

Paul Smythe... Big Game hunter

Smythe is a real Gentleman-like figure in kakhi hunting garb, lugging around a hockland rifle and a Blunderbuss.... fighting with a bowie (no not him!!) knife or two, accompanied by his trusty batsman called Bob (his Loader/carrier/tomboy 8-) Smythe has a twisted sense of honour.

M W S B S T W I A L D

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Equipment: Hockland long rifle, blunderbuss, spear and bowie knife (count as a sword)

Hiring cost: Cost to hire Smythe is 45GC and will only stay with the warband if they can provide animals for him to hunt. (no upkeep)

Warbands: Any human, dwarf or elf warband may hire smythe.

Rating: Smythe will increase the warband's rating with 20 points + experience.

Special rules:

Alter Ego: Smythe is an Alter Ego therefore all the rules for Alter Ego's apply.

Bob - Bob is Paul's trusty companion and batsman. They NEED to remain in base-contact at ALL times !! Bob, does NOT fight independently, but adds one attack to Paul's stats as long as he is alive. Bob will unthinkingly throw himself into the path of danger and take the first hit caused to Paul (treat as a lucky charm)

Big game hunter - Paul gets a +1 to hit when shooting at Local or important wildlife such as rats, wolves, rat ogres and dogs. If Paul is hired and no animals appear he will get bored and leave.....

Gentleman's Honour - Paul will happily gut and skin an injured animal, but becomes squeemish about putting a downed person out of their misery. He will never attack anyone who has been downed for any reason.