

WEAPONS **DAMAGE**

Mace $d6+1$

Dagger $d6L+1$

ATTRIBUTES

Strength 1

Agility 2 (1) (0)

Mind 0

Appeal 1

COMBAT ABILITIES

Initiative 1 (0)

Melee 2

Ranged 1

Defence 0

ARMOUR and EQUIPMENT

Helmet +1 Protection, -1 Initiative

Heavy armour $d6-1$ / Medium armour $d6-2^*$

**Pellem wears a mail shirt normally when travelling, but pulls on greaves and bracers and a helmet if he knows he is going into a fight. Agility modified if wearing armour.*

CAREERS

Gladiator 2 1st

Noble 1 2nd

Slave 0 3rd

Soldier 1 4th

5th

6th

BOONS and FLAWS

Boons

Artistic: Whilst he was a member of the royal palace, Pellem learned to appreciate the finer side of life. Roll a bonus die when appraising or creating items of art.

Trademark Weapon: When using his specially crafted mace, Pellem uses a bonus die.

Flaws

Hunted by the Witch Queen: There is a chance that agents of the Witch Queen will turn up whenever Pellem ventures into any city (roll 1 on a d6).



