

Jarvis, Master Huntsman

by Mark Shirley

Characteristics: Int 0, Per +2, Pre 0, Com -1, Str +1, Sta +1, Dex +2, Qik 0

Size: 0

Age: 32

Decrepitude: 0

Confidence Score: 1 (3)

Virtues and Flaws: Ways of the Forest, Wealthy, Animal Ken, Mercenary, Wilderness Sense, Dark Secret (pagan), Dependent, Magical Animal Companion, Reclusive, Vow (see text)

Personality Traits: Brave +2, Dour +2, Diligent +1

Reputations: Unbeatable tracker 1 (local)

Combat: *Long Spear:* Init +3, Attack +9, Defense +6, Damage +8

Short Bow: Init -1, Attack +11, Defense +6, Damage +6

Fist: Init 0, Attack +5, Defense +3, Damage +1

Soak: +6

Fatigue levels: OK, 0, -1, -3, -5, Unconscious

Wounds: -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20)

Abilities: Animal Ken 3 (dogs), Area Lore 3 (forests), Athletics 3 (chasing), Awareness 3 (tracks), Bows 5 (shortbow), Brawl 2 (punches), Chirurgy 2 (animals), Great Weapon 4 (long spear), Hunt 6 (boar), Leadership 2 (huntsmen), Own Language 5 (orders), Profession: Master of Kennels 4 (dogs), Ride 2 (while hawking), Stealth

5 (ambush), Survival 3 (winter), Swim 1 (rivers), Wilderness Sense 3 (woodland)

Equipment: Full, scale leather armor, long bow, long spear

Encumbrance: 3 (Burden 10)

Appearance: In his early thirties, Jarvis is a tall, stocky man with sandy-brown hair and a beard. His crumpled and mud-stained clothes are actually of very fine quality, likewise his leather armor is dyed in forest greens and deep russet browns, and has stitched details. He carries an expensive hunting horn made from an ibex's horn and chased with silver. He is never seen without his dog Wulther, a large, mastiff-like dog, with a tan coat, a white belly and black muzzle, and large liquid brown eyes.

Jarvis currently holds the position of Master of Kennels and Mews at the covenant. Some of the magi enjoy the chase, but his skills are particularly bought into play in two pursuits - the hunting of vis-rich beasts that dwell in the local woodland, and in the breeding of falcons to raise mundane funds for the covenant. He has hunted all manner of beasts, from the mundane to the fabulous. Jarvis is a man who is proud of his achievements, and this shows in his demeanor. At first glance he appears to be a shy, somewhat scruffy woodsman, but his self-confidence shows through in a quiet, understated way.

Early in his career as an apprentice berner, he longed to become a huntsman, but could not distinguish himself from the competition. However, an encounter at dawn when harbouring a stag changed things completely. In a deserted glade he came across a tall figure wearing a cloak of leaves and a horned helm. He'd heard tales of the Wild Hunt, and its

leader Herne, but never dreamed that he would ever meet the once-god. Herne offered him a deal - in return for sacrifice and prayers, he would have his ambitions fulfilled. Jarvis agreed, and received three gifts from his new god - an instinctive knowledge of woodcraft, a superlative tracking hound and a natural facility with animals. Herne asks for little in return - a sacrifice of the numbles of every beast killed, and a few prayers and rites, and these Jarvis gives willingly. Even his wife is unaware of his patronage. The sole point of contention between Jarvis and Herne (who is a powerful faerie being) is Jarvis' monogamy - Herne represents fertility, and all sorts of women find themselves unaccountably attracted to the quiet master of hounds, who so far has remained largely faithful to his wife.

In the worship of Herne, Jarvis has become a superlative huntsman. He made his name with the nobility, and owns many expensive gifts from his former employers. He has collected a team of a dozen staff who respect him greatly, even although he is basically a loner. Wulther, his chien baut (the best dog of the pack) is a large dog of uncertain breed, but bears most resemblance to a mastiff. Wulther has the magical ability to pick up the scent of virtually any beast, and track it to its source. In this way, Jarvis and his huntsmen find vis for the covenant.