

**ATTRIBUTES**

|          |   |
|----------|---|
| Strength | 1 |
| Agility  | 1 |
| Mind     | 1 |
| Appeal   | 1 |

**WEAPONS**

|        |       |
|--------|-------|
| Sword  | d6+1  |
| Dagger | d6L+1 |



**COMBAT ABILITIES**

|            |   |
|------------|---|
| Initiative | 1 |
| Melee      | 1 |
| Ranged     | 1 |
| Defence    | 1 |

**ARMOUR and EQUIPMENT**

|              |      |
|--------------|------|
| Light armour | d6-3 |
|--------------|------|



**CAREERS**

|            |   |     |
|------------|---|-----|
| Alchemist  | 1 | 1st |
| Blacksmith | 1 | 2nd |
| Mercenary  | 1 | 3rd |
| Thief      | 1 | 4th |
|            |   | 5th |
|            |   | 6th |

**BOONS and FLAWS**

Boons  
 Trademark Tools: Argol has a set of finely crafted thieves' tools. Roll a bonus die whenever doing something where such tools are useful.

EQUIPMENT

NOTES

BACKGROUND and LANGUAGES

A friend of Sharangara - Argol can turn his hand to almost anything. When Oomathax the Quill discovered Argol stealing from him, he couldn't bring himself to summon the guards to take Argol to the arena - there was something about this young man that he saw in himself when he was younger.

Oomathax wondered whether he could take this wayward lad and turn him into a competent alchemist. Argol took to it like the proverbial poad to water, and Oomathax schooled him in the arts of making potions, acids, powders, and how to smith exotic metals.

One thing with Argol - while he can turn his hand to anything, he also gets bored very quickly. Pretty soon, he was slipping out from Oomathax's care and hitting the road for adventure with his new found skills. It didn't take him long to hook up with Sharangara, and for now they travel together until it no longer suits them to do so.

Languages:

Lemurian, Ygddari, Malakutian.