

ATTRIBUTES

Strength	1
Agility	2 (1)
Mind	0
Appeal	1

COMBAT ABILITIES

Initiative	1
Melee	2
Ranged	0
Defence	1

CAREERS

Farmer	0	1st
Merchant	1	2nd
Pirate	1	3rd
Thief	2	4th
		5th
		6th

WEAPONS

Sword	d6+1
Dagger	d6L+1

ARMOUR and EQUIPMENT

Medium armour d6-2
(Agility modified if wearing)

BOONS and FLAWS

Boons

Great Wealth: Molina is incredibly wealthy. He owns lands around Parsool, a house in the City, and a galley in the port. (Roll an extra die on any attempt to obtain any goods, services or items whilst in Parsool.)

DAMAGE



BACKGROUND and LANGUAGES

Molina Goth started out as an honest but poor farmer - then became dishonest, and is now rich. Discovering that his heart was simply not in farming when he inherited his father's lands, Molina sold up and moved into the city.

In Parsool, Molina lived the high life for a while until his money ran out. He then realised that he could make money more easily by taking it from other people rather than working till he dropped, like his father had done.

Molina then fell foul of the city guard. Fleeing the city by ship, he ended up - after a series of escapades - in the Pirate Isles. Here he quickly reached the position of second mate to the old rogue, Ballik Boram.

Later, for the reward money, he double-crossed his shipmates, leading them into a trap where they were destroyed by three Parsool war galleys. Ballik Boram escaped though, and won't forget this treachery...

Languages:

Lemurian, Sea Tongue

EQUIPMENT



NOTES

