

Norstrom

Alignment: N
 WR: 1d4
 TKA: 1d6
 Wounds: 45

	Long Sword	Large Shield	Total
Skill	18+ 22	18+12	
Defense Adj.	6 (18/6=3)	3 (18/3=6)	9
Attack Rank	14/1d8+1d6		
Damage	1d12		1d12+1d6

Armor: Chain
APV: 1d7+3
WR: 1d4
TPV: 1d4+1d7+3

Soul Points 80
 Power: 20
 React: 15

Nature: Confident and a Bit Arrogant
 Bravery: 8

Norstrom seldom wears his chain armor or carries a sword. His normal attire includes a loose shirt and pants with high hard leather boots. He will be able to teach a group what he knows if he is ever asked but will not do so for free.

Luck: 5
 Spell Resis: 14
 Relative Size: 1

(human)
 No Image Currently Available

Shield Bash:
 Use any dice between 1d4 to 1d20. Roll twice. Lowest = Cost, Highest = Chance on a d20 that the shield bash will work. Damage = 2d6+1 minus the targets TPV rolls. Must still hit the target. If target is hit then it is stunned for one combat round per point of damage.

Walking 3
 Charging 9
 Running 15
 Broad Jump 3d6

**Tavern Owner,
 Shanley's Keep**

Skills:		Discernment:	16+0
Awareness:	18+12	Mountain Craft:	18+3
Bush Craft	18+7	Search:	14+0
Combat:	18+23	Business:	LS
Conserve Energy:	12+0	Teaching:	LS

Free Weight: 12 VL
 Sights Normal

Norstrom

Alignment: Neutral Good

Nature: Confident and a Bit Arrogant

Bravery: 8

Norstrom's father and mother owned and ran a Small Inn. Both wanted Norstrom to take over and run the "family business". Norstrom had other ideas. Norstrom took the Queen's Talon when he was but 14. After spending nearly 8 years in the army he knew what it was to fight and kill. He also found he had a knack for teaching others how to do the same. The army had also figured this out and took advantage of it by making him an instructor. After another 10 years with the army Norstrom felt he needed a change and decided to try his hand at concurring the frontier rather than guarding against it. He ended up joining a large group of like minded adventurers and headed off to see if they could make a name for themselves.

Norstrom and his buddies spent more than a few years in the wilds. That was to the east of Shanley's keep, when that area was a bit more wild. It was not until many years had passed that Norstrom looked around and realized that of the original group of people that had started out together, only he and two others remained. Those two others were Hardrock and Ben Wa. He talked it over with them and between them they decided that they were getting a bit too old for the adventure stuff. They looked around and decided that Shanley's Keep could make use of a tavern, store and smithy. They combined their resources and started their business. A short time later, Hardrock had his wife join them. That was a good 6 years ago.