

Alignment: Chaotic

Alignment: Chaotic

[illegible]

Waterfront Warehouse (2D6GC after each battle. On a double a Hired Sword for one game)

Jarl	weapon: Sword, Dagger armour: Shield, Light Armour, Rabbits Foot, Bloodstone rules: Leader, Slaver
------	--

Berserker	weapon: Flail, Dagger rules: Frenzy
-----------	--

<input checked="" type="checkbox"/> Combat <input type="checkbox"/> Shooting <input type="checkbox"/> Academic <input checked="" type="checkbox"/> Strength <input type="checkbox"/> Speed <input checked="" type="checkbox"/> Special									
M	WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	4	3	2	3	1	7	-

The Mountain {265GC}

Wulfen	armour: Rabbits Foot, Bloodstone rules: Fearsome, Immune to Psychology, Bestial
--------	--

<input checked="" type="checkbox"/> Combat	<input type="checkbox"/> Shooting	<input type="checkbox"/> Academic	<input type="checkbox"/> Strength	<input checked="" type="checkbox"/> Speed	<input checked="" type="checkbox"/> Special
M	WS	BS	S	T	W
6	4	0	4	5	2

I	A	Ld	Sv
4	2	7	-

2 xp

[illegible][illegible][illegible][illegible][illegible]

Lancel {33GC}

Hunter
x1

weapon: Mace, Dagger, Javelin

M	WS	BS	S	T	W	I	A	Ld	Sv
4	3	3	3	3	1	3	1	7	-

X

X

X

X

510

4 xp

Janei {33GC}

Hunter
x1

weapon: Mace, Dagger, Javelin

M	WS	BS	S	T	W	I	A	Ld	Sv
4	3	3	3	3	1	3	1	7	-

X

X

X

X

510

4 xp

Willem {33GC}

Hunter
x1

weapon: Mace, Dagger, Javelin

M	WS	BS	S	T	W	I	A	Ld	Sv
4	3	3	3	3	1	3	1	7	-

X

X

510

2 xp