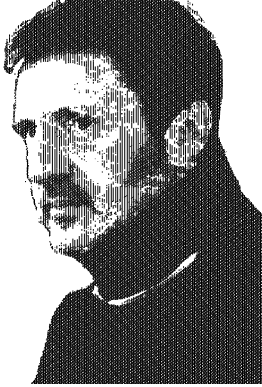


SIR ARDATH DE VELEM



Sir Ardath De Velem

Sir Ardath De Velem, 38, is a renowned knights-bachelor of Rethem and is currently in service with King. Born in Shostim in 682, Ardath was the first of three children born to Iuri and Melana of Velem. Iuri was a weaponcrafter in Shostim and a follower of Agrik, and he had hoped that his eldest son would follow in his craft, but Ardath found the profession unadventurous. Instead, he spent his time in the study of Agrik, and he decided that he would become a sword for the church.

So Ardath set his sights on joining the Order of Companions of the Roving Doom as a man-at-arms, and by the age of 18 he had succeeded. His violent temper, solid 6'1" size, and totally dedicated approach to his duties meant he soon became one of the more feared members of the order, especially as he had the skill to back his demeanor.

Ardath managed to achieve more than he expected when his father died in 706. His father was a Free Master and he owned the family smithy free and clear. On his death, he left it to his son, who, with the help of his colleagues, managed to convince the Weaponcrafters Guild to buy the smithy for a slightly inflated price. With the proceeds he bought arms and equipment for a knight's station determined to become a knight. Knowing that he would need good cause to be elevated, he persuaded Cobran of Pekyyl – a yeoman of the Earl of Tormau – to assist him to kill the King. He smuggled Cobran into Caer Chaftar and bade him wait in the Great Hall garderobe until the King entered the Hall, Cobran was not an especially clever individual, and as he set out to strike, Ardath hacked him down with a "gallant but decisive blow". Cobran was dead, the King alive, and Ardath was made a Knight of the Roving Doom that night within a month of the sale of the smithy. Since then he has been one of the King's favorites for "difficult" jobs.

Ardath, though, is not completely self-centred and heartless, for although unmarried, his siblings have always had his support. Indeed, when he sold the smithy, he gave them a sizable sum to assist them. Ardath also cherishes the true apple-of-his-eye, his young niece Immilie, 12, for whom has great plans.

For now though, Ardath relishes the good life he has made for himself in the service of his King and that of Agrik.

SIR ARDATH DE VELEM							
INI	PHY	GAC	MOV	Cost:			
85	15	2	13	WP:			
WEAPON	ML	WQ	A/D	IM	AF	DF	INJURIES
Battlesword	102	13	5/2	+10	107	92	
Taburi	57	11	1/0	+3	42	37	
Lance	86	11	5/1	+8	91	71	
Morningstar	94	11	4/1	+5	94	79	
BattleLust							



Party per fess sable and gules, tenne, and gold rayonne. Bend sinister azure charge with a skull gargun.. Crest a serpent nowed vert. Motto: Defend the Faith.

Registry: Sanguine Saltire, 707.

Holdings: none

Major Tenants: none

HârnMaster

SIR ARDATH DE VELEM

Knight of Rethem

19 STR	14 EYE	13 INT
16 STA	12 HRG	11 AUR
16 DEX	12 SML	16 WIL
11 AGL	09 VOI	

Combat Attributes

Endurance 17, Move 11

SKILLS

Climbing 60, Jumping 60, Stealth 36, Awareness 65, Oratory 22, Rhetoric 79, Heraldry 72, Intrigue 52, Singing 30, Weaponcraft 27, Metalcraft 33, Engineering 24, Physician 31, Survival 36

Languages: Harnic 84

Scripts: Lakise 84

Ritual: Agrik 43, Piety 42

Combat Skills\

Initiative 85, Dodge 60, Unarmed 75, Sword 102, Taburi 57, Morning Star 94, Battleaxe 54, Lance 86, Riding 81

ARMOUR

Plate Great Helm, Ring Hauberk, Quilt Tunic, Cloth Shirt & Leggings, Leather Riding Boots, Curbul Greaves, Vambraces, Fur Cloak & Hood

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