

# Caravan Guards

Alignment: NG  
 WR: 1d3  
 TKA: 1d6  
 Wounds: 20

Soul Points 80  
 Power: 23  
 React: 10

Luck: 7  
 Spell Resis: 9  
 Relative Size: 1

Walking 3  
 Charging 9  
 Running 15  
 Broad Jump 2d6+3

Free Weight: 12 VL  
 Sights Normal

	Halberd	Total
Skill	16+ 0	
<b>Defense Adj.</b>	<b>7 (16/7=2)</b>	<b>2</b>
Attack Rank	8/2d4	
<b>Damage</b>	<b>1d6+1d8</b>	<b>2d6+1d8</b>

These are Average states for the members of the Guards.

**Armor: Chain**  
**APV: 1d7+3**  
**WR: 1d3**  
**TPV: 1d3+1d7+3**

Alignment: Neutral  
 Nature: Varies but generally boastful.  
 Bravery: 7

The skills of these Caravan guards are not high enough to let them use the special attacks that come with using a halberd. The attacks are listed below for those instances where you use this sheet as a base and increase the synergy levels of the guards.

(human)  
 No Image Currently Available

**Halberd Hook Rider attack:**  
 Use any dice between 1d4 to 1d20. Roll twice. Lowest = Cost, Highest = Chance on a d20 that the weilder will hook the rider. If hooked, rider + weilder roll 1d6 and add Power Rating. If weilder's is higher, then he pulls rider from horse (treat as a 10 foot fall).

**Halberd Trip attack:**  
 Use any dice between 1d4 to 1d20. Roll twice. Lowest = Cost, Highest = Chance on a d20 that the weilder will hook the targets foot. Must still "hit" the target. If hooked, weilder rolls 2d6 and target rolls 1d6. Each add their power rating to the result. If Attacker's final number is higher, then he trips the target.

Pre - Rolled Attack Rank		1	2	3	4	5	6	7	8
1	8	5	4	6	5	3	4	4	
2	6	3	6	5	5	7	6	3	
3	8	7	6	5	8	5	7	4	
4	4	3	4	5	5	4	4	3	
5	5	2	4	6	7	5	7	3	
6	2	2	7	7	2	4	4	7	

Skills:  
 Awareness: 12+0  
 Combat: 8+0

# Caravan Guards

Alignment: Neutral

Nature: Varies but generally Boastful

Bravery: 7

The stats given represent a pretty poor selection of guards. Sometimes this is all you have at hand.