

## **Brogar Thurgromson the Stonemason**

Brogar is from Karaz-A-Karak in the World's Edge Mountains. He is a travelling stonemason with skills as a blacksmith and miner as well, selling his skills to the highest bidder. He's a bit young but considered to be a upstanding and rising prodigy of his art and few people seem to be able to match his skill as a stonecutter. He's a hearty person, eager to work and show his worth to his people and improve his already great skills. And although he has a bit of a strange smell from his long hours of working in mines, forges and masonries he is still a handsome dwarf with his thick dark brown beard, deep brown eyes and tall height for a dwarf, easily towering half a foot above the average dwarf.

He's currently on the move towards Luvenstein as one of the workers to build the large stone wall that has been ordered to be constructed there. His high skills have drawn lots of attention and the concept of working on such a large scale project for a rising stonemason as himself is worth its weight in gold, though the gold is nicer to the touch. Gomrund Vikramson is an old friend of his family whom he has travelled with before through the Old World.

## **Gomrund Vikramson the Mercenary**

A Dwarven mercenary from one of the cities within Stirland, raised a warrior by his family he soon learned that the fastest and most honest way to earn gold was by battle. He sold his skills as a warrior to a good a dozen rich merchants and some minor nobles during his still ongoing career. He's fought a good amount of foes and few dares to challenge him as he bares his teeth and grasp his axe's handle.

Gomrund's an average sized dwarf with clear blue eyes and a thick light brown beard that reaches down to his trousers, one of his frontal teeth are gone. It was not lost in battle but during a skirmish between himself and his father when he said he was going to leave and become a mercenary. To be allowed to leave he had to win. And he defeated his father after nearly an hour of clashing blunt steel training weapons, and finally managed to break his father's arm with a well placed hit with the back of his axe at his elbow. He left a proud family behind as he had proven himself worthy as a warrior.

Now he's on the path towards Luvenstein as a guard of the workers as news of troubles along the road and the growing wall itself has caused many a guards and mercs to be hired by the rich Elector Counts and the century old dwarf brings a lot of experience to this lout. And he's also a friend of Brogar Thurgromson's family and has meet the young dwarf a couple of times before travelling through the Old World and considers it a duty to keep the young tradesman out of harm's way.

## **Lady Beatrix Helfrich the Squire**

A woman of noble birth though with a questioned right as she was born in a poor village as her mother was a brothel worker whom her father had a lay in. As her mother died at childbirth her father took her in as he had no heir and raised her as his own. As she grew up she was taught and trained to be a proper woman, but this girl was soon fascinated by the greatest warriors of the Old World and soon it was not a little princess reading books and learning etiquette that ran along the castle halls but a young girl wielding a wooden sword whose dream is to become a warrior and later a proper ruler over her father's land.

She's an regular and yet irregular rich girl, albeit a cousin to the Elector Count of Stirland, whose father gave her everything she wanted, including the chance to become a Squire, though he could never grant her the privilege of knight she could still be a squire at least. But her physical aspects and battle techniques have all been harnessed through years of training and practice, even a few skirmishes with a couple of arrogant fellow nobles thinking her easy picking. She carries a deep pride of her heritage and skill and hates it when people insult her for being a woman attempting to be a man. While she can never become a knight will she still show her prowess as a warrior.

Beatrix is a dreamingly beautiful and tall woman with a toned body from years of training. She'd be called divine if it wasn't for the small but noticeable hairy mole upon the top of her forehead, often covered by the light brown, almost bronze coloured, hair she lets fall down, though she wears it in a braid during combat. A pair of dark brown eyes looks out from a heart shaped face with full red lips, a bright passionate spirit burning within said eyes. She is not recognized as a warrior or a knight, as women are not allowed to be a knight, but that doesn't stop her from making her way as a warrior and the few men who have fought her can't deny she has the heart and blade of a warrior.

She's been sent by her cousin the Elector Count to Luvenstein with a caravan of workers, guards, scribes and officials to make an investigation upon the construction of the wall as the Elector Count has received many a messages about sudden halts in progress and he's been growing more and more infuriated by it. So now she's here to investigate and find out what is the cause of the lack of progress and take care of the source/s it if need be. Waldemar Elend is her personal bodyguard and a childhood friend who protected her from a wild boar that had charged into an open market in Middenland where she was on a trip with her father. He was rewarded with being made into her personal servant and protector.

## **Leopold Keilgeld the Carpenter**

A young man from Wissenland who was born and raised on a farm, an average sized but well built man whose thick black hair and clear blue eyes draws many attention from the ladies, as his yellow teeth doesn't disregard them much as they are not that noticeable. He's from a large family of farmers and craftsmen, he himself found his way in the way of Carpentry, fashioning wood into all manners of important structures, sculptures, weapons and so on, his favourite way to craft wood is to make bows, crossbows and projectiles, but he's equally skilled at crafting materials for structures. He dreams to one day have his own workshop in one of the larger cities.

Which is why he's coming towards Luvenstein, to use his skills with wood to carve lumber into support pillars, roof tiles, floor planks, furniture and much more for the construction of the wall. He's an eager worker with a bright heart, though a bit of a proud person as he doesn't like people insulting his craft or work.

## **Ralf the Cook**

Ralf is a halfling from the Moot who works as a cook and herb gatherer for several different people in the same camp. He was once a camp follower of the Emperor's armies, spent a couple of years travelling around before he decided to return to the Empire to earn some better coin by hiring out himself as a cook. He's a middle aged halfling whose sticky fingers has cost him nothing but a nail when a dagger nearly cut off his hand but only nicked his index finger. Currently he's working as a cook for the workers moving towards Luvenstein. His sticky fingers have already grabbed a couple of things along the way but he hopes to find something more worthwhile in the city.

He's also a well known information broker who knows how to haggle, gossip and 'find' things for the right price. While he is a bit greedy does he have sympathy to the poor and the suffering as he too has suffered it during his many years as a travelling cook.

## **Waldemar Elend the Bodyguard**

This young man is a muscular behemoth with bronze like skin, blood red hair in the shape of a ragged mane and pale grey eyes. He looks like a barbarian, a tower of muscles. He's the personal bodyguard and servant, and childhood friend, of Lady Beatrix. He got the job after protecting the young lady from a wild boar that had charged into an open market in Middenland where several villagers were selling their crops and cattle to each other and other buyers.

Waldemar has a deep respect for authority, especially his Lady, and he will defend her honour and virtue to the death. Some say he has deeper feelings for her but none dare speak such words in their presence as he always have some of his infamous throwing axes and his trustworthy longsword nearby.

## CHARACTER

NAME:	Brogar Thurgromson
RACE:	Dwarf
CURRENT CAREER:	Tradesman
PREVIOUS CAREER:	

## PERSONAL DETAILS

AGE:	40	GENDER:	Male
EYE COLOUR:	Brown	WEIGHT:	140
HAIR COLOUR:	Dark Brown	HEIGHT:	5'0"
STAR SIGN:	Mammit the Wise	NO. SIBLINGS:	0
BIRTHPLACE:	Karaz-A-Karak (World's Edge Mountains)		
DISTINGUISHING MARKS:	Curious Smell		

## CHARACTER PROFILE

MAIN	WS	BS	S	T	AG	INT	WP	FEL
STARTING	44	25	36	41	26	36	36	21
ADVANCE	0	0	5	5	10	5	10	0
CURRENT			41					

SECONDARY	A	W	SB	TB	MV	MAG	IP	FP
STARTING	1	12	4	4	3	0	0	2
ADVANCE	0	2	-	-	0	0	-	-
CURRENT								

## WEAPONS

Dagger
Hand Weapon

## ARMOUR

Leather Jerkin

# WARHAMMER FANTASY ROLEPLAY

## PLAYER

NAME:	GAME MASTER:
CAMPAIGN:	GAME MASTER:

## EXPERIENCE POINTS

CURRENT:	TOTAL:
	0

## COMBAT MOVEMENT

MOVE/DISENGAGE:	CHARGE ATTACK:	RUN:
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## ARMOUR POINTS

<b>HEAD</b> <input type="checkbox"/> 1-15		<b>BODY</b> <input type="checkbox"/> 36-80
<b>RIGHT ARM</b> <input type="checkbox"/> 16-35		<b>LEFT ARM</b> <input type="checkbox"/> 36-55
<b>RIGHT LEG</b> <input type="checkbox"/> 81-90		<b>LEFT LEG</b> <input type="checkbox"/> 91-00

## ACTION SUMMARY

BASIC ACTION	TYPE	ADVANCED ACTION	TYPE
Aim	Half	All Out Attack	Full
Cast	Varies	Defensive Stance	Full
Charge	Full	Delay	Half
Disengage	Full	Feint	Half
Move	Half	Guarded Attack	Full
Ready	Half	Jump / Leap	Full
Reload	Varies	Manoeuvre	Half
Stand/Mount	Half	Parrying Stance	Half
Standard Attack	Half	Run	Fully
Swift Attack	Full		
Use a Skill	Varies		

## SKILLS / TALENTS

### SKILLS

Common Knowledge (Dwarfs)

Drive

Evaluate

Gossip

Haggle

Perception

Read/Write

Secret Language (Guild)

Speak Language (Khazalid)

Speak Language (Reikspiel)

Trade (Miner)

Trade (Smith)

Trade (Stoneworker)

### TALENTS

Dwarfcraft

Grudge-born Fury

Night Vision

Resistance to Magic

Savvy

Stout-hearted

Sturdy

## TRAPPINGS / WEALTH

Gold

20

Silver

Bronze

Clothing (Common)

Dagger

Hand Weapon

Leather Jerkin

Sling bag (with blanket, wooden tankard, wooden cutlery)

Tattered Cloak



## CHARACTER

NAME:	Gomrund Vikramson
RACE:	Dwarf
CURRENT CAREER:	Mercenary
PREVIOUS CAREER:	

## PERSONAL DETAILS

AGE:	110	GENDER:	Male
EYE COLOUR:	Blue	WEIGHT:	170
HAIR COLOUR:	Light Brown	HEIGHT:	4'8"
STAR SIGN:	Vobist the Faint	NO. SIBLINGS:	1
BIRTHPLACE:	Stirland, City		
DISTINGUISHING MARKS:	Missing Tooth		

## CHARACTER PROFILE

MAIN	WS	BS	S	T	AG	INT	WP	FEL
STARTING	41	35	32	41	29	23	38	21
ADVANCE	10	10	5	5	5	0	5	0
CURRENT								

SECONDARY	A	W	SB	TB	MV	MAG	IP	FP
STARTING	1	12	3	4	3	0	0	3
ADVANCE	1	2	-	-	0	0	-	-
CURRENT	2							

## WEAPONS

Crossbow
Dagger
Hand Weapon
Shield

## ARMOUR

Mail Shirt
Leather Jack

# WARHAMMER FANTASY ROLEPLAY

## PLAYER

NAME:	GAME MASTER:
CAMPAIGN:	GAME MASTER:

## EXPERIENCE POINTS

CURRENT:	TOTAL:
	0

## COMBAT MOVEMENT

MOVE/DISENGAGE:	CHARGE ATTACK:	RUN:

## ARMOUR POINTS

<b>HEAD</b> <input type="text" value="0"/> 1-15		<b>BODY</b> <input type="text" value="3"/> 36-80
<b>RIGHT ARM</b> <input type="text" value="1"/> 16-35		<b>LEFT ARM</b> <input type="text" value="1"/> 36-55
<b>RIGHT LEG</b> <input type="text" value="0"/> 81-90		<b>LEFT LEG</b> <input type="text" value="0"/> 91-00

## ACTION SUMMARY

BASIC ACTION	TYPE	ADVANCED ACTION	TYPE
Aim	Half	All Out Attack	Full
Cast	Varies	Defensive Stance	Full
Charge	Full	Delay	Half
Disengage	Full	Feint	Half
Move	Half	Guarded Attack	Full
Ready	Half	Jump / Leap	Full
Reload	Varies	Manoeuvre	Half
Stand/Mount	Half	Parrying Stance	Half
Standard Attack	Half	Run	Fully
Swift Attack	Full		
Use a Skill	Varies		

## SKILLS / TALENTS

### SKILLS

Common Knowledge (Dwarfs)

Common Knowledge (Kislev)

Dodge Blow

Drive

Gamble

Haggle

Perception

Secret Language (Battle)

Speak Language (Khazalid)

Speak Language (Reikspiel)

Speak Language (Tillean)

Trade (Stoneworker)

### TALENTS

Dwarfcraft

Grudge-born Fury

Night Vision

Quick Draw

Resistance to Magic

Sharpshooter

Stout-hearted

Strike Mighty Blow

Sturdy

## TRAPPINGS / WEALTH

Gold

20

Silver

Bronze

10 Bolts

Clothing (Common)

Crossbow

Dagger

Hand Weapon

Healing Draught

Leather Jack

Mail Shirt

Shield

Sling bag (with blanket, wooden tankard, wooden cutlery)

Tattered Cloak

## CHARACTER

NAME:	Beatrix Helfrich
RACE:	Human
CURRENT CAREER:	Squire
PREVIOUS CAREER:	

## PERSONAL DETAILS

AGE:	25	GENDER:	Female
EYE COLOUR:	Dark Brown	WEIGHT:	175
HAIR COLOUR:	Light Brown	HEIGHT:	5'9"
STAR SIGN:	Rhya's Cauldron	NO. SIBLINGS:	2
BIRTHPLACE:	Stirland, Poor Village		
DISTINGUISHING MARKS:	Hairy mole		

## CHARACTER PROFILE

MAIN	WS	BS	S	T	AG	INT	WP	FEL
STARTING	39	36	33	36	31	31	27	36
ADVANCE	10	5	5	5	5	0	0	5
CURRENT								

SECONDARY	A	W	SB	TB	MV	MAG	IP	FP
STARTING	I	II	3	3	4	0	0	3
ADVANCE	I	2	-	-	0	0	-	-
CURRENT	2							

## WEAPONS

Dagger
Demilance
Hand Weapon
Shield

## ARMOUR

Mail Shirt
Mail Coif
Leather Jack

# WARHAMMER FANTASY ROLEPLAY

## PLAYER

NAME:	GAME MASTER:
CAMPAIGN:	GAME MASTER:

## EXPERIENCE POINTS

CURRENT:	TOTAL:
	0

## COMBAT MOVEMENT

MOVE/DISENGAGE:	CHARGE ATTACK:	RUN:

## ARMOUR POINTS

<b>HEAD</b> <input type="text" value="2"/> 1-15		<b>BODY</b> <input type="text" value="3"/> 36-80
<b>RIGHT ARM</b> <input type="text" value="1"/> 16-35		<b>LEFT ARM</b> <input type="text" value="1"/> 36-55
<b>RIGHT LEG</b> <input type="text" value="0"/> 81-90		<b>LEFT LEG</b> <input type="text" value="0"/> 91-00

## ACTION SUMMARY

BASIC ACTION	TYPE	ADVANCED ACTION	TYPE
Aim	Half	All Out Attack	Full
Cast	Varies	Defensive Stance	Full
Charge	Full	Delay	Half
Disengage	Full	Feint	Half
Move	Half	Guarded Attack	Full
Ready	Half	Jump / Leap	Full
Reload	Varies	Manoeuvre	Half
Stand/Mount	Half	Parrying Stance	Half
Standard Attack	Half	Run	Fully
Swift Attack	Full		
Use a Skill	Varies		

## SKILLS / TALENTS

### SKILLS

Academic Knowledge (Genealogy/Heraldry)

Animal Care

Animal Training

Charm

Common Knowledge (the Empire)

Dodge Blow

Gossip

Ride

Speak Language (Reikspiel) bonus to pc

### TALENTS

Etiquette

Specialist Weapon Group (Cavalry)

Strike Mighty Blow

Strong-minded

Suave

## TRAPPINGS / WEALTH

Gold

15

Silver

Bronze

Clothing (Common)

Dagger

Demilance

Hand Weapon

Horse with Saddle and Harness

Leather Jack

Mail Coif

Mail Shirt

Shield

Sling bag (with blanket, wooden tankard, wooden cutlery)

Tattered Cloak

## CHARACTER

NAME:	Leopold Keilgeld
RACE:	Human
CURRENT CAREER:	Tradesman
PREVIOUS CAREER:	

## PERSONAL DETAILS

AGE:	20	GENDER:	Male
EYE COLOUR:	Blue	WEIGHT:	155
HAIR COLOUR:	Black	HEIGHT:	5'10"
STAR SIGN:	Grungi's Baldric	NO. SIBLINGS:	4
BIRTHPLACE:	Wissenland, Arable Farm		
DISTINGUISHING MARKS:	Yellow teeth		

## CHARACTER PROFILE

MAIN	WS	BS	S	T	AG	INT	WP	FEL
STARTING	30	36	32	37	27	40	32	31
ADVANCE	0	0	5	5	10	5	10	0
CURRENT					37			

SECONDARY	A	W	SB	TB	MV	MAG	IP	FP
STARTING	1	12	3	3	4	0	0	3
ADVANCE	0	2	-	-	0	0	-	-
CURRENT								

## WEAPONS

Dagger
Hand Weapon

## ARMOUR

Leather Jerkin

# WARHAMMER FANTASY ROLEPLAY

## PLAYER

NAME:	GAME MASTER:
CAMPAIGN:	GAME MASTER:


## EXPERIENCE POINTS

CURRENT:	TOTAL:
	100

## COMBAT MOVEMENT

MOVE/DISENGAGE:	CHARGE ATTACK:	RUN:
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## ARMOUR POINTS

<b>HEAD</b> <input type="checkbox"/> 1-15		<b>BODY</b> <input type="checkbox"/> 36-80
<b>RIGHT ARM</b> <input type="checkbox"/> 16-35		<b>LEFT ARM</b> <input type="checkbox"/> 36-55
<b>RIGHT LEG</b> <input type="checkbox"/> 81-90		<b>LEFT LEG</b> <input type="checkbox"/> 91-00

## ACTION SUMMARY

BASIC ACTION	TYPE	ADVANCED ACTION	TYPE
Aim	Half	All Out Attack	Full
Cast	Varies	Defensive Stance	Full
Charge	Full	Delay	Half
Disengage	Full	Feint	Half
Move	Half	Guarded Attack	Full
Ready	Half	Jump / Leap	Full
Reload	Varies	Manoeuvre	Half
Stand/Mount	Half	Parrying Stance	Half
Standard Attack	Half	Run	Fully
Swift Attack	Full		
Use a Skill	Varies		

## SKILLS / TALENTS

### SKILLS

Common Knowledge (the Empire)

Drive

Evaluate

Gossip bonus 10 pc

Haggle

Perception

Read/Write

Secret Language (Guild)

Speak Language (Reikspiel)

Trade (Bowyer)

Trade (Carpenter)

### TALENTS

Marksman

Savvy

Sixth Sense

## TRAPPINGS / WEALTH

Gold  
18

Silver

Bronze

Clothing (Common)

Dagger

Hand Weapon

Leather Jerkin

Sling bag (with blanket, wooden tankard, wooden cutlery)

Tattered Cloak

## CHARACTER

NAME:	Ralf
RACE:	Halfling
CURRENT CAREER:	Camp Follower
PREVIOUS CAREER:	

## PERSONAL DETAILS

AGE:	38	GENDER:	Male
EYE COLOUR:	Dark Brown	WEIGHT:	125
HAIR COLOUR:	Corn	HEIGHT:	3'6"
STAR SIGN:	Cackelfax the Cockerel	NO. SIBLINGS:	2
BIRTHPLACE:	The Moot		
DISTINGUISHING MARKS:	Missing Nail		

## CHARACTER PROFILE

MAIN	WS	BS	S	T	AG	INT	WP	FEL
STARTING	26	47	21	21	46	36	35	42
ADVANCE	0	0	0	5	10	5	5	10
CURRENT								47

SECONDARY	A	W	SB	TB	MV	MAG	IP	FP
STARTING	1	9	2	2	4	0	0	2
ADVANCE	0	2	-	-	0	0	-	-
CURRENT								

## WEAPONS

Dagger
Hand Weapon

## ARMOUR


# WARHAMMER FANTASY ROLEPLAY

## PLAYER

NAME:	GAME MASTER:
CAMPAIGN:	GAME MASTER:

## EXPERIENCE POINTS

CURRENT:	TOTAL:
	0

## COMBAT MOVEMENT

MOVE/DISENGAGE:	CHARGE ATTACK:	RUN:

## ARMOUR POINTS

<b>HEAD</b> <input type="checkbox"/> 1-15		<b>BODY</b> <input type="checkbox"/> 36-80
<b>RIGHT ARM</b> <input type="checkbox"/> 16-35		<b>LEFT ARM</b> <input type="checkbox"/> 36-55
<b>RIGHT LEG</b> <input type="checkbox"/> 81-90		<b>LEFT LEG</b> <input type="checkbox"/> 91-00

## ACTION SUMMARY

BASIC ACTION	TYPE	ADVANCED ACTION	TYPE
Aim	Half	All Out Attack	Full
Cast	Varies	Defensive Stance	Full
Charge	Full	Delay	Half
Disengage	Full	Feint	Half
Move	Half	Guarded Attack	Full
Ready	Half	Jump / Leap	Full
Reload	Varies	Manoeuvre	Half
Stand/Mount	Half	Parrying Stance	Half
Standard Attack	Half	Run	Fully
Swift Attack	Full		
Use a Skill	Varies		

## SKILLS / TALENTS

### SKILLS

Academic Knowledge (Genealogy/Heraldry)

Charm

Common Knowledge (Halfling)

Drive

Gossip bonus 10 pc

Haggle

Perception

Search

Sleight of Hand

Speak Language (Breton)

Speak Language (Halfling)

Speak Language (Reikspiel)

Trade (Cook)

Trade (Herbalist)

### TALENTS

Flee!

Hardy

Mimic

Night Vision

Resistance to Chaos

Resistance to Disease

Specialist Weapon Group (Sling)

Street Fighting

## TRAPPINGS / WEALTH

Gold

7

Silver

Bronze

Clothing (Common)

Dagger

Hand Weapon

Lucky Charm or Trade Tools

Pouch

Sling bag (with blanket, wooden tankard, wooden cutlery)

Tattered Cloak

Tent



## CHARACTER

NAME:	Waldermar Elend
RACE:	Human
CURRENT CAREER:	Bodyguard
PREVIOUS CAREER:	

## PERSONAL DETAILS

AGE:	21	GENDER:	Male
EYE COLOUR:	Pale Grey	WEIGHT:	190
HAIR COLOUR:	Red	HEIGHT:	6'1"
STAR SIGN:	The Piper	NO. SIBLINGS:	3
BIRTHPLACE:	Middenland, Poor Village		
DISTINGUISHING MARKS:	Bronze skin		

## CHARACTER PROFILE

MAIN	WS	BS	S	T	AG	INT	WP	FEL
STARTING	3I	3I	40	3I	39	39	3I	40
ADVANCE	10	0	5	5	0	0	0	0
CURRENT								

SECONDARY	A	W	SB	TB	MV	MAG	IP	FP
STARTING	I	II	4	3	5	0	0	2
ADVANCE	I	3	-	-	0	0	-	-
CURRENT	2							

## WEAPONS

Buckler
Dagger
Hand Weapon
Knuckle-dusters

## ARMOUR

Leather Jack

# WARHAMMER FANTASY ROLEPLAY

## PLAYER

NAME:	GAME MASTER:
CAMPAIGN:	GAME MASTER:

## EXPERIENCE POINTS

CURRENT:	TOTAL:
	0

## COMBAT MOVEMENT

MOVE/DISENGAGE:	CHARGE ATTACK:	RUN:
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## ARMOUR POINTS

<b>HEAD</b> <input type="text" value="0"/> 1-15		<b>BODY</b> <input type="text" value="1"/> 36-80
<b>RIGHT ARM</b> <input type="text" value="1"/> 16-35		<b>LEFT ARM</b> <input type="text" value="1"/> 36-55
<b>RIGHT LEG</b> <input type="text" value="0"/> 81-90		<b>LEFT LEG</b> <input type="text" value="0"/> 91-00

## ACTION SUMMARY

BASIC ACTION	TYPE	ADVANCED ACTION	TYPE
Aim	Half	All Out Attack	Full
Cast	Varies	Defensive Stance	Full
Charge	Full	Delay	Half
Disengage	Full	Feint	Half
Move	Half	Guarded Attack	Full
Ready	Half	Jump / Leap	Full
Reload	Varies	Manoeuvre	Half
Stand/Mount	Half	Parrying Stance	Half
Standard Attack	Half	Run	Fully
Swift Attack	Full		
Use a Skill	Varies		

## SKILLS / TALENTS

### SKILLS

Common Knowledge (the Empire)

Dodge Blow

Gossip

Heal

Intimidate

Perception

Speak Language (Reikspiel)

### TALENTS

Disarm

Excellent Vision

Fleet Footed

Specialist Weapon Group (Parrying)

Specialist Weapon Group (Throwing)

Street Fighting

Strike to Stun

Very Strong

## TRAPPINGS / WEALTH

Gold

II

Silver

Bronze

2 throwing axes

Buckler

Clothing (Common)

Dagger

Hand Weapon

Knuckle-dusters

Leather Jack

Sling bag (with blanket, wooden tankard, wooden cutlery)

Tattered Cloak