

Gerard

by Neil Taylor

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

Size: 0

Age: 32

Decrepitude: 0

Warping Score: 0

Virtues and Flaws: Custos; Warrior; Obsessed: Order of Hermes, Weak Characteristics

Personality Traits: Loyal to Order of Hermes +3, Brave +2, Honest +1

Combat: *Fist:* Init -1, Attack +4, Defense +4, Damage +2

Mace & Round Shield: Init +0, Attack +10, Defense +9, Damage +10

Mace: Init +0, Attack +9, Defense +6, Damage +10

Staff: Init +1, Attack +7, Defense +7, Damage +4

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: Animal Handling 2 (horses), Athletics 2 (5) (run), Awareness 2 (alertness), Bargain 2 ("soldier's extras"), Brawl 3 (fist), Carouse 3 (tales of famous magi), Chirurgy 1 (first aid), Concentration 1 (keep watch), Covenant Lore 3 (magi), Etiquette 1 (magi), Folk Ken 2 (magi), Guile 1 (excuses), Great Weapon 3 (staff), Hunt 1 (track), Latin 3 (Hermetic usage), Leadership 2 (point man), Music 0 (1) (sing loudly), Order of Hermes Lore 4 (lineages), Own Language 5 (grogs), Ride 3 (battle), Single Weapon 6 (round shield), Survival 2 (woods), Thrown Weapon 3 (knife)

Equipment: Steel scale half-armor, mace, round shield, (pack, field equipment, etc.—dropped when facing combat)

Encumbrance: 1 (3)

Appearance: Medium height and stocky, clean shaven with hair close-cropped for comfort under a helmet. Around the covenant he's often to be found shadowing one of the resident magi, or a visiting maga, hoping to be able to step in and fulfill some small request, or possibly even ask a question about some tricky point of hermetic lineage or history.

Gerard was Covenant born and bred. His sole "hobby" is the Order: for a grog he actually knows a lot about magi and the history of the Order. In truth, he is obsessed with the Order, its history and its magi. He spends his spare time researching the lineages of the Order of Hermes, and will talk about his favorite magi to anyone who will listen. He always tries to speak to visiting Redcaps, to learn from them.

He has a small collection of copies of sigils of famous magi, and badges of the Order and Houses.

He is fawningly ready to assist magi, if only they will notice him and deign to instruct him - but it would demean the magi if he were to actually offer himself - instead he must continually hope to be noticed. If the Grogs get him merry, he can be persuaded to lower the tone of his tales and tell funny stories about magi; but when sober he tries to tell earnest and worthy stories, that show proper respect for the Order.

When he isn't boring listeners, or fawning over magi, he's a competent warrior. He remains a "pool" or Turb warrior, never chosen as any magus' Shield Grog - none can bear his manner up-close for long periods. His obsession is occasionally useful (along with his sword arm), enough that the magi don't just send him out to be shot!