

Paul

by Erik Dahl

Characteristics: Int 0, Per -1, Pre -1, Com 0, Str +2, Sta +3, Dex 0, Qik 0

Size: 0

Age: 32

Decrepitude: 0

Warping Score: 0

Virtues and Flaws: Custos; Inspirational; Compulsion (fighting/brawling); Infamous

Personality Traits: Loyal +3, Cheerful +3, Brave +1

Reputations: Dishonest 4 (local region)

Combat: Spear and shield: Init +1, Attack +8, Defense +9, Damage +7

Short spear: Init +2, Attack +8, Defense +6, Damage +7

Dagger and shield: Init -1, Attack +8, Defense +9, Damage +5

Dagger: Init 0, Attack +8, Defense +6, Damage +5

Javelin: Init 0, Attack +5, Defense +3, Damage +7, range 10

Fist and shield: Init -1, Attack +7, Defense +10, Damage +2

Fist: Init 0, Attack +7, Defense +7, Damage +2

Soak: +9

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

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

Abilities: (Local Area) Lore 4 (personalities), Athletics 3 (running), Awareness 3 (alertness),

Bargain 4 (hard sell), Brawl 6 (punches), Carouse 2 (power drinking), Folk Ken 2 (peasants), Guile 3 (fast talk), Leadership 3 (inspiration), Single Weapon 5 (spear), Speak (Language) 5 (storytelling), Survival 1, Thrown Weapons 2 (javelin)

Equipment: Short spear, chain mail, heater

Encumbrance: 1 (3) with shield, 0 (2) without.

Appearance: Paul has a long, grizzled face with a slightly hooked nose and an unnatural-looking smile. He wears partial chain mail and holds a heater.

Paul was a simple peddler, selling charms and potions, when he accidentally discovered the covenant. He asked for shelter, and soon joined the turb. Now, he is fanatically loyal to the magi, and has forsaken his former life to serve as shield grog. Before, he had become angry, bitter, and even cruel, but something seems to have changed him and he is now patient, devoted and apparently happy. He is aware that it is his job to essentially die to protect the wizards, but he seems to have accepted this with optimism and enthusiasm. He enjoys fighting, and likes that his position allows him to vent his aggression in a positive way.

Many at the covenant, especially his wife Anne, suspect the magi did something unnatural to him, but he maintains that he just suddenly realized his true calling, like a vision from God. In fact, nothing supernatural influenced him at all; he simply had the opportunity to better himself and his situation, and having made what he feels was a good choice, he has come to like himself again. It makes a good story, though, and he doesn't mind embellishing it each time he tells it with a glimpse of God on the road or a magical enchantment or two.