

FARGAS RUNEHIDE

“THE CHAMPION”

Male Trollkin Bushwacker/Kriel Champion



Description: A physically impressive, personable trollkin who carries himself with the easy strength and bearing of a tried and tested warrior. Wears polished armor that doesn't seem to weigh him down. Keeps his rifle in good condition and always has it ready, slung over his shoulder in a casual manner.

Background: You and your brother Dolen are refugees from the Thornwood, but through his wits and your skill you've carved out a place for yourselves as mercenaries here in the Gnarl. Between mercenary jobs you conduct a touch of good old banditry, but only to make ends meet. You've been careful to not kill folks (usually), especially humans, in order to avoid making the caravaners' guilds too angry with you.

Unfortunately, some nasty farrow moved into the region and killed the members of a caravan you and your brother were escorting. Now there are men on the trail convinced you are responsible for the killing. You've managed to avoid them by moving deeper into the Gnarl, following the trail of the farrow warband responsible for the deaths.

You're the younger brother, but others tend to treat you with the respect a senior brother would command. That's just fine with you. Dolen's smart and good at what he does, but you're obviously the more admired of the Runehide brothers. You style yourself like the champions of your former kith, a true hero of the trollkin.

Attitude: Bold and enthusiastic, you're a quick and powerful warrior, and everyone deserves to know it. You're the last real warrior of the Runehide kith, so you need to do everything in your power to prove your strength to others.

Personal Goal: You are interested in seeing the farrow warlord—whatever his name is—pay for messing up the good thing you and Dolen had going for so long. Dolen's convinced there will be no clearing your names, but maybe the farrow has something that could prove your innocence. . . Either way, he's sure to at least have some decent plunder for you to claim once he's out of the way.

Relations with others

Gullin Oakbreaker, “The Chief” – The pyg is a fun little guy to hang out with. He's burly for his kind and doesn't lack for courage—a take-charge sort. You could see yourself grabbing a drink with him and swapping war stories once things settle down. His whelp likes to hang out near you and seems interested in your rifle.

Longchops, “The Hunter” – Sure, his gun is bigger than yours, but that doesn't mean it's *better*. The two of you don't have much in common, but you enjoy the opportunity to shoot with someone else every once in a while.

Lurk “The Mystic” – The bog trog is disturbing, and his arcane fetishes smell terrible. Still there's no denying the skill with which he wields them and how helpful his magic can be in a fight. Just find a good place upwind to stand.

Zocha “The Scout” – Zocha is a good fighter and clever. She's probably even more clever than Dolen, not that you'd ever tell him that. Seeing what she can do with her sacral blade is enough encouragement to stay on her good side—you've seen someone she stabbed literally explode.

THE BROTHERS RUNEHIDE

You and your brother have been tracking Morrgh back through the valley for a few weeks, trying to get a bearing on where the no-good, employer-killing warlord is holed up. Along the road, you ran into a pack of others with their own scores to settle. Best to let them lead the way.

You're the group's champion. Let the others figure out how to get things done. You're the one who actually goes out and *does* them. Sure, other people help along the way, but it is Fargas Runehide who will see that worthless farrow warlord wiped from the face of Caen.



FARGAS RUNEHIDE

ARCHETYPE: SKILLED

This character is extremely quick, nimble, and dexterous. He relies on his wits, skill, and luck in equal measure. A Skilled character gains an additional attack during his Activation Phase if he chooses to attack that turn.

Additionally, a Skilled character begins the game with one of several benefits. Characters gain additional benefits as they accumulate experience points. Fargas has Feat: Untouchable.

Feat: Untouchable

The character can spend 1 feat point during his turn to gain +3 DEF for one round.

Tough

The character is incredibly hardy. When this character is disabled, roll a d6. On a 5 or 6, the character heals 1 vitality point, is no longer disabled, and is knocked down.

Crackshot

The character can accurately track his target despite its attempts to take cover. When making a ranged or magic attack against a target that has concealment, cover, or elevation, this character gains +2 on the attack roll.

Defensive Line

While this character is base-to-base (B2B) with one or more friendly characters, he gains +1 ARM. While this character is B2B with one or more friendly characters who also have this ability, the bonus increases to +2.

Feat: Revitalize

This character can spend 1 feat point during his turn to regain a number of vitality points equal to his PHY stat immediately. If he suffers damage during his turn, the damage must be resolved before he can use this feat. He cannot use Revitalize while incapacitated.

Fast Reload

The character gains one extra quick action each turn that can be used only to reload a ranged weapon.

Load Bearing

This character is well practiced at fighting while wearing heavy armor. Reduce the SPD and DEF penalties from the armor the character wears by 1.

Roll with It

When the character would ordinarily be knocked down, he goes prone instead. The character loses this ability while he is mounted.

