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**Name: Havarel**

Stats

**Strength:**

7

**Constitution:**

15

**Dexterity:**

17

**Intelligence:**

13

**Wisdom:**

13

**Charisma:**

13

**Magical Ability:**

14

Basics

**NPC Type:**

Mercenary, Guardsman or Soldier

**Race:**

Half Elf - Elf Raised

**Age:**

Adult - 169

**Gender:**

Male

**Culture:**

Civilized

**Social Status:**

Wealthy

**Environment:**

Wilderness

**Literate:**

Yes

**Starting Money:**

300 *(starting percent: 300%)*

**Noble:**

No

**Noble Title:**

None

**Occupation:**

None

**Alignment:**

Lawful Good

**Other Languages:**

0

Details

* Half Elf - A human and elf crossbreed. Combines the vitality of humanity with elvenkind's beauty and eldritch nature. They are likeable folk, but are often outcasts, percieved as different in an unacceptable way
* Wealthy people are rich. They own large estates, have many servants, plush furnishings and large holdings of land. They usually make their money from real estate holdings, commodities trading and gouging poorer people. What most lower social levels see as luxuries, they take for granted
* Wealthy
  + Usually has a finely furnished home, a riding animal, fine clothing, 2 pieces of jewelry worth 10X starting money each, a dagger and a fine hand weapon
  + 300% of normal starting money
* Key aspect of the character's past
  + Noted for personality
    - Light side trait
      * **Giving - gives of self and possessions**
* Trait Strength - Trivial
  + Trait Strength - Strong Phobia
    - **Open spaces (Agoraphobia)**
* 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 well known
* Medium Infantry
  + Military Medium Infantry Weapons
    - Two-Handed Spear
  + Military Medium Infantry Armor
    - medium shield, ring mail, studded leather, or cuirboilli (hardened by boiling in molten wax)
  + Military ability
    - **Special Shield Trick - Knows a special shield trick that increases protection (either another point of armor, or a higher armor class)**
    - **See weaknesses. After 1d3 rounds of combat, character can see foes's weaknesses and thus gain a +1 attack bonus for each ranking with this skill**
  + Entered the service of the ruler of the land
  + During 1st year of service
    - Character's unit is involved in numerous skirmishes
  + During 2nd year of service
    - Battle Loss
      * Character deserts during battle, revealing to all his cravenly cowardice
* Character has a 15% 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 5 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 180 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

Skills

**Rank**

**Name**

3

Camouflage

8

Literacy

5

Military ability: See weaknesses

5

Military ability: Special Shield Trick

4

Repair Armor

1

Urban Survival

2

Wilderness Survival

Statistics

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Notes

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