

JARK OF RUNNEL



Jark of Runnel

Jark of Runnel, 18, is one of those hapless individuals to whom life happens. Born on the small manor of Belgie, near Jedes in southern Kaldor, Jark was the eighth of ten children born to Kile and Mortha of Runnel. To say that his parents didn't have the time to take Jark in hand was an understatement, and in many respects, Jark and his two younger siblings were almost forgotten by his parents. Without the supervision, Jark got into trouble – frequently. Not that Jark was a bad kid, but he was easily lead astray, and that has proved to be his key flaw.

The trouble for Jark really started in the summer of 719. He and his tearaway mates were larking about in the woods near the manor, skiving off from work as usual. In a heated game of “darts” with their knives, one of the lads managed to miss the tree he was aiming at, and hit a deer that they hadn't noticed. The deer was wounded, and the four boys didn't know what to do, so they ran. In fact, they ran all the way to Tashal, except for one boy, Hurga. Of the others, one lad, Tarl, had told them – quite confidently – that if they lived for a year and a day in Tashal, that they would be absolved of all guilt for killing the deer.

But the deer wasn't dead. It had wandered a slight distance before being shot by the manor bailiff who was hunting deer for the Earl of Dariune – his liege – pending an upcoming visit. As for Jark and the boys, there was a great concern in the village as to what had happened to them. Everyone knew that, while reckless, they wouldn't just run away without a good reason, and no reason seemed forthcoming. By the time the Earl and his men arrived, the whole manor was in a panic, and a major search was carried out, and Hurga was found, covered in some of the blood from the deer, and grubby from rolling about in the woods. Fearful for the other lads, Hurga – a consummate liar – spun a believable tale of an Ivashu in the woods devouring the other three boys and the manor fell to mourning.

Meanwhile, Jark and the other two, Tarl and Gusse, were trying to find some way to survive in Tashal. It wasn't easy, and within six months, Gusse had been killed in a street fight, and Tarl was languishing in Caer Elendsa on a charge of theft.

So Jark for now is on his own. He is desperate for cash, and will do just about anything for pay, so long as it seems legal. Although he was once a gullible teenager, Jark is growing up quickly on the streets of Tashal, but desperation may push him further than he wants.

HårnMaster

JARK OF RUNNEL

Hunter

15 STR	15 EYE	14 INT
12 STA	12 HRG	10 AUR
19 DEX	06 SML	10 WIL
15 AGL	11 VOI	

Combat Attributes

Endurance 12, Move 15

SKILLS

Climbing 64, Jumping 56, Stealth 70, Awareness 52, Oratory 26, Rhetoric 39, Intrigue 36, Singing 33, Foraging 48, Weatherlore 12, Tracking 44, Survival 64, Agriculture 24, Dogcraft 12, Fletching 45, Sheepcraft 12, Hideworking 24

Languages: Harnic 61, Jarinese 22

Ritual: Peonu 16, Piety 2

Combat Skills

Initiative 67, Dodge 75, Unarmed 48, ShtSword 90, LBSow 85, Staff 72

ARMOUR

Leather Helm, Quilt Tunic, Cloth Shirt & Leggings, Leather Walking Boots, Wool Cloak & Hood

Jark of Runnel							
INI	PHY	GAC	MOV	Cost:			
67	14	1	13	WP:			
WEAPON	ML	WQ	A/D	IM	AF	DF	INJURIES
Short Sword	90	11	2/1	+4	90	85	
Staff	72	11	4/3	+4	87	82	
Longbow	85	11	2/1	+2	85	80	
BattleLust							