

Skills	Ranks	Char.	Feat	Bonus	Penalty	Modifier	Check	Hard	Successes
Art ()									
Authority	4	+0				+4%	54%	24%	
Bargain	1	+0			-5%	-4%	46%	16%	
Bluff									
Climb	1	+1			-7%	-5%	45%	15%	
Concentration									
Cook ()									
Craft ()									
Diplomacy	1	+0				+1%	51%	21%	
First Aid	6	+0				+6%	56%	26%	
Handle Devices									
Hide	1	+1			-7%	-5%	45%	15%	
Intimidate	4	+2				+6%	56%	26%	
Jump	1	+2			-7%	-4%	46%	16%	
Knowledge (Common)	5	+0				+5%	55%	25%	
Knowledge (Military)	7	+0				+7%	57%	27%	
Knowledge ()									
Knowledge ()									
Knowledge ()									
Library Use									
Listen	3	+0				+3%	53%	23%	
Lock Picking									
Medicate									
Perform (Tell Tales)	2	+0		+5%		+7%	57%	27%	
Persuade	1	+0		+5%		+6%	56%	26%	
Repair ()									
Search	5	+0				+5%	55%	25%	
Sense Motive	7	+0				+7%	57%	27%	
Sleight of Hand	0	+1			-7%	-6%	44%	14%	
Sneak	4	+1			-7%	-2%	48%	18%	
Spot	4	+0				+4%	54%	24%	
Survival ()									
Survival ()									
Swim	2	+3			-7%	-2%	48%	18%	

Equipment	Weight		
Traveller's Outfit	2 kg		
Standard (Simple)	1 kg		
Coin Pouch	-		
Traveller's Ration (2)	1 kg		
Shoulder Bag	0,2 kg		
Wooden Pipe	0,1 kg		
Pouch containing Bitter-Weed	-		
Matches (10)	-		
Steel and Flint	-		
Bedroll	2 kg		
Flask filled with water (1 l)	1 kg		
Scroll Case	0,2 kg		
Bandages (4)	0,1 kg		
Thick Gloves	0,1 kg		
		Total	17,8 kg

Character Description

Boran could be called a practical Minotaur, even if he tries to not be too serious. He was the standard-bearer of a group of Mercenaries until they all split up because a particular harsh argument they had. Boran was the only one who was trying to reason with both sides, but they didn't listen to him, and just decided to move away, leaving him with the standard as only memory of the group. Boran usually doesn't talk much about his past, even if sometimes he likes to tell stories of his old group doing particular things or just for the sake to tell a story, as Minotaurs usually like to do. He knows that an united group can accomplish many things, even despite the odds, and always tries to keep people together without exaggerating. He still uses the same standard he had back in the days and it's extremely proud of it.

He always enjoy a good conversation with others, especially with those with a high education, while he still tries to teach to those more unfortunate, if has the time. While he is used to portray a certain etiquette with the nobles or rich people, he still find himself to do fine even with peasants and more humble people, but doesn't really like unnecessary rudeness or vulgarity.

Combat:

As a standard-bearer Boran doesn't go directly into combat, or at least is not the first one to charge unless he has to, but usually he helps others or he tries to rally/encourage them, especially using the standard to grant bonuses to their Morale Checks. He's also used to take a look on the entire battlefield or zone where they are fighting, so he can plan a useful strategy or he will be aware if there are some members of his group who are in need for help. He also tries to keep an eye on those who are more vulnerable or less capable to sustain a prolonged combat or who are just not fit for it at all, such as Glitter Breeze.

