

HERALD OF THE KING PLAYER CHARACTERS



BACKSTORY

Personal Description: Rugged appearance, short dark hair, brown eyes and sallow skin.

Ideology/Beliefs: Outwardly Christian, inwardly he still holds with many Pagan beliefs.

Traits: Superstitious.

Marks/Scars: Scarred hands.

Of all the native Saxons in the castle, you hold the highest position. You are master weapons-maker and lead a comfortable life in Lord Boniface's service. Your lord sometimes tasks you with escorting messengers through the countryside, due to your local knowledge. While you might dress Norman and speak passable French, Saxon blood flows through your veins. You are quite superstitious, holding to many Pagan ways.

Redwald, Age 27, Male

Profession: Craftsman (Blacksmith)

Birthplace: Shereborne, Wessex, England

Position in Castle: Blacksmith

STR 80 CON 70 SIZ 70 INT 70
 POW 60 DEX 60 APP 60 EDU 75
 Luck 70 Sanity 60 Build 1 Move 8

Damage Bonus: +1D4

Hit Points: 14

Magic Points: 12

Armor: Medium shield (HP 1D3*), leather & rings (1D6*roll to determine armor effectiveness each time a hit is taken), helmet.

Weapons: Ax, long sword & scabbard.

Skills: Art/Craft (Blacksmith) 55%, Art/Craft (Weaponsmith) 45%, Charm 25%, Fast Talk 45%, Insight 45%, Listen 45%, Natural World 40%, Occult 15%, Own Kingdom 40%, Persuade 25%, Spot Hidden 45%, Status 35%.

Languages: English 75%, French 41%.

Brawl 70% (35/14), damage 1D3+DB
 Long Sword 65% (32/13), damage 1D8+DB
 Ax 50% (25/10), damage 1D4+DB
 Ax (Thrown) 35% (17/7), damage 1D6+1/2 DB, Range 5 yds
 Dodge 30% (15/6)
 Shield 35% (17/7), damage 1D4+DB

Clothing: Tunic, leather apron, high boots, fur cloak, belt.

Equipment: Small pouch, whetstone, cross, water skin, sack.

Pennies: 30.

NOTES:



BACKSTORY

Personal Description: Ungainly, brown hair, brown eyes and sallow skin.

Ideology/Beliefs: Does what's best for business.

Traits: Never one to miss an opportunity.

A Saxon merchant who delivers supplies to the castle, you have been invited to spend the Yule holiday with Lord Boniface. While you have little love for the Norman nobility, they pay good coin for the supplies you bring. You know the region well and have dealings around the locality, thus from time to time Lord Boniface calls upon your service (and keeping the lord happy is good for business).

Dioderus, Age 31, Male

Profession: Small Trader

Birthplace: Shereborne, Wessex, England

Position in Castle: Merchant

STR 75 CON 70 SIZ 75 INT 70
 POW 60 DEX 60 APP 50 EDU 80
 Luck 60 Sanity 60 Build 1 Move 8

Damage Bonus: +1D4

Hit Points: 14

Magic Points: 12

Armor: Leather (cuirbouilli) armor (1D6-1*), medium shield (1D3, *roll to determine armor effectiveness each time a hit is taken).

Weapons: Mace, crossbow, bolt case holding 18 bolts, small knife.

Skills: Accounting 25%, Charm 55%, Drive Horses 50%, Fast Talk 60%, Insight 55%, Library Use 40%, Navigate 50%, Occult 15%, Own Kingdom 45%, Spot Hidden 40%, Status 25%, Stealth 30%, Throw 25%.

Languages: English 80%, French 41%, Trading Speech 31%.

Brawl	40% (20/8), damage 1D3+DB, or knife
Mace	65% (32/13), damage 1D6+DB
Crossbow	65% (32/13), damage 2D6, Range 100 yds
Dodge	30% (15/6)
Shield	45% (22/9), damage 1D4+DB

Clothing: Wool tunic, high fur-lined boots, fur cloak, belt, and hat.

Equipment: Horse and wagon, strongbox, 12 bottles of French wine, flint & steel.

Pennies: 40.

NOTES:



BACKSTORY

Personal Description: Youthful yet grim appearance, short blond hair, blue eyes.

Ideology/Beliefs: Devoutly Christian.

Significant People: Lord Boniface.

Traits: Punctual and likes to get to the point quickly.

Second cousin to Lord Boniface, you are a young and proud Norman warrior. From a long line of fighting men, you're most happy training, hunting, or in battle. Your position at the castle is a comfortable one. You spend your time drilling at arms, or hunting for bandits or sport. When you first arrived in Wessex you thought little of the local Saxons. That opinion has slowly changed, and you have grown to respect a number of the locals. The weapon-maker Redwald, who crafted the fine blade you carry, and the hunter Videric, are two you are not ashamed to call your friends.

Konrad, Age 18, Male

Profession: Free Warrior

Birthplace: Duchy of Normandy, France

Position in Castle: Soldier

STR 70 DEX 60 SIZ 80 INT 65
CON 70 APP 40 POW 65 EDU 85
Luck 55 Sanity 65 Build 1 Move 8

Damage Bonus: +1D4

Hit Points: 15

Magic Points: 13

Armor: Chainmail (1D8*), helmet, medium shield (1D3, *roll to determine armor effectiveness each time a hit is taken).

Weapons: Frankish sword and scabbard, small knife and sheath.

Skills: First Aid 40%, Insight 25%, Intimidate 40%, Natural World 50%, Navigate 30%, Own Kingdom 60%, Ride 55%, Spot Hidden 35%, Status 55%, Stealth 45%, Throw 35%, Track 45%.

Languages: French 85%, English 51%.

Brawl 50% (25/10), damage 1D3+DB, or knife
Frankish Sword 80% (40/16), damage 1D8+1+DB
Dodge 30% (15/6)
Shield 65% (32/13), damage 1D4+DB

Clothing: Fine tunic, fine boots, fine fur cloak, honorary chain of office, belt.

Equipment: Whetstone, sack, pouch, torch (2), flint & steel, hunting horn, cross on chain, suede square for polishing sword and helmet.

Pennies: 10.

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Videric, Age 32, Male

Profession: Gameskeeper & Guide

Birthplace: Shereborne, Wessex, England

Position in the Castle: Master of the Hunt

STR 65 CON 90 SIZ 80 INT 75
POW 40 DEX 55 APP 40 EDU 80
Luck 65 Sanity 40 Build 1 Move 7

Damage Bonus: +1D4

Hit Points: 17

Magic Points: 8

Armor: Soft leather (1D2-1, roll to determine armor effectiveness each time a hit is taken).

Weapons: Bow, quiver, arrows (24), boar spear (long), hunting knife (small).

Skills: Art/Craft (Bower) 25%, First Aid 50%, Intimidate 30%, Natural World 60%, Navigate 60%, Stealth 55%, Spot Hidden 75%, Throw 45%, Track 70%.

Languages: English 80%, French 31%.

Brawl 60% (30/12), damage 1D3+DB, or knife/club
Long Spear 50% (25/10), damage 1D10+DB
Bow 70% (35/14), damage 1D8, Range 60 yds
Dodge 30% (15/6)

Clothing: Thick wool tunic, breeches, belt, high boots, fur cloak.

Equipment: Small pouch, whetstone, spare bow-string, sack, snares, small spade, 20 feet of twine.

Pennies: 15.

NOTES:

BACKSTORY

Personal Description: Tanned and leathery skin, short dark hair, brown eyes.

Ideology/Beliefs: Pagan.

Traits: Matter of fact, cunning.

Marks/Scars: Scar on left side of face.

A native-born Saxon, you serve Lord Boniface as Master of the Hunt. You are a large man who can handle himself well. You are also smarter than you let on. What the Norman nobility don't realize is that you have been aiding some local bandits for three years. You have sent word to them about Norman patrols and have even guided such patrols to avoid the bandits' hideouts. In return, you have been well paid by the bandits. So long as those robbed are both rich and Norman, you see no harm in this activity. You also know that the local forests are very dangerous places, filled with wolves and worse.

