

## Ways Away - Character Profiles & Barks

### **Percy - “An eager young warrior that’s afraid of Goblins.”**

Percy is a newly sired knight who is not too keen on facing the monsters outside the kingdom’s walls. He used to love exploring the wilds on his own as a child until the day a group of goblins ambushed him in the Winding Woods. The goblins scooped Percy up and threw him into a filthy pool of sludge, leaving him smelling of manure for an entire week. The memory still haunts him and has left Percy with a terrible fear of goblins.

While out on patrol, Percy overheard a group of adventurers chatting about making a journey to the mystical village of Willoway. He knew of this village and its famous magical street market, but he had never felt brave enough to make the journey alone. But then a thought occurred to him; “I wonder if Willoway’s market has some kind of trinket or magic potion that could cure me of this fear I have?” Without hesitation, Percy approached the group of strangers and asked if he could accompany them to Willoway. He said he could be their shield to protect them from harm’s way during their trek through the Winding Woods... so long as they didn’t run into too many goblins along the way!

### **Percy’s Barks**

Start of Turn	Onward!
Start of Turn	Alright, where to next?
Start of Turn	Watch out for goblins...
Start of Turn (1 hour left)	Time to hurry!
Start of Turn (1 hour left)	Are we sure we can make it?
Start of Turn (1 hour left)	This is not looking good...
Goblin Space	G-g-g-goblins!!!
Goblin Space	R-Retreat!!!
Goblin Space	I-I’m gonna die!!!
Run from Goblins (forward)	<i>*sigh*</i> Glad that’s over with!
Run from Goblins (forward)	I n-never want to see one of those things again!
Run from Goblins (forward)	<i>*sigh*</i> Safe at last...
Run from Goblins (backward)	<i>*sigh*</i> Some knight I am...
Run from Goblins (backward)	N-not my bravest performance...
Run from Goblins (backward)	M-maybe they’ll go away if we wait back here?
Thorn Space	Ouch!
Thorn Space	Y-Yowza!
Thorn Space	Zounds, that stings!
Flower Space	C-can’t... move!
Flower Space	B-Blasted p-plant monster!
Flower Space	T-there b-better not b-be any g-goblins coming our w-way right now...
Reaches End Space	Huzzah!
Reaches End Space	Ahhh, here we are!
Reaches End Space	<i>*sigh*</i> What a journey that was!

**Renna - “A rogue that’s as quick on her feet as she is clumsy.”**

Renna is a boisterous young land with a penchant for mischief. She’s a member of a rogue’s guild called the Collectors, a group of thieves who retrieve stolen goods and return them to their rightful owners. What makes Renna such a successful member of the Collectors is her ability to swiftly avoid traps, snares, and other obstacles that get in her way. While she is one of the fastest members of her guild, she isn’t exactly the most delicate and has been known to stumble right into danger on more than one occasion.

After a particularly messy heist, the leader of the Collectors had enough of Renna’s clumsiness. Her job was on the line, but ever the resourceful sort, Renna came up with a clever idea. With the help of a cloak of Vanishing, she could set off traps and remain undetected. It may not fix her lack of coordination, but at least no one would know about her clumsiness in the first place! Cloaks of Vanishing were rare, so Renna decided travelling to the mystical village of Willoway was her best bet of finding one.

As she took her first step beyond the city gates, Renna immediately tripped and fell flat on her face. A young healer passing by helped Renna get back on her feet. The healer and her companions were also on their way to Willoway, so Renna decided to tag along. She probably could have made the journey on her own pretty quickly, but if she wanted to get there safely, she’d need all the help she could get!

Start of Turn	My turn!
Start of Turn	I’ll race you!
Start of Turn	Last one to Willoway’s a rotten egg!
Start of Turn (1 hour left)	Let’s go, go, go!!!
Start of Turn (1 hour left)	Time’s a-wastin’!
Start of Turn (1 hour left)	Come on, slowpokes!
On rolling a 5 or 6 to move	Quick as a cat!
On rolling a 5 or 6 to move	No time to dilly-dally!
On rolling a 5 or 6 to move	Gooooooooo!
On rolling a 1 or 2 to move	Here we g- *thud* ooph!
On rolling a 1 or 2 to move	Whoops! *thud*
On rolling a 1 or 2 to move	*thud* Ouchie!
Goblin Space	Let’s beat these guys, quick!
Goblin Space	You guys are slowing me down!
Goblin Space	Not today, gobo’s!
Thorn Space	Yipes!
Thorn Space	Ow-ow-owwww!
Thorn Space	I’d hate to trip on more of these things.
Flower Space	M-must... escape!
Flower Space	C-can’t... move!
Flower Space	S-stupid f-flower!
Reaches End Space	Ha! In record time!
Reaches End Space	Wow, that was fast!
Reaches End Space	Haha, I win!

### **Tobias - “A powerful wizard who can be a bit careless with magic.”**

Tobias is the youngest child in a family of warriors. All brawn and little brain, his family placed great value on physical prowess over magical ability. Tobias was expected to follow in his parent’s footsteps and become a mighty hero who would travel the world and protect the innocent. However, Tobias preferred to wield the arcane over a sword. He spent most of his life trying to prove his worth to his family, even without bulging muscles or the ability to wield heavy weapons.

Tobias’ family simply didn’t understand what was so special about magic, no matter how hard he tried to convince them otherwise. Because of this, Tobias developed an unfortunate habit of overdoing it with his incantations; fireballs exploding too far, gigantic familiars that lose control, and so on. His greatest desire is to show his family a spell so unbelievably powerful that even they would have to acknowledge how great it is. But Tobias tried everything, and his mentor had no more new spell scrolls for him to study. Tobias’ mentor recommended he visit the mystical village of Willoway. “They’re regularly developing new spells. I’m sure you’ll learn something quite potent from the locals!”

Tobias packed his bags and set off for Willoway. He encountered a few travellers along the way and let them accompany him. Having a few travelling companions never hurt anyone... so long as Tobias didn’t hurt them by accident!

Start of Turn	Let’s see...
Start of Turn	Where to now, I wonder?
Start of Turn	Let us be off then.
Start of Turn (1 hour left)	This bodes ill...
Start of Turn (1 hour left)	Best make haste!
Start of Turn (1 hour left)	Running quite late indeed...
Goblin Space	Pesky creatures...
Goblin Space	Away with you!
Goblin Space	Begone!
Thorn Space	Let’s make this quick, shall we?
Thorn Space	Allow me!
Thorn Space	Oh mighty flames, ignite!
Burn Thorns (roll 1 – 5 on Thorn Space)	Childs play.
Burn Thorns (roll 1 – 5 on Thorn Space)	Elementary.
Burn Thorns (roll 1 – 5 on Thorn Space)	I’ve carved us a path.
Spell Explodes (Roll 6 on Thorn Space)	That was... not what I intended.
Spell Explodes (Roll 6 on Thorn Space)	Oh... oh dear me.
Spell Explodes (Roll 6 on Thorn Space)	Er... my apologies...
Flower Space	Hmmm...
Flower Space	Grrrrrr...
Flower Space	H-how vexing...
Reaches End Space	Ah, at long last.
Reaches End Space	And here we are.
Reaches End Space	Perhaps it’s time to rest?

**Lily - “A carefree healer who tends to be very forgetful.”**

Lily is an apprentice apothecary with a bright, cheerful personality. She chose to become an apothecary because she loves to make people happy. Yet, she struggles as she tends to be very forgetful. Lily tends to lose herself in the moment, often lost in a daydream, a song, or dance. She’s mixed up potion ingredients, misplaced medications and lost track of how many times she’s forgotten a customer’s name.

Not long ago, Lily asked to borrow her mentor’s wand for the weekend. Her qualifying exams were coming up, and she needed all the practice she could get if she wanted to go from apprentice to a fully licensed apothecary. Though her mentor was initially apprehensive, he agreed to let Lily borrow her wand. The next day, after a very long study session at the local café, Lily returned home to rest until she realized... “Hold on, where did I leave that wand?” She searched up and down the streets from her house to the café, but it was no use. Lily forgot the wand, and it was stolen in her absence!

Lily was panicking; she couldn’t return to her mentor without his wand! Then, in a rare moment of clarity, Lily remembered that her mentor first purchased this wand in the mystical village of Willoway. “He said it was enchanted with powerful magics that only the wizards of Willoway know how to cast. Perhaps I could buy a new one and return it before my exams!” As she pondered her plan, she bumped into a wizard on the streets... literally. After the initial awkward fumble, the wizard mentioned he was also travelling to Willoway. Lily decided to travel with him as she could use someone to protect her along the way. “I sure could use your help Mr... uh, pardon me, but what was your name again?”

Start of Turn	Here we go!
Start of Turn	La la laaaaaa~
Start of Turn	Wait, which way again?
Start of Turn (1 hour left)	Ummm, what time is it?
Start of Turn (1 hour left)	Are we there yet?
Start of Turn (1 hour left)	How much longer?
Goblin Space	How do I fight these things?
Goblin Space	Do g-goblins eat people?
Goblin Space	Please don’t hurt me!
Thorn Space	Eeeep!
Thorn Space	Ow! I wasn’t looking where I was going...
Thorn Space	Ah! That stings!
Flower Space	I have just the thing!
Flower Space	Time for a potion!
Flower Space	Oh, hang on!
Make Potion (rolled even on Flower Space)	Yes, it worked!
Make Potion (rolled even on Flower Space)	Ah, now I remember!
Make Potion (rolled even on Flower Space)	That wasn’t so hard!
Failed Potion (rolled odd on Flower Space)	Uhhh, what was I just doing?
Failed Potion (rolled odd on Flower Space)	Wait, this is for poison! Not p-p-paralysis!
Failed Potion (rolled odd on Flower Space)	W-wait, give me t-time to th-think!
Reaches End Space	Hooray!
Reaches End Space	Phew! I finally made it...
Reaches End Space	It’s Willow—uh, Willowhat?