously by Women.

*Personality:* Insomnia, Tireless.

*Special Magic:* Nightmarish Chaos Visions.

*Special Items:* Brookiller Spear.