

GAILHARD, TURB SERGEANT

Characteristics: Intelligence (Stubborn) -1, Perception 0, Presence (Scars) -1, Communication (Gruff) -3, Strength (Strong arms) +3, Stamina (Barrel chested) +3, Dexterity (Precise) +2, Quickness (Massive) -2

Size: 0

Age: 34

Confidence Score: 3

Virtues and Flaws: Custos, Warrior, Lost love, Dependent

Personality Traits: Brave +3, Cruel +1, Loyal +0, Violent +3

Reputation: Skilled warrior (Local, Among grogs) 1

Combat:

Fist: Init -3, Atk +8, Def +4, Dam +3

Great Sword: Init -1, Atk +15, Def +8, Dam +12

Long Bow: Init -5, Atk +10, Def +2, Dam +11

Soak: +12 (Full Chain Mail)

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

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

Core Abilities: Langue d'Oc 4, Brawl (Head-butts) 6, Awareness (Stand guard) 2, Folk Ken (Soldiers) 2, Great Weapon (Body guarding) 8, Bows (Still targets) 4, Ride (In battle) 2, Chirurgy (Cuts) 4, Leadership (Group Combat) 3

Encumbrance: 1 (10)

Description: You are tall and muscular, and always wear your impeccable chainmail armor. Your face has been made little agreeable because of multiple scars, and your bushy mustache does not make you less frightening. You do not care. It impresses adversaries and prevents you from being bothered by pedlars when you walk in town.

Background: You were born at the Covenant of Bentalone, where your parents were grogs. Since you were very young, your father has been training you in martial arts. You were destined to a great future within the Turbula (Covenant guards). Everything was running fine. At 18, you even married a distant cousin from a nearby village. She gave you two gorgeous daughters. Unfortunately, your duties at the Covenant left you little time to enjoy family life. While you were on a mission with some magi, something terrible happened at the village. A band of thugs brutally attacked the village, plundered all its food supplies and slayed many inhabitants... including your wife and eldest daughter. When you came back, an immense wrath prevented any sorrow in you. You did not speak to anyone before having put to the sword the last of the bloody brigands. Then you had to care for your youngest daughter,

who had stayed alone all this time. You did not want her to live at the Covenant, with soldiers always all around the place. You could not have her stay at the village without protection any more. Thus, you decided to trade your service to the Covenant. The Turb captain, knowing your situation, accepted to hire you as a mercenary. However, this arrangement certainly affects your advancement. While you could probably have ended Turb captain, you are still a sergeant, with little hope for a promotion.

Motivation: You must ensure that the expedition to Tarascon's fair goes well. You are in charge of protecting everybody, in particular magi (Évrard d'Ange and Martin). From your point of view, the soonest it is over, the soonest you can go back home and take care of your daughter. You wonder what kind of gift from the fair would please her...

Relationships with the Other Characters:

- **Carélia:** She is Évrard d'Ange's shield grog (bodyguard). She is quite young to already be a Custos (favorite grog) like you (sigh)...
- **Éthaine:** Martin's apprentice. She is just a kid. You still must protect her as if she was already a maga, and probably even more, given her minx reputation.
- **Évrard:** He is a magus of House Jerbiton, as he says. He spends a lot of time with normal people, and gets along very well with commoners. Despite his "too much" side, you like him.
- **Martin:** This one is a true lab rat! He never leaves on an expedition. You hardly know him.
- **Quinault:** He is the Covenant's autocrat (steward). A skilled man who often speaks in your favor at the Grand Council. Grogs find him severe. This is probably true. So what?