

## **[WC] Nevor Runecarver (Dragoon)**

Nevor is a frontline Dragoon who serves as the lynchpin of the infamous Dwarven Shield Wall.

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

**Skills:** Fighting d8, Healing d8, Intimidation d6, Knowledge (Battle) d6, Notice d6, Shooting d8

**Charisma:** 0; **Pace:** 5; **Parry:** 6; **Toughness:** 9 (3);

**Sanity:** 6

**Hindrances:** Heroic (major): The warrior ethos has turned you into a soldier who never flees a battle,

Vengeful (minor): Always attempts to right the wrongs committed against the Dwarves, Loyal

(minor): Never leaves a man behind

### **Edges**

- **Dwarven Shield Wall:** Shield provides Heavy Cover (-4 penalty to foe's attack).
- **Marksman:** +2 Shooting if not moving.
- **No Mercy:** May spend a Benny to reroll Damage.
- **Sunder:** Ignore 1 point of armor when using a melee weapon; ignore 2 points with a raise on the attack.
- **Sweep:** May attack all adjacent foes at -2.

### **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.
- **Plate Corselet, Helmet, Vambraces, and Greaves:** +3 Toughness over torso, head, arms, and legs.
- **Musket:** Range (10/20/40); Damage: 2d8; RoF: 1, 2 actions to reload.
- **War Shield:** +2 Parry, +2 Armor to ranged shots that hit.

