

Ashart Bolison

Ashart Bolison is a feared Heortling warrior and ruthless mercenary captain. Originally an initiate of Elmal, his quest for justice following the apparent slaughter of all his kin by the Lorisi led Ashart to become devoted to Humakt. Ashart has travelled widely and earned the enmity of many in Pharoah's forces. He possesses an unusual black greatsword and plate armour obtained during an ill-fated hero quest to the Underworld. Although of unknown origin, both items reputedly embody great magical power. The hero quest left Ashart with snow-white hair and skin, creating a fearsome aspect that gives many an opponent pause.

Gruelling marches, frequent combats and a blessing from Humakt have toughened Ashart.

Last modified April 19, 2001

Character Name : Ashart Bolison		Player Name : Gary Hornby	
Sex : M Age : 25		Bloodline : NA	
		Keywords : Heortling Orlanthi, Warrior, Humakti	
Goal : Deliver Justice to Pharoah and preserve the family bloodline			
Virtues :			
Personality Traits/Flaws		Relationships	
Brave 20 Ruthless 13 Boastful 17		To Clan 17 To Chieftain 17 Worship Storm Pantheon 13 Devoted to Humakt 19	
Physical Skills		Mental Skills	
Melee Combat 12W Dagger Fighting Fyrd Combat Greatsword Fighting (+5 due to geas) Short Sword Fighting Spear and Shield Fighting		Heortland Geography 13 Heortling Customs 13 Heortling Myths 13 Recognize Foe 17 Stay Awake 17 Detect Lie 17 Mythology of Humakt 17 Lead Men 19 Regional Geography 17	
		Magic Type: Theist Pantheon : Storm 13 Initiate : Devotee : Humakt 19 Runes :	
		Affinities (Feats) : Combat 1W (Enchant Iron, Great Blow, Shield Destroyer, Truesword Stroke, Weapon Destroyer) Death 1W (Bless Corpse, Death Song Berserk, Kill Undead, Lay Ghost, Visage of	

Ranged Combat 17 Archery Javelin Fyrd Combat Acute Hearing 17 Hide in Cover 17 Riding 18 Running 17 Craft Weapon 17 Stealth 13 Toughness 13 Farming 13 Endure Pain 17	Fearsome Aspect 13 Know Local Area (Heortland) 13 Speak Heortling 13 Speak Tradetalk 13 Train Horse 17	Fear) Honor 18 (Empower Oath, Know Truth, Rally Warriors, Sever Relationship, Shame Coward)
Wealth : Common Wergild : Carl	Close Combat : 10W	Ranged Combat : 17
Possessions : Hell metal plate armor, shield, spear, hell metal greatsword, heavy dagger, horse, composite bow (75 yard range)	Weapon (Rank) Dagger Fighting ^2 Greatsword Fighting ^8 (+5 due to geas) Short Sword Fighting ^2 Spear and Shield Fighting ^4	Weapon (Rank) Archery ^3 Javelin ^3
Hero Points : 1	Armour (Edge) : Plate ^8 Plate and Shield ^9	
Notes : Resistant to poison and disease (+4 due to geas), Never uses maces (initiate geas), Never uses poison (devotee geas)		
Last Modified : May 04, 2001		

Blunt Ash-bjorn (NPC)

Ash-Bjorn's Story

Ash-bjorn pushed back hard at the door with one arm as he fumbled out his hand axe. He used the axe to cut off one of the hands trying to force the door open and jeered, "My guess is that your hand is sorry I had my hand axe. If you want I can pull out my leg and head axe so your that hand won't be so lonely here on the floor." The sudden loss of one of the people trying to push the door open allowed Ash-bjorn to finally push the door shut which he then barred. He picked the hand up and

looked at it. "Ah, Skeggi still haven't forgiven me for sleeping with your sister have you?" "You can't blame a man for sheathing his weapon in a willing and eager sheath can you?" Howls of anger from outside told Ash-bjorn that Skeggi and his comrades felt differently. "No matter," muttered Ash-bjorn putting the hand into his mouth (after he had pocketed a nice ring). Holding his hand axe in his left hand and his battle axe in his right he kicked the bar up and then booted the door open. Leaping out he spat the hand into the horrified face of Bjarn Yard simultaneously sinking his hand axe up to the haft in Ox Fimbulson's face and chopping Amber-Ulf's shield in two. He spun pulling Ox Fimbulson with him wrenching him off his axe and into the man trying to tie up Skeggi's wound, kicked Nimble Helgasson in the groin and ran for the horses. The few carls who were still standing looked on in shock as he reached the horses, untied one and rode off laughing into the darkness. To the sound of a chorus of groans and moans, Alder Ash asked, "Should we go after him?" Trini Ulfslawdichson replied, "No, I most definitely do not think we should go after him. Let his reputation and outlaw status go after him and see what he makes of himself, and good riddance."

Narrative

He is an Orlanthi Warrior with a dire reputation. A known man-killer he is swift with an axe. He possesses a dry wit and is quite the lady killer. Tall, strong and handsome he has the eyes of a killer and knows no fear. He wears a long coat of mail known as Turnspear and prefers axes to all other weapons. He loves fighting, women, drink, and food in that order and is very self-confident but surprisingly enough he will listen to other's arguments and can be persuaded to change his mind. He fancies himself as a good, if stern ruler.

Last modified October 20, 2000

Character Name : Blunt Ashbjorn		Player Name : NPC	
Sex : M	Age : 28	Bloodline : Barntar's Line	Keywords : Heortling, Warrior: Orlanth (Dar the Chieftain and Starkval the Weaponsthane)
Goal : Lead the Amberi to the best of his abilities.			
Virtues : Fatherly, Hard-working, Responsible, Proud			
Personality Traits/Flaws		Relationships	
Boastful 2W Brave 17 Hedonist 19		To Amber Clan 2W To Orlanth 1W	
		Magic Type: Theist Pantheon : Storm 19 Initiate : Orlanth	

Stern 20		Allfather (Starkval the Weaponsthane) 9W Devotee : Orlanth Allfather (Dar the Chieftain) 18 Runes :
<p>Physical Skills</p> <p>Look Imposing 20</p> <p>Melee Combat 18W</p> <p>Spear & Shield Sword and Shield Fighting Axe Fighting -Great Axe -Battle Axe -Hand Axe Fyrd Combat</p> <p>Ranged Combat 5W</p> <p>Fyrd Combat Hand Axe Javeline</p> <p>Acute Hearing 12W Hide in Cover 9W Riding 3W Running 13W Leaping 5W Man-killer gaze 7W Strong 3W Swift with Axe 1W</p>	<p>Mental Skills</p> <p>Ambush 7W Bluster 19 Debate 2W Dominate Meeting 5W Intimidate 3W Negotiation 7W Sense Mood of Crowd 6W Heortland Geography 17 Heortling Customs 3W Heortling Myths 2W Recognize Foe 8W Stay Awake 1W Boast 10W Mythology of Lightbringers 1W Mythology of Orlanth 3W Mythology of the Thunder Brothers 13W Sense Change in Weather 3W Make Witty Comment 9W Speak Heortling 13 Speak Tradetalk 13 Know Local Area (Heortland) 17</p>	<p>Affinities (Feats) :</p> <p>Allfather 5W (Command Frydman, Lead by Example, Make Clan Ring, Muster Fyrd, Protect Home, Rally Clan, Rally Fyrd, Silencing Bellow, Summon Clan, Summon Family) Making 19 (Acclaim Chieftain, Bless New Building, Bless Tools, Oversee Marriage ritual, Work Hard) Lead Clan 20 (Cast Out of Clan, Instill Pride, Invoke Wyter, Protect Tula, Sense Dishonour) Combat 8W (Fight Giants, Fight Mostali, Spearhelp, Turn Blow)</p>
Wealth : Rich Wergild : Noble	Close Combat : 18W	Ranged Combat : 5W
Possessions :	Weapon (Rank)	Weapon (Rank)
Leather armor, leather helmet,	Spear & Shield ^3	Hand Axe ^3

shield, spear, sword, dagger, horse, chain armour (Turnspear +1 vs everything, +4 vs spears), great axe, battle axe, hand axe.	Sword and Shield Fighting ^3 Axe Fighting -Great Axe ^5 -Battle Axe ^3 -Hand Axe ^2	Javelin ^3
Hero Points : 5	Armour (Edge) : Chain ^5/^8 vs spears Chain and shield ^6/^9 vs spears.	
Notes :		
Last Modified : April 12, 2001		

Bjarni Bare-Skin

Bjarni's Story

Bjarni Bare-skin has always been plagued by visions. Sometimes the visions were easily understood, like locating a lost item, but more often that not they were incomprehensible. No one knew what to make of this until Chief Skorri finally decided that a divination was in order and the priest spoke but a single line in return, "The winds speak to him of what they see, have seen and will see." After some discussion it was decided that Bjarni had been 'blessed' by Orlanth and the best thing the tribe could do would be to let him be.

In Bjarni's 10th year, his visions led/drove him from his comfortable homestead in Heortland into Dragon Pass. For some time, he was able to follow clansmen of the Colymar who were travelling north to join their new settlement but there came a time when they continued north and he headed northwest to Kero Fin. Bjarni still wonders how he managed to live through trip, but his visions drove him on and perhaps sustained him as well.

At Kero Fin Bjarni met Old-man Yorsar. Yorsar taught him the traditions of the Kolating Spirit-Talkers and helped him to awaken his fetch. Yorsar also showed him how to create fetishes and helped him in his first travels in the spirit plane. Then, for several years they travelled about Dragon Pass and Yorsar introduced Bjarni to many of the secrets of this land.

In the far north-west Bjarni met strange Orlanthis who fought naked, protected by nothing but their woad tattoos. He met creatures like incomprehensible dragonnewts and strange duck-folk who had thir own traditions of Orlanth. All too often they also met spawn of Chaos from their vile nests which infested this. He climbed many mountains to speak to the winds and hopes one day to climb to the peaks of Old Wind and Kero

Fin and speak directly to the great Wind Spirits. They even visited the Grazelands (in the east where the horse riders live) and to the edges of Prax (to the far southwest where the beast riders live). In was in Prax that Yorsar was able to introduce him to shamans who undertook to teach Bjarni something of their traditions. It was also here that Yorsar left him, following a wind that took him to the far north.

Bjarni also began to understand something about his visions, that they were not incomprehensible but that he could not comprehend them. For as he learned more he understood more and as he understood more he found that he was sometimes able to direct these visions. Still they most often came unbidden and their result was usually to set Yorsar and Bjarni on some new path. Still, even Yorsar was unable to provide a clue as to why these visions came to him. It appeared that he was being prepared for something but for what?

Recently, his visions have led him back into Heortland. A vision which showed him his old clan moving to a new home led by an axe and a spear. A vision which showed him leading this axe and spear to a new land and then burying the axe and spear in that land, thereby making it theirs. Bjarini doesn't talk about his vision that much.

Narrative

Bjarni Bare-skin is a Kolating Spirit-talker from Heortland. He has visions which he can occassionaly control. He has a Vrok Fetch and has integrated many spirits. Old-man Yorsar taught him how to do these things. Bjarni has travelled extensively in and around Dragon Pass and is quite familiar with its customs, geography and people. Bjarni is very agile and an accomplished hunter. While travelling, he found a magic spirit torc, learned the secret of woad tattoos, the languages of the birds and beasts and the Praxian Shamanistic traditions. He is known and respected in Prax.

Flaws

Bjarnis appearance is odd even by the minimal standards of Heortland Orlanthis. He's practically naked (typical garb is a loincloth, a bag, a spear and a shield), covered in blue tatooes, and his body is pierced in many places by Vrok feathers and Alynx claws and teeth. Finally, his habit of only washing when he gets caught in a passing rainstorm tends to lend him a certain 'natural' smell. Finally, he appears to be crazy, when he is struck by a vision in the middle of some other task and starts to react to situations which are not apparent to any bystander.

Last modified July 06, 2000

Character Name : Bjarni Bare-skin	Player Name : Jeff Neufeld
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Sex : M Age : 25	Bloodline : NA	Keywords : Heortling, Spirit-talker:Kolating
Goal : Goal to serve and protect the clan in its dealings with the spirit world		
Virtues :		
Personality Traits/Flaws Odd appearance 13 Smells bad 13 Seems crazy 13 Respected by Praxians 13	Relationships To Amber clan 13 To Kolat 17 To Patron 13 (Old Man Yorsar) To Bloodline	Magic Type: Theist Pantheon : Storm 13 Initiate : Devotee : Runes :
Physical Skills Melee Combat 13 Spear & Shield 13 Craft Fetish 17 Draw Summoning Circle 17 Build with Snow 17 Leaping 17 Very Agile 13 Hunt 13	Mental Skills Heortland Geography 13 Heortling Customs 13 Heortling Myths 13 Kolating Tradition Knowledge 5W Shamanic Escape 17 Spirit Combat 17 Spirit Sight 17 Spirit World Travel 17 [+5w for fetch = 2w2] Kolating Tradition Knowledge 17 Mythology of Kolat 17 Visions 13 Sense change in weather 17 Speak Grazelander 13 Speak Praxian 13 Dragon Pass Knowledge 13 Grazelands Knowledge 13 Beast Valley Knowledge 13 Prax Knowledge 13 Speak with Birds 13 Speak with Beasts 13 Waha Tradition Knowledge 13 Secret of the Woad Tatoos 13	Affinities (Feats) :
Wealth : Minimal	Wergild : Cottar	Close Combat : 13
Possessions :	Weapon (Rank) Spear and shield ^3	Ranged Combat : Weapon (Rank)

Hero Points : 3	Armour (Edge) :
Notes : Visions (13) – can be used by narrator to input info into campaign or occasionally by PC to gain info.	
<u>Vrok fetch</u>	
Might = 5w [equal to best skill]	
Acts as follower, adds to Spirit World Travel	
(base for animist is 5 fetches + 1 int for descriptor makes 25 HP)	
1 use/day fetish – fly (17)	
integrated spirit – resist cold (17)	
integrated spirit – lightning bolt (17)	
integrated spirit – resist heat (17) (from Waha Tradition)	
Old-man Yorsar moves around a fair bit so he can help (require help) as the Narrator sees fit.	
Very agile – can be used to augment other skills in situations where speed is important	
<u>Magical spirit torc</u>	
Augments actions related to the spirit plane (1w1) (spirit combat, spirit world travel, ...)	
<u>Secret of woad tattoos</u>	
Augments defense against 'harmful' attack (1w1) (ie. Spears, spells or spirits but not debates)	
Last Modified : April 13, 2001	

Branbrig Slayer

Character Name : Branbrig Slayer		Player Name : NPC	
Sex : M	Age : 30	Bloodline : Barntar	Keywords : Heortling, Warrior, Urox
Goal : Destroy chaos while still remaining in society so he can look after his family.			
Virtues :			
Personality Traits/Flaws	Relationships	Magic Type: Theist Pantheon : Storm Initiate : Devotee : Urox 10W Runes :	
Brave 18W Boastful 13W Hate Chaos 19W2	To Clan 17 To Barntari Bloodline 17 To Chieftain 17		

	To Una 7W To Unasbrood 7W To Urox 10W	
Physical Skills Close Combat 2W2 Twin Battle Axes Spear and Shield Sword and Shield Great Axe Ranged Combat 7W Big Rock Ignore Pain 7W Acute Hearing 3W Hide in Cover 6W Riding 17 Running 17W Farming 13W Strong 9W Big 3W Drink 7W	Mental Skills Heortland Geography 13 Heortling Customs 13 Heortling Myths 13 Speak Heortling 13 Speak Tradetalk 13 Know Local Area (Heortland) 13 Intimidate 12W Mythology of Urox 3W	Affinities (Feats) : Anti-Chaos 12W (Grant morale to chaos fighters, Sense chaos, Shield against chaos) Combat 10W (Berserker fury, Great blow, Knock down opponent) Wild Wind 15W (Make weapon slice like the wind, Searing wind gust, Summon wind daemon).
Wealth : Wergild :	Close Combat : 2W2	Ranged Combat : 17
Possessions : Magical Iron Chain ^8, Twin Iron Battle Axes ^5 (Maiden and Hag), Iron Great Axe (Widowmaker), Bison (taken from one of Red Kare's followers.	Weapon (Rank) Twin Iron Battle Axes ^5 Widowmaker ^7	Weapon (Rank) Big Rock ^5
Hero Points : 3	Armour (Edge) : ^8	
Notes : Four followers - Svart Kettleon, Inghram Afison, Gnup Borgson, Grim Borgson Warrior 18, Uroxi 14		
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Hend Alynxfriend aka He who walks quietly through life aka Cat Boy

Hend Alynxfriend is a Heortling Yinkin follower. His parents were killed and eaten by

trolls and he was brought up by his grandmother, the crazy lady, who lived with all the alynx. He grew up with them and they were like his brothers and sisters. He learned how to hunt with them and they supplied granny with food and skins to make clothing. His two favorite alynx Pico and Rico wander wherever he goes. He owns a special friendship rock, a magic pair of moccassins his granny made and a spear named Ever Sharp. Granny hints at a great inheritance.

Last modified August 22, 2001

Character Name : Hend Alynxfriend aka He who walks quietly through life aka Cat Boy		Player Name : Darryl Adam	
Sex : M	Age :	Bloodline :	Keywords : Heortling, Hunter, Yinkin
Goal :			
Virtues :			
Personality Traits/Flaws		Relationships	
Patient 17		To Amber Clan 17 Worship Storm Pantheon 13 Worship Yinkin 17 To Alynxes 13 Hunter Clan Enemy 12	
Physical Skills		Mental Skills	
Melee Combat 5W Spear and Shield Fighting Claw and Bite Fighting Fyrd Combat Ranged Combat 17 Archery Javelin Butcher 17 Hide in Cover 17 Set Traps 17 Stalk 1W Climb 17		Heortland Geography 13 Heortling Customs 13 Heortling Myths 13 Know Animals 17 Listen 17 Mimic Animal Sounds 17 Track 17 Flirt 17 Light Sleeper 17 Mythology of Yinkin 17 Speak Heortling 13 Speak Tradetalk 13 Know Local Area (Heortland) 13	
		Magic Type: Theist Pantheon : Storm 13 Initiate : Devotee : Yinkin 17 Runes :	
		Affinities (Feats) : Hunting 1W (Grow Claws, Leap from Hiding, Move without Sound, Paralyzing Bite, Scent Foe) Sensuality 17 (Feel No Guilt, Seduce, Sleep Anywhere) Wilderness Survival 17 (Cat's Leap, Evaluate Food Quality, Land Safely, Recognize Threats Nearby, Squeeze through Narrow Place)	

Jump 17 Running 13 Farming 13		
Wealth : Minimal	Wergild : Carl	Close Combat : 5W
		Ranged Combat : 1W
Possessions : Bow and arrows, snares, traps Friendship Rock 13 (for any attempts to befriend/persuade people who can see it). Granny's Special Moccasins 13 (for any stealth skills). Stay Sharp (Spear) +2^ Bear Skin Lonisi Bag that <i>"will be very useful"</i>	Weapon (Rank) Spear and Shield Fighting ^5 Claw and Bite Fighting ^1	Weapon (Rank) Archery ^3 Javelin ^3
Hero Points : 9	Armour (Edge) : Leather ^1 Leather and Shield ^2	
Notes : Followers Rico (Hunt 12, Stealth 17) and Nico (Stealth 12 and Hunt 17).		
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Cedric the Fox

Cedric's Story

"Cedric – five years is a long time," Skorri Manysons cocked a bristly eyebrow at the young man seated on the bench before him.

"So it is, my chief. You wanted have a full report, did you not?" Cedric – the man they call the Fox, leaned back and grinned at the bearded old warrior on the high seat.

"Hmf," Skorri grunted. "So tell." The longhouse echoed in unaccustomed silence. Skorri was receiving his long-away clansman in quiet.

"The news is not good," Cedric lost his grin. "Belintar styles himself 'Pharaoh' and conquers all before him. He rules fairly and well – but he tolerates no independence.

You will kneel and bow your head – or die."

For some moments there was only the sound of Skorri cracking his knuckles, then he spoke again.

"Tell me of you travels that I may understand better."

"Yes, my chief," Cedric nodded, then continued. "Five years ago, three of us departed as you had asked – quietly slipping away at night. Several days later, we came without incident to the estate of Wendis the Larnsti. Upon showing our tokens we were admitted quickly. To this day, I know not what you did to earn those tokens, but we were given gifts of substantial power.

"Archon, of course, chose combat. He was equipped head to toe in armour of iron. He was even given an iron greatsword named 'Determination'. Fenoal chose knowledge. I don't understand exactly what he received but he made some very spooky – very accurate predictions before we parted company."

"And you – what did the Fox chose?" asked Skorri.

Cedric grinned, "I choose the Gift of Tongues. Despite all that is happened since, I think some of the strangest has been that which happened on the Otherside in pursuit of that boon."

"Bah," Skorri snorted "You should have followed Issaries."

"I can't. Mules don't like me." Cedric dismissed the idea with a wave. "And I don't much like mules."

"In any case," continued Cedric, "we had this plan. Three men together are suspicious and learn no more, perhaps less than one man. And we were not strong enough, even together, to guarantee our safety and the success of our mission. So we split up.

"Archon set out to join Belintar's forces. From there he could determine what sort of commander he was. Fenoal went to join Belintar's councils. From there he could see what sort of ruler Belintar was. And I was to move among Belintar's people that I could see what Belintar made with what he had conquered.

"For five years I wandered through Kethaela. I traveled the many cities of Esrolia and saw how Belintar curbed the worst excesses of the Queens but still left its men in chattel. Many a time I ran afoul of the grim maidens and, being permitted no weapons, I learned to use fists and furniture in my defense.

"I moved on to Caladraland where there are no cities and Belintar permits the locals to sacrifice people to the great volcano. There I learned how to forge swords in a volcano

and use the twin short swords.

"I voyaged the Isles that God Forgot. I was in the city of Casino when Belintar broke the bank and claimed the land for his prize. There I learned how to see, for things are not always as they seem.

I journeyed to the Rightarm Islands and talked with fishers and mermen where Belintar spoke of one day re-opening the seas to travel. There I learned to swim and climb.

I even ventured the Shadow Plateau and saw for myself the great tarpit that is all that remains of the City of Black Glass where Belintar destroyed the Only Old One. There I learned despair for nothing I learned could foresee the halt of that which is Belintar.

Finally, on hearing of the fall of King Andrin I returned as quickly as possible to the Heortland and avoiding the armies of the various pretenders returned to you.

"What I saw is that Belintar leaves those in each land mostly to their own nature – be that for good or evil. But Belintar does rule, kings and queens, priest and sorcerer must bend knee or be destroyed. Where Belintar brings changes by and large those changes encourage peace and enrich the lands.

"In short, he is a good chief – but he is not our chief and he will not ask our permission to be our chief."

Cedric paused and took a pull of ale.

"I do not know the fate of the others. Archon was making quite a stir among the Pharaoh's forces but his unit was sent against some new enemy called the Grazers and I haven't heard of them since. Fenoal found a position among Belintar's administration and ultimately became something of a spy from what I could tell. He was called to court and I haven't heard from him since – I don't know if he was undone or simply could not take the chance to contact me." Cedric paused again and frowned into his ale. "Worse, before we separated on of Fenoal's 'predictions' was that at some point in the future he would be 'pass beyond loyalty to the clan'. I am not sure that I would trust him if he were to appear now."

With that Cedric fell silent. Skorri stepped down from the high seat and paced silently for a time. Then he turned to Cedric.

"Tomorrow, I will summon the clan. I am too old to bend knee and have no heart to leave. I will stay and die here. But the clan will go on. I will release those who would to seek new lands in the territory discovered by Colymar.

"Earlier this week a wildman who calls himself Bjarni arrived looking for some clan his visions have shown him. He claims the spirits sent him to guide this clan to new lands.

I believe that Orlanth moves through him.

"Though I will allow others to choose to stay or leave, I once again burden you with the task of seeking the way. Protect my people. Say nothing to anyone until tomorrow. After tomorrow, those who leave will pick a new leader – guide him as you guided me."

Cedric slid from the bench. On bended knee he answered a simple, 'yes my chief' then rose and left the hall.

Narrative Character Description

Cedric, the Fox, is a sharp-sighted warrior-scout known for his charm and fast talk. In the many scraps brought on by his sharp tongue he learned to fight with fist and improvised weapons and otherwise "swashbuckle". If necessary, Cedric will fast-draw the twin fine short swords he forged in a volcano. A follower of Orlanth Adverterous, he also prays to Wishbone, subcult of Bevara, for healing. Cedric was given the Gift of Tongues and sent to scout Kethaela. He made many friends, learned diverse customs and learned the traveller's skills of climbing, swimming and walking long distances.

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Character Name : Cedric the Fox		Player Name : Doug Stich	
Sex : M	Age : 26	Bloodline :	Keywords : Heortling, Warrior, Orlanth
Goal : To serve his clan by discovering danger and opportunity			
Virtues :			
Personality Traits/Flaws	Relationships		Magic Type: Theist Pantheon : Storm 13 Initiate : Orlanth Adventurous 17 Devotee : Runes : Subcult : Wishbone (Bevara) 13
Brave 17 Boastful 17 Sharp Tongue 13 Brawler 13	To Amber clan 17 Loyalty to Leader 17 Many Friends 15 New Friends 12 Relationship to White Sky Clan 12 To Bloodline		

<p>Physical Skills</p> <p>Farming 13 Acute Hearing 17 Hide in Cover 17 Riding 17 Running 17 Leaping 19 Sharp-sighted 14 "Swashbuckle" manoeuvres 13 Fast Draw Sword 13 Forge Sword 13 Climbing 13 Swimming 13 Walking Long Distances 13</p> <p>Close Combat 2W</p> <p>Sword & Shield Fighting Sword & Spear Fighting Fist Fighting Twin Short-Sword Fighting Dagger Fighting Improvised Weapons* Fyrd Combat</p> <p>*Note: Eliminates skill penalty (target number penalty) when using household objects or furniture as weapons. Does not eliminate edge limitations of these objects. Does not apply to any actual weapon.</p> <p>Ranged Combat 17</p> <p>Fyrd Combat Javelin Throwing Knife</p>	<p>Mental Skills</p> <p>Heortland Geography 13 Heortling Customs 13 Heortling Myths 13 Recognize Foe (17) Stay Awake 17 Charm 15 Fast Talk (7W) Gift of Tounges 13 Speak Kethaela Languages 13 Kethaela Customs 13 Mythology of Lightbringers 17 Mythology of Orlanth 17 Sense Change in Weather 17 Speak Heortling 13 Speak Tradetalk 13 Know Local Area (Heortland) 13</p>	<p>Affinities (Feats) :</p> <p>Combat 17 Movement 18 Wind 17 Healing {Subcult of Bevara} 1w</p>
<p>Wealth : Common</p> <p>Wergild : Carl</p>	<p>Close Combat : 2W</p>	<p>Ranged Combat : 17</p>

Possessions :	Weapon (Rank)	Weapon (Rank)
Leather Armour, Leather Helmet ^1 with Shield ^2 Lonisi Gloves <i>"that have traveled far"</i> Bear Skin	Spear & Shield ^3 Sword & Shield ^3 Dagger ^1 Superior Shortsword & Shld ^3 Twin Superior Shortsword ^4 Fist ^0 Improvised Weapon ^0-2 (usually)	Javelin ^3 Throwing Dagger ^3
Hero Points : 2	Armour (Edge) : Leather ^1, Leather and Shield ^2	
Notes :		
Last Modified : April 19, 2001		

Dagbjatr Haukson

Dagbjatr's Paragraph

Dagbjatr Haukson is a wealthy Heortling Issaries trader. He loves talking to people -- telling stories, learning new languages, and making friends, while still being a sharp bargainer. He's traveled extensively, ;learned some healing skills, and has a broad knowlege of settlements and trade goods in the region. Through his trading, he has acquired three icons that he uses for his personal safety.

He has two men to assist him managing his mules. His family has also encouraged him to take on an apprentice who helps him focus on the serious side of work when he becomes too interested in just talking to people.

More details:

Dagbjatr (or "Dag") is a little taller than average for a Heortling, and has inherited his father's thin, sharp features. He tends to have quick movements with his hands. When talking, he has a tendancy to become excited and wave his arms around, until he realizes what he's doing and makes a conscious effort to stop.

He became a trader because he found that it was an excellent way to travel and to talk to a wide range of people. He often seems to spend more time swapping stories than talking about business.

Still, he is astute and reasonably successful with his trading. Some of his cousins have

noted his ability and occasionally joined as partners with him. However, they quickly became frustrated when they tried to talk to him about the business aspects of the trade mission that he returned from. Dagbjartir remembered the transactions, when he bothered to focus on that discussion, but he was far more interested in long digressions talking about the people he met, and the stories he learned.

Because of his long windedness, they have recently insisted that he take along his cousin's 15-year-old daughter, Fletta Asmundottir as his scribe. She is a good-natured person; she used to wrap men around her finger as a cute little girl, and now she's learning how to wrap men around her finger as an attractive young woman. She takes her job seriously.

During his work as a trader, Dag has purchased three fetishes that he uses -- one for physical protection in battle, one to help heal wounds, and one that helps recover from poisoning. He uses the last one more than he first expected -- he found that it also helps with the mild sickness he sometimes encounters when he eats food in foreign cities.

He has worked to learn as much as possible about trade in the region -- even in places where he has not yet travelled. He has a basic knowledge of where major settlements are, and what goods those places sell and buy. He has studied the styles of different regions and eras. For example, he can sometimes look at a decorated pottery jar and say "Oh, this style was popular in such-and-such a town, two or three generations ago."

He has gradually expanded his business, and now has several mules to carry his goods. He has two assistants who can help work the mules and provide defense for the group while traveling.

Last modified August 22, 2001

Character Name : Dagbjartir Haukson		Player Name : Doug Shewfelt	
Sex : M	Age : 25	Bloodline : Barntar's	Keywords : Heortling, Merchant, Issaries
Goal : To become a well known and respected trader in the area surrounding our clan.			
Virtues :			
Personality Traits/Flaws	Relationships		Magic Type: Theist Pantheon : Storm 13 Initiate : Devotee : Issaries 17 Runes :
Clever 17 Charismatic 17 Garrulous 13 Easily distracted 13	To Amber clan17 To Issaries 17 To Bloodline 17		

<p>Physical Skills</p> <p>Melee Combat 3W</p> <p>Fyrd Combat Sword and shield Spear and shield Staff fighting</p> <p>Ranged combat 13</p> <p>Bow Fyrd Combat Javelin</p> <p>Care for mule 17 Carry heavy loads 17 Load pack animal 17 Identify goods by touch 17 Ride 13</p>	<p>Mental Skills</p> <p>Heortland Geography 13 Heortling Customs 13 Heortling Myths 13 Speak Heortling 17 Speak Praxian 13 Read and write Heortling 13 Read and write Tradetalk 13 Speak Tradetalk 17 Myth of Lightbringers 17 Bargin 5W Fast talk 1W Gauge value 17 Lie 17 Identify jewels 17 Identify metals 17 Myth of Issaries 17 First aid 13 Learn languages 13 Make friends 13 Tell stories 13 Regional geography 13 Identify craft styles 13 Organize Storehouse 17</p>	<p>Affinities (Feats) :</p> <p>Affinities Communication 18 Clear-voice shout Convince buyer Convince seller Entertain with voice Talk with hands</p> <p>Merchant 17 Bless market Hide booby trap Lock box Make safety alarm Recognize market value</p> <p>Travel 17 Cover tracks Detect ambush Find escape route Find trail Protection while sleeping</p>
<p>Wealth : Prosperous Wergild : Carl</p>	<p>Close Combat : 1W</p>	<p>Ranged Combat : 13</p>
<p>Possessions : hard leather chain hood, Trade goods Pack Mule Warm clothes Fine clothes</p> <p>Three icons :</p> <p>Protection 13 Healing 13 Cure poison 13</p>	<p>Weapon (Rank)</p> <p>Staff ^3 Spear and Shield ^3</p>	<p>Weapon (Rank)</p> <p>Bow ^3 Javelin ^3</p>
<p>Hero Points : 9</p>	<p>Armour (Edge) : Leather and Chain Hood and Shield ^3 Leather and Chain Hood ^2</p>	
<p>Notes : Two followers</p>		
<p>Last Modified : April 12, 2001</p>		

Orlev (Askisson) Ice-eyes (NPC)

Narrative

Orlev Ice-eyes is a dual initiate of Lhankhor Mhy and Humakt. He's a grim figure sworn to uphold the laws and enforce them. He is the chief lieutenant to both the war and law speaker of the Urlanging Clan Ring and is entrusted with many of the more important missions which travel outside of the clan's tula. He also enforces Skorri Manyson's rulings on the clan tula.

He possesses two powerful magic items, the Sword of Truth and the Book of the Law, artefacts which he gained while heroquesting Humakt and Lhankor Mhy's Quest for Truth and Knowledge. He also has a suit of iron mail that was given to him by Skorri Manysons for his past services and a magically swift horse that can run on any surface. This horse is very intelligent and very dangerous in combat.

Orlev is an experienced battle leader and negotiator and his gaze has been known to strike fear into the hearts of those who oppose him.

Last modified October 11, 2000

Character Name : Orlev (Askisson) Ice-eyes		Player Name :	
Sex : M	Age : 23	Bloodline : NA	Keywords : Heortling, Warrior: Humakt and Lhankor Mhy
Goal : to administer 'justice' to all who seek it.			
Virtues :			
Personality Traits/Flaws Geas: +5 to sword/no missile weapons	Relationships To clan 17 To Storm Tribe 13 Humakt 17 Lhankor Mhy 17 Blunt Ashbjorn 17 To chieftain 17	Magic Type: Theist Pantheon : Storm 13 Initiate : Humakt 17 /Lhankhor Mhy 17 Devotee : Runes :	
Physical Skills	Mental Skills	Affinities (Feats) :	

<p>Close Combat 4W</p> <p>Fyrd Combat</p> <p>Spear and Shield Fighting</p> <p>Sword and Shield Fighting</p> <p>Dagger Fighting</p> <p>Greatsword Fighting</p> <p>Sword Fighting</p> <p>Acute Hearing 17</p> <p>Hide in Cover 17</p> <p>Riding 1W</p> <p>Running 17</p> <p>Craft Weapon 17</p> <p>Craft Writing Supplies 17</p> <p>Ice Glare 17</p> <p>Farming 13</p>	<p>Heortland Geography 13</p> <p>Heortling Customs 13</p> <p>Heortling Myths 13</p> <p>Law Speaking 7W</p> <p>Battle Tactics 1W</p> <p>Heortling Customs 13</p> <p>Heortling Myths 13</p> <p>Recognize Foe 17</p> <p>Stay Awake 17</p> <p>Detect Lie 1W</p> <p>Mythology of Humakt 17</p> <p>Know Trivia 17</p> <p>Mythology of Lhankor Mhy 17</p> <p>Mythology of Lightbringers 17</p> <p>Read Heortling 17</p> <p>Read [language] 17</p> <p>Write Heortling 17</p> <p>Write [language] 17</p> <p>First Aid 12</p> <p>Speak Heortling 17</p> <p>Speak Tradetalk 17</p> <p>Know Local Area (Heortland) 13</p>	<p>Humakt</p> <p>Combat 18</p> <p>Death 17</p> <p>Honour 17</p> <p>Lhankor Mhy</p> <p>Knowledge 17</p> <p>Law 17</p> <p>Literacy 17</p>
<p>Wealth : Prosperous</p> <p>Wergild : Thane</p>	<p>Close Combat : 2W</p>	<p>Ranged Combat :</p>
<p>Possessions :</p> <p>Sword of Truth</p> <p>Book of the Law</p> <p>Iron Mail</p> <p>Swiftheels "Magic horse that can run on any surface. This horse is very intelligent and very dangerous in combat."</p> <p>Lonisi helm "<i>to ward your keen sight</i>"</p>	<p>Weapon (Rank)</p> <p>Spear and Shield Fighting ^3</p> <p>Sword and Shield Fighting ^5</p> <p>Dagger Fighting ^1</p> <p>Greatsword Fighting ^5</p> <p>Sword Fighting ^5</p>	<p>Weapon (Rank)</p>
<p>Hero Points : 4</p>	<p>Armour (Edge) : Chain ^6</p> <p>Chain and Shield ^7</p>	
<p>Notes : Geas: +5 to sword/no missile weapons</p>		
<p>Last Modified : April 19, 2001</p>		

Per Rasmusson

Per's Story

"You sent for me, father?", asked Per.

"Yes Per, I did sometime ago. Why have you taken so long to attend me? It isn't like you to make me wait so long.", his father Rasmus replied curtly.

"I'm sorry for the delay. I have only just returned from a week on Shield Ridge tracking a wounded buck," Per replied as he removed a large set of antlers from his bag and placed them on the table. "I believe these belong to you."

Rasmus frowned and then laughed. "Your eye isn't as keen as it used to be, Per, seldom do you need a second shot to fell a beast."

"You're welcome," Per responded dryly, "but mine was not the initial shot. That honour belongs to Steen."

"Steen?", Rasmus asked confusedly, "That boy can barely hold a bow!"

"Yes, Steen. It was the strangest thing I've ever seen. I had the boys practicing archery over by the river. Just as Steen looses his arrow, this buck bounds from the bushes crossing the field just in time to get hit in the neck. Then it disappears back into the woods. Had Steen been a bit stronger, he probably would've killed it outright. It took Ost and me four days to catch up with that wounded buck. And it still had Steen's arrow in it's neck too. But that's not why you sent for me, is it?", Per asked.

"No, it isn't", Rasmus said grimly, "We are moving to the Colymar."

"What?"

"You heard me. We are moving to the Colymar", Rasmus replied. "The clan has decided to move rather than live under the rule of the Pharoah, so be at the Great Hall by dusk tomorrow."

"Why must I be at the Great Hall?" asked Per, "The fyrd has not been hoisted."

"No, I was asked to provide aid to the scouting band that is leading the way to our new home. I was honoured that you volunteered", Rasmus said with a grin.

Per's face flushed red with anger. "I'm sure you were," he hissed as he turned towards the door, "Much like you were every other time too. What a pity that Gunnar's Oath of Service has a limit or you might never actually have to ask for a volunteer like the other

family heads."

"Good hunting!" laughed Rasmus as the door slammed.

Narrative

Per is a hunter and follower of Odayla. Quiet and patient, Per has frequently been forced to join warbands by his father in order to fulfill the family's clan duties. Only because he is agile has Per survived these trips as skirmisher. He has seen many lands, learned to ride and barter, and acquired items such as a fine bow and a set of bowyer's tools from these travels. Per is almost always found in the company of his hunting alynx Ost and longs for the day when his four young sons can take over his clan responsibilities.

Last modified August 22, 2001

Character Name : Per Rasmusson		Player Name : Arne Grimstrup	
Sex : M	Age : 28	Bloodline : Gunnar's	Keywords : Heortling, Hunter, Odayla.
Goal : To complete his family clan service requirement.			
Virtues :			
Personality Traits/Flaws Patient 17 Quiet 13	Relationships To Amber clan 13 Warbands (contacts) 13 Father (patron/adversary) 13 Four Young Sons (dependants) 13 Ost, Hunting Alynx (follower) Family Clan Duties 13 To Gunnar's Bloodline 17	Magic Type: Theist Pantheon : Storm 13 Initiate : Odayla 17 Devotee : Runes :	
Physical Skills Melee Combat 17 Fyrd Combat Wrestling Spear and Shield Ranged Combat 8W	Mental Skills Fast Talk 12 First Aid 12 Heortland Geography 13 Heortling Customs 13 Heortling Myths 13 Know Animals: 17 Listen:17 Mimic Animal sounds:17	Affinities (Feats) : Bear 17 Hunt 18 Hide 18	

Archery Javelin Butchery:17 Fletching 12 Hide in Cover:17 Set Traps:17 Stalk: 18 Agile: 4w Skirmish: 4w Ride: 14 Bowyer: 13 Fletcher 12 Farming 13 Running 13	Track:17 Find Shelter:17 Mythology of Odayla:17 Mythology of Thunder Brothers:17 Barter: 13 Seen Many Lands: 13 Speak Heortling 13 Speak Tradetalk 13 Know Local Area (Heortland) 13		
Wealth : Common	Wergild : Cottar	Close Combat : 17	Ranged Combat : 8W
Possessions : Fine Bow and arrows Snares and traps Leather and Shield Spear Bowyer's Tools 40 arrowheads 6 Thunder Arrows Fletcher's tools Lonisi Cloak " <i>that travels well</i> "	Weapon (Rank) Spear & Shield ^3 Wrestling ^0	Weapon (Rank) Superior Bow ^4 Javelin ^3	
Hero Points : 0	Armour (Edge) : Leather & Shield ^3		
Notes : Ost Fight 20, Track 16			
Last Modified : April 19, 2001			

Salinar Mannison

Salinar Mannison is a Heortling warrior from the Lonisi. While raiding far to the south of Lonisi lands he was captured by Hendrikiland knights. While their captive he learned about mounted combat. Stealing a mount and armour from one of the knights who he slew he returned to his homeland where he found two followers who are as interested in mounted combat as him. He desires to teach his people to fight from horseback so that they can better deal with the sorcerer knights who once held him captive and still

seek him out. He joined with the Amberi. (This write-up will probably be changed).

Last modified August 22, 2001

Skeli Redbeard (NPC)

Skeli's Story

Skorri Helgisson and the rest of the warriors arrived at the stead too late to stop the broo raid. Everyone was already dead and the broos fled except for one woman who wouldn't stop crawling and mewling and a tiny figure that moved spasmodically in the corner. The healers rushed to both of the survivors. The one who picked up the tiny figure gasped at what she saw and dropped the babe. One of the warriors caught it and almost dropped it again as he recoiled when he saw what the broos had done. Instead he cradled the babe to his chest and wept openly and unashamedly. Skorri turned to the healers examining the woman and asked, "Well?" The senior of the healers turned to him and shook her head sadly. Skorri moved forward and used his sword to do what he had to do. "Only one survivor," he said through his tears as he cleaned his sword.

An older Skorri sat in the sun and spoke with the chief Lawspeaker. "So how are the students doing?" "The best of them of course is young Skeli but I worry about what sort of man he will be. He hates anything that is not custom or law and the others, indeed the whole stead shuns him for his scars. His hate and our fear is a heavy burden for one so young and I fear that he might not grow as straight as he could were his face whole. I also do not know what sort of lawspeaker he will make with that tortured whisp of a voice of his.

Skeli, the man, stood before the moot to defend his client and tried to make himself heard above the raucous crowd but to no avail. His face grew red with a mixture of anger and embarrassment, adding to the ugliness of his face. Suddenly inside him he heard a voice saying, "If you are going to serve me you will need to be heard. I make a loan to you of my mighty voice. Use it well." Almost overcome with dizziness he reached out to his neighbour to steady himself. Before he grabbed her though he managed to right himself. His chest swelled and he felt the god fill him. "Listen to me," he roared and all present fell silent in shock and amazement.

An older Skeli stroked the rich, red beard covering his chest (and most of the scars on his face) and thought fondly about tillage rights. Idily, part of his mind rejoiced

at the thought of his recent success in the gaining a beard hero quest and he thought, finally life IS good.

Narrative

He is an Orlanthi Lawspeaker from Heortland. As a mere babe his family were slaughtered by broos who left him horribly scarred and disfigured. Since then he has feared and hated chaos. His normal speaking voice is a hoarse whisper because of his scars but when the god moves him his voice swells to a mighty roar. He has a great red beard that covers his chest which is his pride and joy. He's always running his fingers through his beard which he says helps him to think. Law is his life and he has no use for love.

Last modified September 15, 2000

Character Name : Skeli Redbeard		Player Name : NPC	
Sex : M	Age : 28	Bloodline : Vandarl	Keywords : Heortling, Lawspeaker: Lhankhor Mhy
Goal : To keep strict obedience to the law and root out Chaos wherever it might be found.			
Virtues :			
Personality Traits/Flaws		Relationships	
Discerning 17 Hate Chaos 5W Stern 18		To Amber Clan 13 To clan ring 17 To Vandarl 17 To Law 19	
Physical Skills		Mental Skills	
Melee Combat 13 Spear & Shield 13 Fyrd Combat 13 Ranged Combat 13 Javelin Fyrd Combat Emphatic Gestures 17 Craft Writing Supplies 17 Run Fingers Through Beard		Heortland Geography 13 Heortling Customs 19 Heortling Myths 1W Detect Emotions 17 Know Heortling History 2W Know Heortling Laws 7W Read Heortling 17 Speak with Authority 17 Write Heortling 17 Know Trivia 17 Mythology of Lhankor Mhy 19 Mythology of	
		Magic Type: Theist Pantheon : Storm 13 Initiate : Devotee : Lhankhor Mhy 17 Runes :	
		Affinities (Feats) : Knowledge 20 (Clairvoyance [use the range table], Find Obscure Fact [D+10 to D+102 depending on the obscurity], Read Mind [D+20], See Past Events [D+10 to D+102 depending on how far in the past], Interpret Spoken Language) Law 2W (Force Truth, Impress Jurors, Invoke Law, Recite Precedent) Literacy 19 (Reconstruct	

3W (Skeli can use this ability to augment any of his mental skills, but he must have his hands free and time to do it). Mighty Voice 19	Lightbringers 17 Read Esrolian 17 Write Heortling 17 Write Esrolian 17 Speak Heortling 17 Speak Tradetalk 17 Know Local Area (Heortland) 13	Document, Search Library, Translate Written Language)
Wealth : Prosperous Wergild : Thane	Close Combat : 13	Ranged Combat :
Possessions : Quills, scrolls, books	Weapon (Rank) Spear and Shield ^3	Weapon (Rank) Javelin ^3
Hero Points :	Armour (Edge) : Leather and Shield ^3	
Notes :		
Last Modified : April 19, 2001		

Skerri Brightspear

Skerri Brightspear is the daughter of Snorri Manysons. She is a redheaded follower of Orlanth and once wrestled a magical spear from a sun worshipper. She has a mocking laugh that she uses to good effect versus men. She loves nothing better than to fight, make love and argue. She has the courage of a lion, the wiles of a wolf, the morals of an alynx and a beauty all her own. She fears no man, is loyal to the end and loves her people. She is garbed in a fabulous coat of iron scales she got from a dwarf.

Skerri offended a Hendrikiland knight and gained a new follower in Smithstone.

You can read a story about Skerri [here](#).

Last modified August 22, 2001

Character Name : Skerri Brightspear		Player Name : Oliver Bernuetz	
Sex : F	Age : 23	Bloodline : Vandarl	Keywords : Heortling, Warrior, Vinga
Goal : Serve her goddess and people as well as possible. Have good time.			
Virtues :			
Personality Traits/Flaws		Relationships	Magic Type : Theist

<p>Boastful 17 Brave 3W Argumentative 13 Promiscuous 13</p>	<p>To Amber clan 17 Worship Storm Pantheon 13 Devotee of Vinga 18 Relationship to Blunt Ashbjorn 13 Enemy Sir Withal 12 Ally Harvar Hengallson 12 Follower Arene Ranasdaughter To Vandarl (bloodline) 17</p>	<p>Pantheon : Storm 13 Initiate : Devotee : Vinga 18 Runes :</p>
<p>Physical Skills</p> <p>Melee Combat 11W</p> <p>Fyrd Combat Spear and Shield Fighting Sword and Shield Fighting Spear Fighting Wrestling</p> <p>Ranged Combat 18</p> <p>Fyrd Combat Javelin Axe</p> <p>Acute Hearing 17 Healthy 12 Hide in Cover 17 Riding 20 Running 17</p>	<p>Mental Skills</p> <p>Heortland Geography 13 Heortling Customs 13 Heortling Myths 13 Recognize Foe 17 Stay Awake 17 Mythology of Thunder Brothers 17 Mythology of Vinga 17 Track 17 Wilderness Survival 18 Mocking Laugh 3W (can only be used against men) Wily 13 Beautiful 13 Leadership 13 Speak Heortling 13 Speak Tradetalk 13 Know Local Area (Heortland) 13 Housework 13 Weaving and Spinning 13</p>	<p>Affinities (Feats) :</p> <p>Combat 18 (Deadly Spear Throw, Fight against Rapist, Fight against Uz, Mile Javelin Throw) Movement 18 (Leap over Water, Run on Treetop, Run upon Snow) Protection 17 (Find Lost Child, Heal Injury, Make Fire, Restore Morale, Shield Noncombatant)</p>
<p>Wealth : Prosperous Wergild : Thane</p>	<p>Close Combat : 11W</p>	<p>Ranged Combat : 18</p>
<p>Possessions : Iron scale armor, leather helmet, shield, Brightspear, sword, dagger, 3 javelins, horse.</p> <p>Lonisi Shield <i>"a bright shield to match her bright spear"</i></p>	<p>Weapon (Rank)</p> <p>Spear and Shield Fighting 5^ Sword and Shield Fighting 3^ Spear Fighting 5^ Wrestling ^0</p>	<p>Weapon (Rank)</p> <p>Throw Javelin ^3</p>
<p>Hero Points : 1</p>	<p>Armour (Edge) : Iron Scale and Shield ^8 Iron Scale ^6</p>	

Notes : Brightspear has an enchanted edge that always stays sharp and once per day Skerri can invoke the spirit of Light (Might 2W) within the spear to blind her opponents.

Bear-blessed Child

Follower : Arene Ranasdaughter (Baking 19, Melee Combat 15)

Last Modified : May 04, 2001

Snorri Horse-Thief

Snorri Horse Thief hopes to lead a war band of horse archers but is now a warrior initiate of Finovan the Raider. His good night vision and keen hearing help when he leads Ulf Broken Spear and Erik Sure Shot, on night raids in which they silently ride in to enemy camps to steal horses, although his preferred tactic is ambushing herders. He practices trick riding on his prized stallion Longwind. Snorri loves gambling and is quite good at games of chance and skill. He is a strong drinker. Snorri is a fine judge of horses and a competent horse healer and trainer.

Last modified April 12, 2001

Character Name : Snorri Horse-thief		Player Name : Grant Morgan	
Sex : M	Age : 19	Bloodline : Vandalr	Keywords : Heortling, Warriorr, Finovan
Goal :			
Virtues : Active, Proud, Responsible, Bold, Patient			
Personality Traits/Flaws	Relationships	Magic Type: Theist Pantheon : Storm 13 Initiate : Finovan :17 Devotee : Runes :	
Boastful 17 Brave 17 Loyal to leader 17 Gambles:13 Drinks:13	To Amber clan 17 Friend:Jenaara-Elk Clan Hunter 12 To chieftain 17 To Vandalr Bloodline 17		
Physical Skills	Mental Skills	Affinities (Feats) :	
Close Combat 18 Fyrd Combat Sword and shield	Boast 17 Brew Woad 17 Heortland Geography 13 Heortling Customs 13	Combat 17 (Aid Throw With Wind, Armour of Woad, Enchant Silver ritual, Flickering Blade, Leaping	

<p>Spear and shield</p> <p>Ranged Combat 2W</p> <p>Archery +2</p> <p>Fyrd Combat</p> <p>Mounted Combat</p> <p>Javelin</p> <p>Throwing Axe</p> <p>Acute Hearing: 17</p> <p>Night vision:13</p> <p>Drink:13</p> <p>Hide in Cover:17</p> <p>Move Quietly 17</p> <p>Ride: 11w</p> <p>Running: 17</p> <p>Ride silently:13</p> <p>Trick riding:13</p> <p>Sky Bear Strength 17</p> <p>Farming 13</p>	<p>Heortling Myths 13</p> <p>Gamble:13</p> <p>Tactics: 13</p> <p>Ambush:13</p> <p>Evaluate horse:1w</p> <p>Care for horse:14</p> <p>Train horse:13</p> <p>Know Domestic Animals:17</p> <p>Leadership:13</p> <p>Mythology of Orlanth:17</p> <p>Mythology of Thunder</p> <p>Brothers:17</p> <p>Sense Change in Weather: 17</p> <p>Speak Heortling 13</p> <p>Speak Tradetalk 13</p> <p>Know Local Area (Heortland) 13</p>	<p>Shield, Overbear Foe, Sword Help, Rolling Thunder, Searing Bolt, Spare Me)</p> <p>Movement 17 (Burst of Speed, Leap Over Obstacle, Run on Mud, Run up Cliffs, Sunset Leap)</p> <p>Raiding 17 (Attract Herd, Camouflage Animal, Hide Animal Tracks, Silence Herd Animal)</p>
<p>Wealth : Common</p> <p>Wergild : Carl</p>	<p>Close Combat : 18</p>	<p>Ranged Combat : 2W</p>
<p>Possessions :</p> <p>Leather armour and helmet, Shield, Spear, Sword, Dagger Javelin Bow and arrows Horse Longwind Goldeneye horse Bear Strength Lonisi Bow "<i>which shoots straight</i>" +2 modifier</p>	<p>Weapon (Rank)</p> <p>Spear and shield ^3</p> <p>Sword and shield ^3</p>	<p>Weapon (Rank)</p> <p>Archery ^3 +2 to hit</p> <p>Horse archery ^3 +2 to hit</p> <p>Javelin ^3</p> <p>Thrown Axe ^3</p>
<p>Hero Points : 0</p>	<p>Armour (Edge) : Leather and shield ^3, Leather ^2</p>	
<p>Notes : Followers: Ulf Broken Sword (warrior-riding 3W, sword & shield 19) Erik Sure Shot (warrior-riding 3W, archery 19)</p>		
<p>Last Modified : May 04, 2001</p>		