

Ragnar Tamik

Alignment: N
WR: 1d4
TKA: 1d6
Wounds: 32

Soul Points 80
Power: 19
React: 6

Luck: 11
Spell Resis: 7
Relative Size: 1

Walking 2.5
Charging 7.5
Running 12.5
Broad Jump 2d6

Free Weight: 10 VL
Sights Normal

	Long Sword	Large Shield	Total
Skill	18+ 14	18+12	
Defense Adj.	6 (14/6=2)	3 (14/3=4)	6
Attack Rank	14/1d8+1d6		
Damage	1d12		1d12+1d6

Ragnar adds +4 to all his dice rolls due to a back injury. This modifier is not negated from having a synergy bonus in the weapon used. It is also factored into the sword and shields defensive bonus.

Armor: Lamellar
APV: 1d4+2
WR: 1d4
TPV: 2d4+2

Nature: Has a real interest in keeping the peace.
Bravery: 7
Determination: 8

(human)
No Image Currently Available
Sheriff,
Shanley's Keep

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: 14+0
Combat: 18+7
Sixth Sense: 16+0

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Alignment: Neutral Good

Nature: Has a real interest in keeping the peace.

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Determination: 8

Ragnar is a fairly tall man, standing just about 6 feet 3 inches high and weighs in at about 220 pounds. He has very light brown hair and a rugged tanned face. Ragnar was originally born at the outer edge of the empire. By most standards he would have been considered a Barbarian. He took the Queens Talon when he was very young and served for a good dozen years in the Queens Army. Once in the army he learned the use of a shield and sword and later was transferred to a light Cavalry unit where he learned fighting from horseback, including the use of a lance. Unfortunately, during his tour within the Cavalry, Ragnar was involved in a fairly lengthy war that ended for him in a severe back injury. The wound left his back stiff and with little motion. After he healed he was transferred to guard duty and spent the remainder of his military career babysitting the brass.

Ragnar can fight; it's just that his back injury hampers his movements somewhat. A character that can make their awareness roll will realize that Ragnar does not walk correctly, he walks as if stiff and unable to bend (which is how it is). After Ragnar left the army he worked his way out into the frontier where he felt that just about anyone could find work. He was correct. Shanley hired him to keep the peace in town and told the militia to back anything that he said or did. He has been here ever since... about 8 years now.