

## • JACEN, HUMAN VAGABOND •

**Career:** Vagabond  
**Race:** Human (Mousillon)

MAIN PROFILE							
WS	BS	S	T	Ag	Int	WP	Fel
<b>Starting</b>							
30%	31%	31%	32%	29%	29%	28%	40%
<b>Advance</b>							
+5%	+10%	—	—	+10%	+5%	—	+5%
<b>Current</b>							
30%	31%	31%	32%	29%	34%	28%	45%
SECONDARY PROFILE							
A	W	SB	TB	M	Mag	IP	FP
<b>Starting</b>							
1	12	3	3	3	0	0	3
<b>Advance</b>							
—	+2	—	—	—	—	—	—
<b>Current</b>							
1	12	3	3	3	0	0	3

**Skills:** Common Knowledge (Bretonnia, Estalia), Gossip, Haggle, Navigation, Outdoor Survival, Perception, Performer (Storyteller), Secret Language (Thieves' Tongue), Silent Move, Speak Language (Breton)  
**Talents:** Marksman, Orientation, Rover, Seasoned Traveller, Strong-minded

**Special Rules:** Jacen gains a +10% bonus on Common Knowledge (Bretonnia) Tests that deal with his native dukedom of Mousillon. Jacen also has a twisted leg, reducing his Movement Characteristic by -1 (already reflected in his starting profile).

**Armour:** None

**Armour Points:** Head 0, Arms 0, Body 0, Legs 0

**Weapons:** Hand Weapon (Club), Dagger

**Trappings:** Backpack, Blanket, Tent, Water Skin, 1 Week of Rations, Wooden Tankard, Wooden Cutlery Set, Common Clothing, Cloak, 11 *gc*

### Background

Jacen had the unfortunate luck to be born in Mousillon. The seventh child of seven children, he was resigned to his fate as a mud farmer, or if lucky, he might join the other hunters and search the swamps for delicious snails and the sacred frogs. But, it would not be, for a blight struck the swamp killing all the food to be found. Not even painting glue on the stunted trees to snare birds worked. It seemed the village was doomed. Jacen's mother, a bent woman of 24 years bade her son to go and seek his fortune in the world. And so, armed with a backpack and a stout wooden club, he braved the treacherous lands and finally slipped out of his cursed land and into the wonderful world that was the rest of Bretonnia. In the years since, Jacen has survived by telling stories and wandering from village to village, stealing what he can to get by. He has a thing for the ladies, since all are beautiful when compared to the hideous hags of his homeland, and he's had much success in wooing Peasants all over the land.

## • SUIDBERT, HUMAN ROGUE •

**Career:** Rogue  
**Race:** Human (Brionne)

MAIN PROFILE							
WS	BS	S	T	Ag	Int	WP	Fel
<b>Starting</b>							
28%	29%	36%	28%	34%	41%	38%	28%
<b>Advance</b>							
+5%	+5%	—	—	+10%	+5%	+5%	+10%
<b>Current</b>							
33%	29%	36%	28%	34%	41%	38%	33%
SECONDARY PROFILE							
A	W	SB	TB	M	Mag	IP	FP
<b>Starting</b>							
1	11	3	2	4	0	0	3
<b>Advance</b>							
—	+2	—	—	—	—	—	—
<b>Current</b>							
1	11	3	2	4	0	0	3

**Skills:** Blather, Charm, Common Knowledge (Bretonnia), Evaluate, Gamble, Gossip, Haggle, Perception, Performer (Actor), Performer (Singer), Search, Speak Language (Breton, Reikspiel)

**Talents:** Public Speaking, Savvy, Sixth Sense, Streetwise

**Special Rules:** Suidbert gains a +10% bonus on Common Knowledge (Bretonnia) Tests that deal with his native dukedom of Bordeleaux.

**Armour:** None

**Armour Points:** Head 0, Arms 0, Body 0, Legs 0

**Weapons:** Hand Weapon (Sword), Dagger

**Trappings:** Backpack, Blanket, Wooden Tankard, Wooden Cutlery Set, Common Clothes, Deck of Cards, Cloak, 16 *gc*

### Background

Some people are just born lazy, and Suidbert of Brionne is one of them. Suidbert has never worked a day in his life, and he has no plans to start now. Ever the layabout, he gets by in life on his natural talents, singing and performing on stage. He's also a consummate gambler, knowing just how to play the odds...and how far to push his luck. For now, he's content to stay with his new companions, so long as it earns him money and he doesn't have to break a sweat.



## • REDEMUND (MATHILDE), KNIGHT ERRANT •

**Career:** Knight Errant  
**Race:** Human (Lyonesse)

MAIN PROFILE							
WS	BS	S	T	Ag	Int	WP	Fel
<b>Starting</b>							
30%	31%	37%	37%	31%	32%	31%	30%
<b>Advance</b>							
+15%	—	+5%	+5%	+5%	—	+5%	+5%
<b>Current</b>							
35%	31%	37%	37%	31%	32%	36%	30%
SECONDARY PROFILE							
A	W	SB	TB	M	Mag	IP	FP
<b>Starting</b>							
1	11	3	3	4	0	0	2
<b>Advance</b>							
+1	+2	—	—	—	—	—	—
<b>Current</b>							
1	11	3	3	4	0	0	2

**Skills:** Academic Knowledge (Genealogy/Heraldry), Animal Care, Animal Training, Common Knowledge (Bretonnia), Common Knowledge (the Empire), Dodge Blow, Gossip, Outdoor Survival, Ride, Speak Language (Breton, Reikspiel)

**Talents:** Etiquette, Luck, Schemer, Seasoned Traveller, Specialist Weapon Group (Cavalry), Strike Mighty Blow, Virtue of Chivalry

**Special Rules:** Mathilde gains a +10% bonus on Common Knowledge (Bretonnia) Tests that deal with her native dukedom of Lyonesse.

**Armour:** Medium Armour (Helmet, Mail Coif, Mail Shirt, Leather Jack)

**Armour Points:** Head 4, Arms 1, Body 3, Legs 0

**Weapons:** Lance, Shield, Hand Weapon (Sword), Dagger

**Trappings:** Backpack, Blanket, Wooden Tankard, Wooden Cutlery Set, Common Clothing, Cloak, Light Warhorse with Saddle and Harness, 11 *gc*

### Background

When Mathilde was a girl, she watch the Knights with fascination. She memorised every story, every tale, all in the hopes that one day she could join them. But as she grew older, the sad truth about attitudes towards women was clear—Knight were male. Despite the gender barriers, Mathilde harboured her hopes, knowing somehow she would succeed. And then the Storm of Chaos began. When the King called for an Errantry War, she slipped out of her home, stole her fathers armour and joined the host, proving she was as capable of a warrior as any other Bretonnian. She has since returned, but knows she can't return home because of her theft. So she's resolved to fight against the hated Greenskins and anyone or anything else that threatens her land.

## • THEUDIS, HUMAN PROTAGONIST •

**Career:** Protagonist  
**Race:** Human (Couronne)

MAIN PROFILE							
WS	BS	S	T	Ag	Int	WP	Fel
<b>Starting</b>							
35%	29%	31%	32%	36%	28%	34%	27%
<b>Advance</b>							
+10%	—	+10%	—	+10%	—	+10%	—
<b>Current</b>							
40%	29%	31%	32%	36%	28%	34%	27%
SECONDARY PROFILE							
A	W	SB	TB	M	Mag	IP	FP
<b>Starting</b>							
1	11	3	3	4	0	0	3
<b>Advance</b>							
+1	+2	—	—	—	—	—	—
<b>Current</b>							
2	11	3	3	4	0	0	3

**Skills:** Common Knowledge (Bretonnia), Dodge Blow, Gossip, Haggle, Intimidate, Ride, Speak Language (Breton)

**Talents:** Disarm, Menacing, Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Trick Riding

**Special Rules:** Theudis gains a +10% bonus on Common Knowledge (Bretonnia) Tests that deal with his native dukedom of Couronne.

**Armour:** Medium Armour (Mail Shirt and Leather Jack)

**Armour Points:** Head 0, Arms 1, Body 3, Legs 0

**Weapons:** Hand Weapon (Sword), Dagger, Shield

**Trappings:** Backpack, Blanket, Wooden Tankard, Wooden Cutlery Set, Common Clothing, Cloak, Riding Horse with Saddle and Harness, 11 *gc*

### Background

A bully and a thug, Theudis is quiet simply raw muscle for hire. Ever since he could stand on his own, he's always had a penchant for knocking skulls and beating up those who cross him. And now that he's all grown up, he sees little reason to change. Though a brute and a knave, he has a good sword arm—even if his technique is a bit spotty—and is firm in a fight These are all traits that endear him to his companions, despite his coarse and brutal nature.