

Cid Clayborne

Alignment: N
WR: 1d4
TKA: 1d8
Wounds: 45

Soul Points 80
Power: 20
React: 18+2

Luck: 12
Spell Resis: 14
Relative Size: 1

Walking 3
Charging 9
Running 15
Broad Jump 3d6

Free Weight: 10 VL
Sights Normal

| | Long Sword | Large Shield | Total |
|--------------|------------|--------------|----------|
| Skill | 18+ 32 | 18+27 | |
| Defense Adj. | 6 (18/6=3) | 3 (18/3=6) | 9 |
| Attack Rank | 14/1d8+1d6 | | |
| Damage | 1d12 | | 1d12+1d8 |

Armor: Chain
APV: 1d7+3
WR: 1d4
TPV: 2d4+2

Nature: Hates Cowardice in any form.

Bravery: 10

Cruel: 7

Shield Bash:

Use any dice between 1d4 to 1d20. Roll twice. Lowest = Cost, Highest = Chance on a d20 that the shield bash will work. Damage = 2d6+1 minus the targets TPV rolls. Must still hit the target. If target is hit then it is stunned for one combat round per point of damage.

Skills:

Awareness: 18+14

Combat: 18+32

Sixth Sense: 18+12

Leadership: 18+25

(human)

No Image Currently Available

Leads the Militia,
Shanley's Keep

Cit Clayborne

Alignment: Neutral

Nature: Hates cowardice in any form (his punishments for it are very severe).

Bravery: 10

Cruel: 7

Cit's family is now destitute. He comes from a home with 3 other brothers and sisters, he being the third born. Cit's father was a warrior that showed cowardice on the battlefield and was expelled from the service. Cit left home in shame vowing that he would redeem the family name. Cit knew basic weapon use from his father and once far enough from home he joined a private mercenary force. He worked hard and excelled in his new position. The first major action that he saw was brutal to the extreme and afterwards left him with a little more pity for his father's own action although he still saw them as basically inexcusable.

None-the-less, Cit will never break in battle and will never run from a fight. As you can imagine Cit is very sensitive about his family and will seldom if ever talk about them. He sends money to his mother but other than that he knows very little of what has happened to them. Even though he has seen the true brutality of war, he is very unforgiving of cowardice. He has often told his men that they need fear him more than the enemy if they should run during a battle. His men have no doubt of his sincerity in this, having heard stories that he had a man flogged to death for deserting his post during a fight (it happened about 3 years ago when he was Alard and it is basically true). He has been in Shanley's Keep for about a year and a half, being hired on by Shanley after his previous contracts with the mercenary unit he was with, expired.