



Name: Elizabeth Forbes

Talents:

- Elizabeth always begins her turn with at least 1 Silver Piece - gaining one if she does not have any at that time.
- Elizabeth adds +2 to her Mental.
- After defeating a Foe, Elizabeth can add 1 to her movement max.

Description: Elizabeth Forbes, a prominent theologian, is said to be "the Heir to the Church." Her trustworthiness and loyalty has earned the respect of her fellow priests, as well as the admiration of the local populace. While many eye her for a position of note and power, for now she seems content to walk the land helping those she can.

Starting Space: Gods' Pavilion

COMBAT OVERVIEW

- Physical = Strength + Dexterity + (bonuses) + 1d10 vs. opponents same.
- Mental = Intelligence + Dexterity + (bonuses) + 1d10 vs. opponents same.
- Ranged = Dexterity + (bonuses) + 2d10 vs. opponents same. Requires a Bow and Arrow. One Arrow used each combat.

STATISTICS

	Current Statistic									X		
	20+	10+	1	2	3	4	5	6	7		8	9
Strength												
Intelligence												
Dexterity												
Health Points												
Silver Pieces												

POSSESSIONS

	In Possession	X
	In Possession at start of game	
Weapons		
(+1 to Physical, SR: 1)	Dagger	
(+2 to Physical, SR: 1)	Short Sword	
(+3 to Physical, SR: 2)	Long Sword	
(+4 to Physical, SR: 3)	Bastard Sword	
Armour		
(+2 to Physical, Discard at a 5+ pt loss, SR: 2)	Leather	
(+3 to Physical, Discard at a 6+ pt loss, SR: 3)	Chain	
(+4 to Physical, Discard at a 7+ pt loss, SR: 4)	Plate	
Bows & Arrows		
(+1 to Ranged, Range 1 space, SR: 1)	Short Bow	
(+2 to Ranged, Range 2 spaces, SR: 2)	Long Bow	
(+3 to Ranged, Range 3 spaces, SR: 3)	Recurve Bow	
(1 used per Ranged combat, SR: 1 for full set)	Arrows	
(1 used per Ranged combat, SR: 5 for full set)	Silver Arrows	
Mounts		
(+1 to Search Max, +2 to Travel Max, SR: 4)	Horse	
(Allows character to carry +5 Objects, -1 to Travel Max, SR: 3)	Mule	
(With a Horse +5 to Max Objects Carried total, SR:2)	Saddle Bags	

SPECIAL OBJECTS

- (Sand Demon) Magic Object, SR:6) **+2 Shield**
Add 2 to all forms of combat. It can be used with other armour.
- (Well of Life) **Baubles of the Pharaohs**
These can be sold in the Bazaar for 10 SP or in Ralcor for 6 SP.
- (Well of Life) SR:3) **Camel**
+4 to Max. Objects Carried total.
- (Bazaar) Magic Object, SR:6) **Crystal Orb**
Look at two chits. They are the next two encountered in the order you choose.
- (Bazaar) Magic Object. One use, SP:3) **Dust of Etherealness**
If you lose a combat, use the Dust to not lose a Health Point nor have something taken.
- (Elven Woods) Magic Object. One use, SP:4) **Elven Wine**
Adds 5 to the drinker's Dexterity until the end of that turn.
- (Bazaar) Magic Object, SP:10) **Flying Carpet**
Search and Travel Max. is 6 spaces.
- (Mt. Valenar) **Golden Idol**
Worth 2d4 SP when brought to God's Pavilion.
- (Saltoran Castle) SP:5) **Map of the Shining Caves**
Allows you to choose exactly what you will encounter in the Shining Caves.
- (Shining Caves) **Uncut Diamond**
Worth 4 SP when brought to Ralcor or Kur.

BONUSES, BLESSINGS, AND CURSES

- (Whistling Forest) Add 1 to Physical when using Swords.) **+1 Physical with Swords**
- (Well of Life) The Caravan pays you 5 SP upon reaching Ralcor.) **Caravan**
- (Insane Alchemist) Use 1 extra Physical weapon, adding all bonuses.) **Extra Arms**
- (Lost Plateau) Travel max is 2 until you reach Gods' Pavilion.) **McGreggor's Curse**
- (Tribal Village) Add 3 to all forms of combat for one combat.) **Shaman's +3 Blessing**
- (Tribal Village) Lose 2 from all forms of combat next combat.) **Shaman's -2 Curse**
- (Echo Valley) You can't search Places until you drop them off at Ralcor.) **Three Princesses**

SPELLS

- (Wizard's Lair) Have 1 Foe help you in one combat.) **Charm**
- (Painted Hills) All your movement max's are 6 spaces for the next 3 turns.) **Flight**
- (Painted Hills) Opponent loses 5 from their combat during one fight against you.) **Invisibility**
- (Painted Hills) Remove any one chit from the Realm to the Discard Pile.) **Vaporization**

NOTES AND CHIT SPACE

Empty space for notes and chit placement.

MAGICAL MOUNTS

- All Magical Mounts negate the affects of all non-magical mounts on movement Max's.
- Challenge = Key Stat + bonuses + 2d10 vs. opponents same. Potions add +8 to the attempt and allows 2 attempts.
- (Wizard's Lair) Allows you to attempt to command 1 Draco Serpentus.) **Command Serpentus :Potion**
- (+2 to Mental/Ranged. +5 to Physical. +2 to Search Max. +2 to Travel Max.) **Draco Serpentus :Mount**
Has 2 non-persistent Spells. It will cast them when and how you command.
- (Wizard's Lair) Allows you to attempt to command 1 Draco Maximus.) **Command Maximus :Potion**
- (+7 to Physical. +2 to Search Max. +4 to Travel Max.) **Draco Maximus :Mount**
- (Wizard's Lair) Allows you to attempt to command 1 Manticore.) **Command Manticore :Potion**
- (+2 to Mental/Ranged/Physical. +1 to Search Max. +1 to Travel Max.) **Manticore :Mount**
Can shoot tall-spikes - they work as your own Ranged Weapon. Range 2 spaces. No limit to the supply of spikes.