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**Name: Brognon**

Stats

**Strength:**

9

**Constitution:**

11

**Dexterity:**

16

**Intelligence:**

14

**Wisdom:**

15

**Charisma:**

13

**Magical Ability:**

11

Basics

**NPC Type:**

Mercenary, Guardsman or Soldier

**Race:**

Half Orc - Human Raised

**Age:**

Mature - 56

**Gender:**

Male

**Culture:**

Civilized

**Social Status:**

Well-to-Do

**Environment:**

Wilderness

**Literate:**

Yes

**Starting Money:**

150 *(starting percent: 150%)*

**Noble:**

No

**Noble Title:**

None

**Occupation:**

None

**Alignment:**

Lawful Good

**Other Languages:**

0

Details

* A crossbreed of human and orc. May look nearly human, but often partake of the orc's baser nature, with a tendency towards evil - coarse and callous, but tempered with human emotion and logic
* Well-to-Do are the upper end of the middle or merchant class in Barbarian and Civilized cultures. They typically own larger homes, have a household servant (a cook and/or maid), have private transportation, and travel abroad. They may own more than one home in more than one city. Their children are privately educated
* Well-to-Do
  + Can begin with a riding animal and two weapons
  + 150% of normal starting money
* Key aspect of the character's past
  + At birth
    - Father believes the character is not his child, but the offspring of another man (whether true or not)
* Trait Strength - Average
  + Allergy
    - Insect BitedStings (Multiple bites/stings, increases reaction level by one)
      * Mild
        + Red, itchy eyes, sniffles. Minus 1 Rank to combat skills until 1d3 hours after exposure ends
  + Dark side trait
    - Filthy - knows nothing of hygiene
* Attitude
  + Ethical
    - Lives according to a strict, universal moral code of ethics. Values fair play and respects authority. Does no evil to self or others and works for the good of all
* Character is mysterious
* Light Cavalry
  + Military Light Cavalry Weapons
    - Javelin and Sword
  + Military Light Cavalry Armor
    - small or medium shield; leather, studded leather, or cuirboilli (hardened by boiling in molten wax)
  + Improve weapon skill of choice by one Rank
  + Military ability
    - Special Shield Trick - Knows a special shield trick that increases protection (either another point of armor, or a higher armor class)
  + Entered the service of the ruler of the land
  + During 1st year of service
    - A disease ravages the army
      * Severe
        + Red, itchy eyes, sniffles. Minus 1 Rank to combat skills until 1d3 hours after exposure ends. Asthmatic reaction( hard to get one's breath). Minus 3 Ranks to combat skills, minus 1d8 to Strength attribute. Skin rash and high fever. Subtract 1d6+3 Ranks from all skills. Victim is very ill and cannot clear head to concentrate (especially on magic spells). 1d3 hit points are lost, if victim does not end exposure upon occurance of symptoms
* Character has a 8% chance of finding 1d6 veterans of his unit in any major city. A d100 result of 95 or greater always means no one is to be found
* Military Rank Advancement
  + Character may choose 4 military skills to improve by one skill Rank
* Military Mustering Out Benefit
  + Upon finally leaving the military (retiring), the character receives a retirement bonus of 88 gold pieces. If a character desires, he may also retain his unit's weapons and armor, but must pay half the normal purchase price for them
* Hobby
  + Needlework
    - needlepoint - Casual - Easy to put aside when necessary. Spending money on this hobby is a rare occurrence

Skills

**Rank**

**Name**

3

Break A Horse For Riding

3

Disarm opponent with similar weapon

3

Literacy

3

Make Traps & Deadfalls

3

Military ability: Special Shield Trick

2

Needlework: needlepoint

3

Trick Riding

1

Urban Survival

2

Wilderness Survival

Statistics

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Notes

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