

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.

Amelle

by Neil Taylor

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

(*+1 Pre and Com with sexually compatible characters)

Size: -1

Age: 20 (14)

Decrepitude: 0

Warping Score: 0 (0)

Virtues and Flaws: Covenfolk, Faerie Blood (Satyr), Second Sight, Unaging; Small Frame, Disfigured (cat's eyes and ears), Cursed (can't bear the touch of iron)

Personality Traits: Fastidious +3, Flirtatious +2, Fae +1

Reputations: None.

Combat: *Brawling (fist):* Init +2, Attack +2, Defense +4, Damage -1

Soak: 0

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

Wound Penalties: -1 (1-4), -3 (5-8), -5 (9-12), Incapacitated (13-16)

Abilities: Latin 3 (Hermetic usage), Animal Handling 1 (chickens), Athletics 0+1 (run), Awareness 2 (search), Bargain 2 (domestic produce), Brawl 1 (fist), Carouse 3 (wild fun), Charm 3 (flirting), Chirurgy 0 (1) (first aid), Craft: keep house 2 (cook), Faerie Lore 3 (forest), Folk Ken 3 (young men), Guile 3 (fast talk), Home Village Lore 2 (people), Intrigue 2 (gossip), Latin 3 (Hermetic usage), Living Language 5 (peasants), Music 3 (sing), Second Sight 4 (faeries), Survival 0 (1) (woods), Teaching 0 (2) (babies)

Equipment: None

Encumbrance: 0 (0)

Oldest (but youngest looking) daughter of a local village wise woman (or witch, depending on your view), she has the strong ties to faerie in her blood. Her appearance is most exotic – beautiful but alien. If she did not show her ancestry she'd be beautiful, but she has long, mobile and pointed cat-like ears, which she adorns with rings; her eyes are wide and slanted with eyebrows long and dark above them. The irises of her eyes are bright green, and have a slit pupil; they reflect bright at night.

As a child she often ran wild in the woods, chasing and playing with the minor forest faeries; as a teenager she chased the boys and flirted – the lads think she and her sisters are exotic, wild and beautiful (true), their mothers and the young women think them harlots, or worse. She joined the covenant as wife to one of the turb, relieving her mother of her increasingly irksome presence (no village lad would actually marry her!).

She thinks herself special (she must have special tools so as not to touch iron – hurts her as if burning hot) and very beautiful (she is vain, and proud of her ears), and above the other grogs. She is fastidious about staying clean and neat, often preening and checking her appearance; she cannot abide getting dirty, let alone sleeping rough. Magi may force her to accompany field missions, where her Sight is useful, but she complains endlessly about the hardships of field travel, and her desire to be back in decent living conditions again. (She might be bribed with rings for her ears.)

She ages slowly, as the years slip past her: it seems she will never grow up, or if she does, will never grow old. Although she is now 20 years old, she appears only 14 (she has hardly aged since 12).