

Thodric Jarl

Character created with [Hero Designer](#), version 2006122902

Alternate Identities :

Player Name : Nathan Cassidy

Genre :

Campaign :

CHARACTERISTICS

Val	Char	Base	Points	Roll	Notes
16	STR	10	6	12-	HTH Damage 3d6 END [3]
18	DEX	10	24	13-	OCV 6 DCV 6
16	CON	10	12	12-	
18	BODY	10	16	13-	
16	INT	10	6	12-	PER Roll 12-
10	EGO	10	0	11-	ECV: 3
12	PRE	10	2	11-	PRE Attack: 2d6
14	COM	10	2	12-	
7/13	PD	3	4		7/13 PD (0/6 rPD)
7/13	ED	3	4		7/13 ED (0/6 rED)
4	SPD	2.8	12		Phases: 3, 6, 9, 12
9	REC	6	6		
40	END	32	4		
42	STUN	34	8		
6"	Running	6	0		
2"	Swimming	2	0		
3"	Leaping	3	0		

106 Total Characteristics Points

EXPERIENCE POINTS

Total earned: **0**

Spent: **0**

Unspent: **0**

Base Points: **150**

Disad Points: **95**

Total Points: **245**

SKILLS

Cost	Name
5	WF: Common Melee Weapons, Common Missile Weapons, Off Hand
2	Weapon Focus: +1 to hit with Scimitars (OCV)

Cost	Name
20	Experienced Mercenary: +4 with HTH Combat
3	Improved Critical: Penalty Skill Levels: +3 vs. Hit Location modifiers with All Attacks (9 Active Points); Only with Scimitars (-2)
3	Defense Maneuver I [Notes: No attack is considered "from behind"]
5	PS: Mercenary 14-
3	PS: Siege Engineer 12-
4	KS: Military History 13-
3	AK: Irolo 12-
2	Irolon: CuK: Heraldry 11-
3	Irolon: CuK: Politics 12-
2	AK: Zylistan 11-
2	Zylistani: CuK: Heraldry 11-
3	Acrobatics 13-
3	Language: Lizardman, Common (fluent conversation; literate)
4	Navigation (Land) 13-
5	Oratory 12-
7	Riding 15-
4	Survival (Temperate/Subtropical, Desert) 12-
5	Tactics 13-

88 Total Skills Cost

PERKS

Cost	Name
10	Contact: Zylistan, or Irolo (Contact has access to major institutions, Contact has useful Skills or resources, Good relationship with Contact) 16-

10 Total Perks Cost

TALENTS

Cost	Name
9	Ambidexterity (no Off Hand penalty)
4	Specialisation: Deadly Blow: +1d6 (with Scimitars)
4	Mounted Combat: Mounted Warrior (HTH Combat) [Notes: No HTH modifiers from riding]
5	Mounted Combat: Combat Luck (3 PD/3 ED) (Only while mounted)
4	Mounted Archer: Mounted Warrior (Ranged Combat) [Notes: No ranged modifiers from riding]
5	Rapid Attack (HTH) [Notes: Sweep combat maneuver is now a half phase action]
10	Two Weapon Fighting [Notes: Only suffers -2 DCV while using the Sweep maneuver and the first two attacks suffer no penalty to hit.]

41 Total Talents Cost

EQUIPMENT

Cost	Equipment	END
\$24	Bow, Medium: Killing Attack -Ranged 1d6+1 (1 1/2d6 w/STR), Reduced Endurance (0 END; +1/2) (30 Active Points); OAF (-1), STR Minimum 9 (-1/2), Required Hands Two-Handed (-1/2), Real Weapon (-1/4), Concentration (1/2 DCV; -1/4) [Notes: Body 2_Def 3, 2H]	0
\$4	Arrows, Normal (10) [Notes: Body 1_Def 1]	0
\$450	Chainmail: Armour (6 PD/6 ED) (18 Active Points); Independent (-2), OIF Durable (-1/2), Real Armor (-1/4) [Notes: Body 18_Def 6]	0
\$24	Sword, Scimitar: Killing Attack - Hand-To-Hand 1d6+1, Reduced Endurance (0 END; +1/2) (30 Active Points); OAF (-1), STR Minimum 12 (-1/2), Required Hands One-And-A-Half-Handed (-1/4), Real Weapon (-1/4) [Notes: Body 5_Def 5, 1 1/2H]	0
\$120	Sword, Scimitar, Halay Steel: Killing Attack - Hand-To-Hand 1d6+1 (2d6 w/STR), Reduced Endurance (0 END; +1/2) (30 Active Points); OAF (-1), STR Minimum 5 (-1/4), Required Hands One-And-A-Half-Handed (-1/4) [Notes: Body 8_Def 8, 1 1/2H]	0
\$4	Knife: Killing Attack - Hand-To-Hand 1/2d6 (1d6 w/STR), Reduced Endurance (0 END; +1/2), Ranged (+1/2) (20 Active Points); OAF (-1), Real Weapon (-1/4), STR Minimum 4 (-1/4) [Notes: Can Be Thrown]	0
\$40	Warhorse, Light [Notes: Body 16_Def 1; Bestiary page 169]	0

Equipment costs shown above are for reference only, and are not included in Total Cost.

DISADVANTAGES

Cost	Name
0	Normal Characteristic Maxima
15	Social Limitation: Mercenaries Code of Conduct (Frequently, Severe, Not Limiting In Some Cultures)
10	Distinctive Features: Sunburnt Irolon (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)
20	Psychological Limitation: Ruthless (Common, Total)
20	Psychological Limitation: Mercenary code of honour (Common, Total)
15	Hunted: Irolon political enemies 8- (Mo Pow, NCI, Limited Geographical Area, Harshly Punish)
10	Hunted: Zylistani employers 8- (Mo Pow, Limited Geographical Area, Harshly Punish)
5	Money: Poor

95 Total Disadvantages Cost

APPEARANCE

Hair Colour: Brown

Eye Colour: Brown

Height: 2.00 m

Weight: 100.00 kg

Description:

BACKGROUND

Scion of a Irolan noble family who ruled estates/lands on the borders of the Horse Wilds (the Markgraf of Ostmark), Thodric was set to inherit but he was outmanoeuvred by a relation (cousin?) who took the title and lands and forced Thodric to flee for his life. He went east and south and ended up after some adventures in Zylistan. Here he gained the confidence of the rulers of the lizardfolk (by engaging in barbaric customs - might he have had his teeth filed to look more like the lizards - scars?). He proved his worth on the battlefield as a mercenary, and eventually gathered together a hearty crew of human flotsam from as far afield as Daria). Wealth and some little power came to him, but he eventually fell afoul of a (vizier) at a siege. His company was ordered into one after another suicide attacks, until Thodric and his lieutenants decided to make a break for it. Only Thodric (and maybe one other) escaped Zylistan with his life.

PERSONALITY

Wary and fairly mistrustful, Thodric has spent maybe a little too long with the lizards and has lost most of his fellow- feeling for the rest of humanity. He's out for himself. If he can get his family lands back fine. If not, revenge will do. Sometime.

QUOTE

POWERS/TACTICS

Thodric is a very skilled swordsman (twin scimitars - maybe one made with bone hilt from fallen enemy), horseman and tactician. Cold-blooded and ruthless, he is nevertheless very professional.

CAMPAIGN USE

Constantia Recared, his usurping cousin lives in the Ostmark capital, located in the fiefdom of Havelland. The westernmost fiefdom of Ostmark.

Character created by @NAME@

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