

Legends of Steel

Name: Narayan Singh, Shade of Hala
XP: 13

Country: Jandahar
Level: ?
Rank: N S V H L

Agility: d8 Parry (2+Fighting/2): 7 (+1 due to bracers)
Smarts: d6 Toughness (2+Vigor/2+Armor): 6
Spirit: d6 Pace: 6 + d6
Strength: d8 Load Limit:
Vigor: d8 Enc Mod:
Charisma: 0
Soak: (best of Vigor or d6)

WOUNDS
[-1] T+4
[-2] T+8
[-3] T+12
[INC] T+16
[-3]
[-2]
[-1]
FATIGUE

SKILLS

Climbing	4 _{ST}	Know - Religion	4 _{SM}	Stealth	8 _{AG}
Fighting	12 _{AG}	Know - Local	4 _{SM}	Streetwise	4 _{SM}
Guts	6 _{SP}	Notice	6 _{SM}	Survival	4 _{SM}
Healing	4 _{SM}			Swimming	4 _{ST}

EDGES:

- o Tricky (Prof/Background) - no MAP when using an Agility Trick in the same round as a Fighting Attack.
- o Dirty Fighter - +2 to Agility Trick
- o Trademark Weapon (P25) - Rumal

HINDRANCES:

- o Cautious (Minor, P15) - better someone else dies than me
- o Delusional (Minor, P15) - We live in Hala's dreams, we die in her nightmares. We will all die if she awakens, even those who serve her. My rumal feeds her sleep.
- o Vengeful (Minor) - a lack of self determination for most of his life has left Narayan willing to spill blood for real and imagined slights. However, he has learned patience when pursuing vengeance.
- o Vow (Minor) - Sacrifice to Hala with a rumal; the bloodlessness is doubly pleasing.

Treasure (1GP=100SP=1000CP):

- o Benny Points: 1) re-roll any TRAIT test, 2) remove SHAKEN or 3) spend immediately to soak wounds (Vigor & d6, difficulty 4, each raise heals another wound).
- o Silver 176

Weapons:

Rumal Hit: FIGHT+d6+1 Damage: STR+d4 Must grapple (P68) to use
A strangling scarf; coins are placed in either end to make it more readily swung.
Scimitar Hit: FIGHT+d6 Damage: STR+d8
Punch Dagger Hit: FIGHT+d6 Damage: STR+d4 No slicing

Armor: Bracers (treat as buckler, +1 Parry)

Equipment: Hammock/pack, waterskin, pick, shovel, washcloth & soap, whetstone, Hala idol, coin purse on necklace. Pirate shirt, pants, and moccasins.

Party Members: Ernest/Manoj, Matt/Maximus-Eternius, Paul/Oka, Tim/Kaitamo

XP expenditures: 1) Agility d8, 2) Guts d6 + d6 Notice

Background: Narayan (nah-RAH-yan) Singh grew up poor in Jandahar. As a boy he worked the land of his father. As a man he married; he and his family worked the land left to him by his father. In a fate typical of many villages in Jandahar, an extended period of drought and hunger weakened the community. What was left was finished off by bandits (or slavers?). Narayan fled his burning village, chased into the night by the bandits. Exhausted, he finally collapsed in the vine covered ruins on a distant hill top.

The next morning Narayan was awoken by a short, toothless, dirty old man wearing the clothes of an Obra-Irca priest. Narayan was unable to move for many days, weakened by hunger, fatigue, and loss. The priest took care of him during this time, giving him food and wine laced with black sugar, opiates, and nightshade (just a pinch). And all the while the old man preached the virtues of Hala, Goddess of Death and her followers. And Narayan dreamed of a landscape teeming with exceptional vineyards, bleached skulls, and the scent of death.

Upon his recovery of health, if not mind, Narayan accompanied the old man for a time, eventually joining the Shades of Hala. Awarded his pale rumal, Narayan struck out on his own.

NPC's: Captain Durkin, Lorena Durkin, Ceina, Maylo, Kovar the Brawler, Kruegars Tavern, Sebatrax the Inisa Priest