

Laeliana the Arbiter

An experienced, worn, hopeful mercenary trying to be something more. Laeliana has been inspired to seek greater, more worthwhile causes than coin when looking for battles to fight.



Charm +1 • Cunning +1 • Finesse 0 • Luck -1 • Might +2

Your Nature

Defender: Clear your exhaustion track when you put yourself in harm's way to defend someone against injustice or dire threat.

Your Drives

Justice: Advance when you achieve justice for someone wronged by a powerful, wealthy, or high-status individual.

Loyalty: You're loyal to someone—Marie Motier. Advance when you obey their order at a great cost to yourself.

Roguish Feats: Sleight of Hand

Weapon Skills: Cleave

Your Moves

Hardy: Take 1 additional injury box. Whenever time passes or you journey to a new clearing, you can clear 2 injury boxes automatically.

Crash and Smash: When you **smash your way through scenery to reach someone or something**, roll with Might. On a hit, you reach your target. On a 10+, choose 1. On a 7-9, choose 2.

- You hurt yourself: mark injury
- You break an important part of your surroundings
- You damage or leave behind a piece of gear (GM's choice)

On a miss, you smash through, but you leave yourself totally vulnerable on the other side.

Strong Draw: When you **target someone** with a bow, mark wear on the bow to roll with Might. On a hit, mark exhaustion to inflict 1 additional injury. Mark exhaustion again to make your shot ignore the enemy's armor—they cannot mark wear to absorb the injury.

YOUR CONNECTIONS

Protector

_____ is a true hero, someone whom even I look up to for their moral clarity. What did they do that convinced me of their righteousness?

When they are in reach, mark exhaustion to take a blow meant for them. If you do, take +1 ongoing to weapon moves for the rest of the scene.

Partner

_____ and I together helped a faction take control of a clearing, and share responsibility for it.

When you fill in this connection, you each mark 2-prestige with the faction you helped, and mark 2-notoriety with the faction you harmed. During play, if you are spotted together, then any prestige or notoriety gains with those factions are doubled for the two of you.

Background

Laeliana has fought in battles her whole life. She started as a soldier in the armies of the Grand Duchy, but she couldn't continue fighting for the Duchy's cause after she saw what they did to the places they conquered. She then became a mercenary but that life wore away at her, too. Only when she met Marie Motier on the field of battle while in the employ of the Marquisate did Laeliana see a different way. Marie fought with passion because she believed she was right, and Laeliana found her magnetic. The two ended their bout with neither having won. When they met next, they struck up a friendship, and Marie inspired Laeliana to seek new things to fight for, to try being more than a mercenary. Laeliana is excited to see Marie again and feel the thrill and excitement she feels every time Marie is near.

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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EXHAUSTION
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	DEPLETION

Your Equipment

CARRYING: 4 BURDENED: 6 MAXIMUM CARRY: 12

Hammer

- **Range:** Close | **Weapon skill tags:** Cleave, Storm a Group
- **Large:** Mark exhaustion when inflicting harm with this weapon to inflict 1 additional harm.
- **Slow:** When you **engage in melee** with this weapon, choose one fewer option. Mark wear to ignore this effect.

Longbow

- **Range:** Far | **Weapon skill tags:** Harry a Group

Worn Plate Armor

- **Weighty:** This item counts as 1 additional Load

YOUR REPUTATION

Denizens	-3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+0	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Woodland Alliance	-3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-1	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Eyrie Dynasties	-3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+0	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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