

Victor of Mercere

by Neil Taylor

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

Size: 0

Age: 24

Decrepitude: 0

Warping Score: 0

Confidence Score: 1 (3)

Virtues and Flaws: Redcap; Ways of the Woods; Social Contacts (Nobles), Well-Traveled (Free Virtue), Wilderness Sense; Overconfident; Carefree, Compulsion (Hunting), Magic Susceptibility, Magical Animal Companion (horse), Poor Student, Weak Characteristics

Personality Traits: Cheerful +3, Ambitious +2, Gregarious +1

Combat: *Long bow:* Init -4, Attack +11, Defense +4, Damage +10

Long sword: Init +0, Attack +11, Defense +5, Damage +8

Long sword & round shield: Init +0, Attack +10, Defense +6, Damage +8

Lance (as long spear): Init +1, Attack +7, Defense +3, Damage +9

Dagger: Init -2, Attack +8, Defense +3, Damage +5

Fist: Init -2, Attack +5, Defense +2, Damage +2

(Note: *Ways of the Woods* grants a further +3 to all rolls when fighting in Woods. Note also "The Invisible Shield" bracelet)

Long sword (mounted): Init +0, Attack +14, Defense +8, Damage +8

Long sword & round shield (mounted): Init +0, Attack +13, Defense +9, Damage +8

Lance (mounted): Init +0, Attack +13, Defense +6, Damage +7

Lance & round shield (mounted): Init +0, Attack +13, Defense +8, Damage +7

Soak: +6 (partial chainmail); +2 (partial heavy leather, while hunting); +0 unarmored.

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

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

Abilities: Animal Handling 1 (hounds), Artes Liberales 2 (logic), Athletics 2 (run), Awareness 2 (alertness), Bargain 1 (strangers), Bows 3 (long bow), Brawl 2 (dagger), Carouse 2 (wild tales), Chirurgy 2 (first aid), Code of Hermes 1 (tribunal procedures), Concentration 3 (memory), Covenant Lore 2 (people), Etiquette 2 (hunting), Folk Ken 1 (magi), Great Weapon 1 (long spear), Hunt 3 (noble game), Latin 4 (hermetic use), Leadership 2 (huntsmen), Order of Hermes Lore 2 (covenants), Own Language 5 (fluency), Philosophiae 1 (natural philosophy), Ride 3 (in the hunt), Single Weapon 3 (long sword), Stealth 1 (stalking), Survival 2 (woods), Tribunal Lore 3 (geography), Wilderness Sense 2 (resources)

Equipment: partial chainmail, long sword, round shield, lance, dagger; carried on his horse Aeolus are a pack with travel clothes & camping gear, a fine harness, saddle and blankets.

The Traveler's Finest Cook-pot: an iron cook-pot which transforms food placed in it into the banquet of the user's desire. It does not alter the quantity, nor the nutritive nature – but does make even unpalatable foods delicious. (It also saves on preparation time!). [MuAn(He) 11: GL 3, +3m for Touch/Sun, +1L for 2 uses daily]

The Traveler's Excellent Tent: a miniature leather tent, with guy ropes and pegs. On command it enlarges to the requested size – up to that of a tent capable of sleeping 4 spaciouly (or cramming in 10 men) or of sheltering a man and his horse. On a second command it shrinks back to miniature form, ending the magical effect. [MuAn(He) 9: GL 3, the guy-ropes are cosmetic so no cost (they could be bone & sinew), +1m Conc, +5L maintains conc., 1 use per day.]

The Invisible Shield: an arm bracelet, apparently of cheap metal and unassuming decoration. When you make the triggering gesture, it briefly Wards the wielder from metal – effectively blocking all metal weapons. [ReTe 10: GL 2, +2m metal, +1m Touch, +5L 24 uses daily]

To trigger it, cross your fingers for luck and make a bold parrying gesture, bringing your arm up and across in front of your chest as if parrying with a shield.

Metal tipped wooden weapons like spears and arrows are affected, but wooden weapons with small amounts of metal (such as a spiked club) are less affected – you get a +5 Defense bonus but the weapon may still strike. Plain wooden weapons are unaffected.

Aeolus' Amulet: a leather charm woven into the mane of Aeolus. When one speaks the com-

mand word, the charm grants the horse it touches the power to ride across water, mud or any other surface. [ReAn 15, based on ReCo 4, +2m Touch/Conc, +1m Size. 1 use daily]. Aeolus wanted a charm that would let him gallop through the skies, but Victor's budget would not stretch that far. This may be the first item Victor requests when he finds enough Vis to pay a magus...] Note that Aeolus is a talking horse, and is generally the one to decide whether the charm is used or not.

The Eye of the Cat: an enchanted Cat's Eye stone, which grants the wielder the ability to see in the dark like a cat. [MuCo(An) 5 – same as Eyes of the Cat. 1 use daily.]

Encumbrance: 2 (Burden 4)

Vis: none yet, but he's looking for any he can find...

Appearance: a tall blond man, with long hair (usually held back by a cord), strong but very agile. His appearance varies as he travels, from an unassuming cloaked traveler on a nag, to a warrior in shining mail on a handsome charger.

If Victor were asked to pose, he would chose to portray himself as a great hunter (on a fine charger, with lance couched in pursuit of a deer); or perhaps a bare-headed warrior in chain mail shirt, fighting off several bandits simultaneously (ostentatiously deflecting their every blow with a small gesture, as he cuts them down with his broad-sword.)

Victor is the sort of Redcap who gets on well with Flambeau magi. He loves to ride and hunt (to the point of distraction), and often passes himself off as a visiting noble to join the hunts of mundane lords. He has a range of contacts among nobles he has hunted with, and will introduce himself to other nobles as "a friend of ..." in order to join a chanced-upon hunt. It seems likely that this passion may get him in trouble with the Quaesitors.

He is irrepressibly cheerful, and ever confident of his own abilities – largely borne out (it must be admitted) by his successes so far... It must be admitted, however, that if he is to attain the extended lifetime that he plans, then he may need to rein in his self-confidence and good cheer, lest either he dive into some trouble he cannot handle, or find himself pushed into the same by some exasperated companion. In the meantime, he continues to seek out good food and good companions, to listen to his wild tales over foaming ale.

His closest companion is his horse, Aeolus, a free-willed, talking, magical being which shares his mad passion for the chase and the hunt, but is vain and proud of his superior nature. He has a Might of 8 (Size +2) and has a minor ability to vary his appearance from "unassuming nag" to "fine charger". Aeolus will generally go along with Victor's needs in this, as he understands the role the two play as a Redcap team, but he is also vain, and may choose to show off his fine looks at inopportune moments. (He is also an intact stallion, and there is no way Aeolus will consider being gelded!)

Victor takes as his sigil a hunting horn carried in the claws of a great eagle.

Although he is a non-magus he is said to bear many enchanted devices. As well as those provided by House Mercere to aid its members, he hopes to gain many personal devices. He plans to actively seek out Vis sources on his travels, trying to keep them secret. He then plans to make future messenger trips to pass by his sources and claim their Vis. This Vis he will then trades with other, Gifted, magi: mostly for enchanted devices, but also for other favours. For example, Aeolus has plans for his own set of magical devices; and both would like a device for silent communication.

Even without his magics, he is a powerful person and great hunter: he is physically strong, with keen senses, and as he devotes much of his spare time to physical pursuits, is highly skilled, most especially in the woods and forests of Mythic Europe, where he has an almost mystical attunement to the environment. As he grows, with the extended lifetime granted by a longevity potion, he will become an heroic hunter, or even an heroic warrior (were he to come into battle). With his out-going nature and taste for dangerous activities, he is likely to extend the repertoire of the bards and troubadours with his exploits, and enter the annals of Mythic Europe!