

Grim and Halfgrim

By Mark Shirley

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

Size: 0

Age: 23

Decrepitude: 0

Confidence Score: 0

Virtues and Flaws: Custos, Affinity with Single Weapon, True Friend; Carefree (Halfgrim only), Dutybound, Pessimistic (Grim only), Weakness (women)

Personality Traits: Brave +3, Loyal to Covenant +3, Loyal to Each Other +3, Cheerful -2 (Grim), Cheerful +2 (Halfgrim),

Combat: *Longsword and Round Shield:* Init +0, Attack +13, Defense +9, Damage +8

Longsword: Init +0, Attack +12, Defense +6, Damage +8

Short Bow: Init -3, Attack +9, Defense +3, Damage +8

Fist: Init -2, Attack +6, Defense +3, Damage +2

Soak: +6

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

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

Abilities: Local Language 5 (shouting), Area Lore 2 (woodland), Athletics 3 (in armor), Awareness 3 (on watch), Bows 3 (short bow), Brawl 4 (wrestling), Carouse 1 (dice games), Charm 1 (women), Chirurgy 1 (sword wounds), Folk Ken 2 (soldiers), Leadership 1 (soldiers), Profession: Sailor 2 (navigation), Ride 2 (in armor), Single Weapon 6 (longsword and round shield), Stealth 1 (woods), Survival 1 (woods), Swim 2 (open sea)

Equipment: longsword (with carved bone hilt), round shield (with metal rim), partial metal scale armor, short bow.

Encumbrance: 1 (3)

Appearance: These twin brothers are impossible to tell apart physically. They are tall and heavy set, with long blond hair and blue eyes that betray their northern origins. Grim has taken to braiding his beard in the fashion of ancient warriors; Halfgrim has begun doing this as well, to increase the confusion about who is who.

These twin brothers are amongst the most loyal and trustworthy of the turb. Grim is the elder (by a matter of minutes), and is a stern, serious man; whereas Halfgrim is both carefree and cheerful — the running joke in the turb is that Halfgrim is half as grim as his brother. Despite their differing demeanors, they are physically identical.

Grim is dour and taciturn, but a natural leader of men — many members of the turb already treat him as if he had been granted a military rank. He is deeply pessimistic, and sees fit to communicate his fears to any who will listen. Halfgrim is always teasing him about his old-fashioned values, particularly with regards to his coyness around women, and his search for a wife — he has romantic notions about courting women, but lacks the social graces to do it effectively.

Halfgrim is friendly and outgoing, and a man of simple tastes, with few ambitions other than to drinking, gambling and wenching. He is less blunt than his brother, and is much more approachable than his brother. Grim is always chiding him about his frivolous attitude to life, while secretly envying his gusto.

They are both accomplished sailors and capable warriors who have saved the lives of several of the magi on more than one occasion. Their diligence has brought them rewards, in the shape of the expensive steel scale armor that they wear, and the fine swords and metal-rimmed shields that they carry. They are deeply devoted to each other, and the magi have recognized that they work best as a team - if taken out singly from the covenant, they are anxious and distracted until reunited.