

Shanley's Guards

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

Soul Points 80
Power: 18
React: 14

Luck: 8
Spell Resis: 10
Relative Size: 1

Walking 3
Charging 9
Running 15
Broad Jump 3d6

Free Weight: 12 VL
Sights Normal

	Halberd	Total
Skill	18+ 15	
Defense Adj.	8 (18/8=2)	2
Attack Rank	8/2d4	
Damage	1d8+1d6	1d8+2d6

Armor: Brigandine
APV: 1d5+2
WR: 1d4
TPV: 1d4+1d5+2

Nature: Mostly Arrogant and Brash
Bravery: 8

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).

(human)
No Image Currently Available

Guards
Shanley's Keep

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.

Skills:
Tracking: 18+7 (Best in the Guard)
Tracking: 14+0 (next best tracker)
Awareness: 16+0
Combat: 15+0
Sixth Sense: 7+0

Shanley's Guards

Alignment: Neutral Good

Nature: Mostly Arrogent and Brash

Bravery: 8

Most of the individuals the group are going to meet in the town will not stand out in any way. Most will not be interested in meeting or becoming friends with the group. I give a brief background for three of the soldiers below that may be used to help flesh out encounters within the town. Hope you can make use of the information.

Urwin Kezia

Urwin is an even 6 feet tall and comes in at the average 180 pounds. He is considered handsome, with short black hair and close trimmed beard. He has a few battle scars but none that are see without him lifting his shirt. When he is not in armor, he wears a plain white shirt and brown pants.

Urwin comes from a fairly remote location within the empire. He took the Queens Claw as a way to climb out of the poverty that affected his family. He served for a few years in Queen Aquilina's army in the town of Alard. He realized that he could make a lot more money as a private soldier and so ended up here, at the keep when he heard that Shanley was looking for some men.

Caritis Demelza

Caritis is five feet eight inches tall. She has fairly pretty features but is not

considered beautiful. For her size she is very solidly build and in fact has a power rating of 23, meaning she can beat most of those around her in an arm wrestle. She has light brown hair and tends to wear loose red shirts and brown pants when off duty.

Caritis comes from the great plains area. She has seen and had dealings with both the Calt and the Leonid. Caritis comes from a fairly well to do family. The problem is that she hated the life style and really did not want to get into the wife thing. She accepted the Queens Claw and found that her life changed very rapidly once in the military. She had to call upon resources that she would never had thought she possessed while a civilian. After serving out her term she hired on to guard a caravan and as it turned out, the Caravan Owner (Bernard Tout) sold her contract to Shanley on the way through. That was 3 years ago and she has been here ever since.

Mada Baruch

Mada is a fairly tall and thin woman. She is just a touch under six feet and weighs in at the 160 pound mark. She has a hawk like face and dark brown hair and green eyes.

Malda is another one from the great plains area, although unlike Caritis she has not had any direct dealings with anything but other humans. The fact that the outpost is in the middle of the wilderness does give her some bad nights sleeps but she is not about to admit this to any of her friends. Besides, she believes you have to overcome your fears or you will spend you life running from them.

Mada has never accepted the Queens Claw and so has never served in Queen Aquilina's army. She learned all of her fighting skills from her family. She has a nice smile and will often tell jokes. These jokes are a way to cover her nervousness. She listens to the people around and probably has a better idea than anyone else in the keep about what is going on. Of all the people that the group will meet, Mada is the first one that will want to get to know them as she tries to learn everything she can about the surrounding area. In fact, it wont be until after the first major attack on the keep that Mada's views (which she has told to a few) will be seen to be correct. At that point (and because of her bravery during the battle) she will be promoted.