

[WC] Fargus Mithrilsmith (War Mage)

Fargus is the leader of the squad and strives to ensure he expends his powers to augment his men's effectiveness in battle.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Alchemy d8, Fighting d8, Healing d8, Knowledge (Plants) d6, Knowledge (Poisons) d6, Notice d6, Shooting d6

Charisma: 0; **Pace:** 5; **Parry:** 6; **Toughness:** 8 (2); **Sanity:** 6

Hindrances: Code of Honor (major): Nothing surpasses the honor of his warriors, Cautious (minor): Never makes rash decisions, Loyal (minor): Never leaves a man behind



Edges

- **Arcane Background (Alchemy):** Arcane Skill: Alchemy (Smarts), Starting Power Points: 10, Starting Powers: 3 (*boost/lower trait, healing, and smite*).
- **Command:** Command radius 5"; Men under his command gain +1 to recover from being Shaken.
- **Healer:** +2 to Healing rolls; Up to 5 companions can add bonus to their natural healing rolls.
- **Hold the Line:** Troops gain +1 to Toughness.
- **Level Headed:** Draw additional Action Card.
- **Power Points:** +5 Power Points.
- **Sunder:** Ignore 1 point of armor when using a melee weapon; ignore 2 points with a raise on the attack.

Racial Abilities

- **Low Light Vision:** Ignore attack penalties for Dim and Dark Lighting.
- **Slow:** Pace of 5".
- **Tough:** Begin with a d6 in Vigor.

Gear

- **Battle Axe:** Str+d8.
- **Chain Hauberk:** +2 Toughness over torso, arms, and legs.
- **Crossbow:** Range (15/30/60); Damage: 2d6; RoF: 1, AP 2; 1 action to reload.