

“Killer” Branduan Hodirson

ST 12; DX 12; IQ 11; HT 12.

Damage 1d-1/1d+2; BL 29 lbs.; HP 15; Will 14; Per 12; FP 15.

Basic Speed 7.00; Basic Move 7; Move: 5; Dodge 11 (13 Unencumbered)*; Parry 15*; Block 14*.

Advantages: Combat Reflexes; Appearance (Handsome); Reputation (Killer +2/-2).

Disadvantages: Bad Temper; Duty (Greydog Clan; 12 or less); Fanaticism (Defend the Clan); Code of Honor (Orlanthi), Intolerance (Foreigners & Orlmartings).

Perks: Weapon Bond (“Biter”)

Skills: Brawling-13; Fast-Draw (Sword)-14*; Leadership-13; Broadsword-19†; Spear-14; Shield-17; Tactics-13; Wrestling-13.

Equipment: Fine Red Lacquered Scale (Medium) (28.6lbs) Corselet, Medium Shield (Light) (7lbs), Plate Greaves (Light) (4lbs), Plate Vambraces (Medium) (5lbs), Plate Pot Helm (Medium) (w/Padding, Cheek Guards, Nasal, and Crest) (7lbs), Linen Shirt (0.5lbs), Linen Pants (0.5lbs), Leather Boots (Light) (1.5lbs), Spear (4lbs), “Biter” (Balanced Fine Thrusting Broadsword) (3lbs), Horse [Total: $28.6+7+4+5+7+0.5+0.5+15+4+3 = 74.6$ lbs Medium Encumbrance].

“Biter”: 1d+2 imp / 1d+4 cut **Spear:** 1d+1 imp **Shield (bash):** 1d-1 cr

Head: 7 (6 on Nose and Cheeks)‡ **Torso:** 5 **Arms:** 5** **Hands:** 0 **Legs:** 3 **Feet:** 0***

* Includes +1 from Combat Reflexes and +2 from Medium Shield.

† Includes +1 from Balanced Weapon (“Biter”) and +1 from Weapon Bond (“Biter”)

‡ Nasal [1], Cheek Guards [2-3]

** Scale (Medium) on Shoulders & Upper Arms [5-6], Plate Vambraces (Medium) on Lower Arms [1-3]

*** Flexible, +1DR vs. *Cutting*

Hengall Hodirson

As Orlanthe Thane below, with mail armor, FP 15 and High Pain Tolerance.

Orlanthe Thane

ST 12; DX 12; IQ 10; HT 12.

Damage 1d-1/1d+2; BL 29 lbs.; HP 12; Will 10; Per 10; FP 12.

Basic Speed 6.00; Basic Move 6; Move: 3; Dodge 10 (12 Unencumbered)*; Parry 14*; Block 14*.

Advantages: Combat Reflexes.

Disadvantages: Bad Temper; Duty (Clan; 12 or less); Fanaticism (Defend the Clan); Code of Honor (Orlanthe), Intolerance (Foreigners).

Skills: Brawling-12; Fast-Draw (Sword)-13*; Leadership-10; Broadsword-16; Spear-12; Shield-16; Tactics-10; Wrestling-12.

Equipment: Mail (Heavy) (21.6lbs) or Scale (Medium) (33.6lbs) Corselet, Medium Shield (Light) (7lbs), Plate Greaves (Light) (4lbs), Plate Vambraces (Medium) (5lbs), Plate Pot Helm (Medium) (w/Padding, Cheek Guards, Nasal, and Crest) (7lbs), Linen Shirt (0.5lbs), Linen Pants (0.5lbs), Leather Boots (Light) (1.5lbs), Spear (4lbs), Thrusting Broadsword (3lbs), Horse. [Total: $21.6/33.6+7+4+5+7+0.5+0.5+1.5+4+3 = 55.6$ lbs (Mail)/67.6lbs (Scale) Medium Encumbrance].

Thrusting Broadsword: 1d+1 imp / 1d+3 cut **Spear:** 1d+1 imp **Shield (bash):** 1d-1 cr

Head: 7 (6 on Nose and Cheeks)† **Torso:** 5**/4 **Arms:** 5**/4 or 5‡ **Hands:** 0 **Legs:** 3 **Feet:** 0***

* Includes +1 from Combat Reflexes and +2 from Medium Shield.

† Nasal [1], Cheek Guards [2-3]

‡ Mail (Heavy) / Scale (Medium) on Shoulders & Upper Arms [5-6], Plate Vambraces (Medium) on Lower Arms [1-3]

** Flexible, -2DR vs. *Crushing*

*** Flexible, +1DR vs. *Cutting*

Orlanthi Huscarl

ST 11; DX 11; IQ 10; HT 11.

Damage 1d-1/1d+1; BL 24 lbs.; HP 11; Will 10; Per 10; FP 11.

Basic Speed 5.50; Basic Move 5; Move: 3; Dodge 11*; Parry 13*; Block 13*.

Advantages: Combat Reflexes.

Disadvantages: Bad Temper; Duty (Lord; 12 or less).

Skills: Brawling-12; Spear-12; Axe/Mace-14; Shield-14; Wrestling-12.

Equipment: Layered Leather (Medium) Corselet (26lbs), Medium Shield (Light) (7lbs), Hardened Leather (Medium) Greaves (7.5lbs), Plate Pot Helm (Light) (w/Padding and Nasal) (3.4lbs), Linen Shirt (0.5lbs), Linen Pants (0.5lbs), Leather Boots (Light) (1.5lbs), Spear (4lbs), Axe (4lbs)
[26+7+7.5+3.4+0.5+0.5+1.5+4+4 = 54.4lbs Medium Encumbrance]

Axe: 1d+3 cut **Spear:** 1d+1 imp **Shield (bash):** 1d-1 cr

Head: 4 (3 on Nose) ‡ **Torso:** 3 **Arms:** 0 **Hands:** 0 **Legs:** 2 † **Feet:** 0**

* Includes +1 from Combat Reflexes, add +2 to Active Defenses for Medium Shield.

† Protects leg on [1-3].

‡ Protects face on [2].

** Flexible, +1 DR vs *Cutting*

Orlanthi Carl

ST 10; DX 10; IQ 10; HT 10.

Damage 1d-2/1d; BL 20 lbs.; HP 10; Will 10; Per 10; FP 10.

Basic Speed 5; Basic Move 5; Move 4; Dodge 9* (10 Unencumbered); Parry 10*; Block 10*.

Skills: Brawling-10; Spear-10; Axe/Mace-10; Shield-10.

Equipment: Medium Shield (Light) (7lbs), Plate Pot Helm (Light) (w/Padding and Nasal) (3.4lbs), Linen Shirt (0.5lbs), Linen Pants (0.5lbs), Sandals (0.5lbs), Spear (4lbs), Axe (4lbs) [7+3.4+0.5+0.5+0.5+4+4 = 23.1lbs Light Encumbrance].

Head: 4 (3 on Nose) † **Torso:** 0 **Arms:** 0 **Hands:** 0 **Legs:** 0 **Feet:** 1 ‡

* Includes +2 for medium shield.

† Protects face on 2.

‡ Protects underside only.

Ghost Dogs (Greydog Wyter)

ST 9; DX 11; IQ 4; HT 12.

Will 10; Per 12; Speed 5.75; Dodge 8; Move 10.

SM 0; 90 lbs.

Traits: Chummy; Discriminatory Smell; Domestic Animal; Quadruped; Sharp Teeth.

Advantages: Injury Tolerance (Diffuse; Bane, Silver or Rune Metals)

Skills: Brawling-13; Tracking-15

Vostangi Ghost

ST 11; DX 11; IQ 10; HT 11.

Damage 1d-1/1d+1; BL 24 lbs.; HP 11; Will 10; Per 10; FP 15.

Basic Speed 5.50; Basic Move 5; Dodge 11*; Parry 13*; Block 13*.

Advantages: Combat Reflexes; Injury Tolerance (Diffuse; Bane, Silver or Rune Metals)

Disadvantages: Bad Temper; Duty (Vostangi Clan; 12 or less).

Skills: Brawling-12; Spear-12; Axe/Mace-14; Shield-14; Wrestling-12.

Equipment: Spear, Axe, Shield.

Axe: 1d+3 cut **Spear:** 1d+1 imp **Shield (bash):** 1d-1 cr