

Maia Sedgwick

Alignment: NG
 WR: 1d4
 TKA: 1d6
 Wounds: 38

Soul Points 84
 Power: 19
 React: 18

Luck: 8
 Spell Resis: 13
 Relative Size: 1

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

Free Weight: 12 VL
 Sights Normal

	Long Sword	Large Shield	Total
Skill	18+ 34	18+18	
Defense Adj.	6 (18/6=3)	3 (18/3=6)	9
Attack Rank	14/1d8+1d6		
Damage	1d12		1d12+1d6

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

Alignment: Neutral Good
 Nature: Professional, dedicated and get to the point type of person
 Honesty: 8
 Materialism: 7

(human)

No Image Currently Available

2nd in Command Militia,
 Sandpoint

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 Target's PV 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+8
 Leadership: 18+12
 Combat: 18+21
 Sixth Sense: 14+3
 Conserve Energy: 14+0

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Maia helps Rhys command the militia in the town of Sandpoint. Like Rhys she has a private dwelling within the towns walls.

Maia has dark brown hair and gray green eyes. She is just a touch under six feet tall and has a fairly stocky build. She has a sense of humor although only her closest friends ever see her smile and laugh. To all others she comes across as a humorless, no nonsense, get to the point type of person. All the soldiers in the garrison have the utmost respect for her and her fighting ability. Most of the town's militia have stood beside her and seen her bravery in battle. None that serve under her would question any order that she gave.

Maia lives in a very simple house. There will be no more than two rooms. The larger of the two will be kept empty for practice. The smaller area will hold a small bed, a table and chairs. As part of her pay she eats for free at the Sleeping Drake Inn. While most of the militia is restricted to one meal a day, Maia can eat up to three times a day at the Inn.