

Sir Hereward

5th/4th Level Fighter/Specialist

AC: 14 (Linen shirt + Dex)

Move: 120'

HP: 35

Attack Bonus: +6 (& +2 for Strength)

Attacks: Sabre, dagger or pistol

Damage: By weapon

Alignment: Neutral

Morale: 11

Charisma: 15

Constitution: 16

Dexterity: 17

Intelligence: 14

Strength: 17

Wisdom: 12



Architecture 2, Bushcraft 1, Climb 2, Languages 1, Leadership 2, Seamanship 1, Search 1, Slight of Hand 2, Sneak Attack 2, Stealth 2, Tinker 2

Who *doesn't* admire a vain, womanizing gambler? Did I mention he's also a drinker?

Sir Hereward of the High Pale travels the far reaches of the world seeking out and destroying malevolent godlings.

When fully kitted for combat, Sir Hereward dons a buff coat, breast and back plates and a three-bar visored lobster tail pot; these give him an AC – including his Dex bonus – of 18.

He wields a sabre with a sharkskin-wrapped hilt and two daggers, all three ensorcelled by Mister Fitz. Their magics enable them to hit creatures and godlets otherwise immune to conventional weapons.

He also wears a brace of two gold-decorated wheellock duelling pistols, a gift from his mother. There's a 50% chance they're loaded with silver bullets.

If riding a horse or battlemount he'll also have a pair of wheellock cavalry pistols and a wheellock carbine (treat as an arquebus with halved ranges).