

Rhys Tsigane

Alignment: NG

WR: 1d4

TKA: 1d6

Wounds: 32

Soul Points 87

Power: 20

React: 17

Luck: 9

Spell Resis: 9

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+ 23	18+22	
Defense Adj.	6 (18/6=3)	3 (18/3=6)	9
Attack Rank	14/1d8+1d6		
Damage	1d12		1d12+1d6+2d8

Alignment: Neutral Good

Nature: Fearless and compassionate

Honesty: 8

Materialism: 7

(human)

No Image Currently Available

Leads Sandpoint's Militia

Armor: Chain +2

APV: 1d7+3

WR: 1d4

TPV: 2d4+1d7+5

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.

Rhys is a follower of the god Hussar

Hussar is one of the Patron Deities of Human fighters

Rhys may:

re-roll two failed to-hit roll during a battle.

29% chance opponents will not get bonuses from side/rear attacks against the character.

6% chance to resist fear or terror causing spells and / or affects.

+1d4 WR (included above)

+2d8 TKA (included above)

Can go to -12 wounds before being dead.

Skills:

Worship: 18+12

Awareness: 18+7

Leadership: 18+20

Combat: 18+14

Sixth Sense: 14+0

Conserve Energy: 12+0

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Rhys leads the local militia within the town of Sandpoint. He lives in one of the private dwellings found inside Sandpoint's walls. Rhys wears blackened chain armor and shield. As is normal for a follower of Hussar, he carries a black serrated long sword and proudly displays Hussar's symbol on the right sleeve of his arm (a stylized sword in the shape of the number seven). Rhys is a fairly handsome man with light brown hair and moustache. He looks to be someone who knows what he is doing.

Rhys is a very good leader. He is fearless in battle although most of his skill comes from his ability to lead his men onto greater things. His men trust him and would not let his killer go free if even only one were left standing at the end of the fight.

He has always be in or associated with the military. He went out to earn a name for himself and has been doing so. He makes the deals that give these fighters their work. He keeps them in training. Rhys fights alongside of the people he leads and in fact would not ask any one of them to do anything he himself would not attempt. Over the years, his men have built up a huge loyalty towards Rhys... it is even possible to say that they would die to the last man for him or avenging his death.

Rhys lives in one of the private houses within the town's walls. The house is fairly simple, having no more than three rooms. In the main room, the living room, he will invite guests and there are tables and chairs to allow a group to sit comfortable and pass the evening. His bedroom holds a comfortable bed and night table. The third room is a kitchen but it is empty since he eats all of his meals at the Sleeping Drake Inn.