**Haki the good**



STR 50 / CON 65 / SIZ 60 / DEX 55 / APP 40 / EDU 40 / INT 50 / POW 50 / MOV 7

HP 12 / SAN 50 / MP 10 / LUCK 50 / Db 0 / Age 35

Skills

Art / Craft 35% / Dodge 27% / Fighting (Brawl) 35% / Atgeir (polearm) 35% / Shield 20% / First aid 45% / Insight 35% / Listen 45% / Natural World 45% / Navigate 40% / Occult 40% / Persuade 30% / Pilot boat 51% / Regional knowledge 25% / Status 25% / Spot hidden 35% / Stealth 35% / Swim 35%

Armor

Soft leather 1d2

Wooden shield 1d3 / dmg 1d3+db

Weapons

Unarmed 35 1d3+db / Atgeir (polearm) 35 3d6 1 atk / Shield 20 1d3+db 1atk

Backstory

Personal description: Haki is considered to be the most kind hearted person among his friends. In battle showing mercy is one of his best traits.

Ideology: Njörður (He controls the path of the wind, the calm seas, and the summer.

Significant people: Spouse

Treasured possessions: His sun-dial

Traits: honest and kind hearted

Life events: the death of his only daughter

**Gunnut the elegant**



STR 55 / CON 55 / SIZ 50 / DEX 55 / APP 70 / EDU 50 / INT 50 / POW 45 / MOV 9

HP 10 / SAN 45 / MP 9 / LUCK 40 / Db 0 / Age 30

Skills

Charm 50% / Climb 35% / Dodge 27% / Fighting (Brawl) 30% / Sax (sword) 45% / Shield 35% / Insight 40% / Listen 45% / Navigate 20% / Occult 30% / Persuade 20% / Pilot boat 26% / Regional knowledge 25% / Spot hidden 45% / Status 25% / Stealth 35% / Swim 35% / Throw 45% / Track 20%

Armor

Soft leather 1d2

Wooden shield 1d3 / dmg 1d3+db

Weapons

Unarmed 30 1d3+db / Sax (sword) 35 1d6+db 1 atk / Shield 35 1d3+db 1atk / Shield (throw) 35 1d2+db 5ft 1 atk

Backstory

Personal description: Elegant when it comes to clothes but merciless when it comes to battle.

Ideology: Frigg (She is the patron of marriage and motherhood, and also represents female wisdom).

Significant people: Her children

Meaningful location: Her farm

Treasured possessions: A necklace made by her children

Traits: Elegant

Life events: the birth of her children

**Grimur the vicious**



STR 55 / CON 55 / SIZ 60 / DEX 50 / APP 30 / EDU 45 / INT 60 / POW 65 / MOV 7

HP 11 / SAN 65 / MP 13 / LUCK 40 / Db 0 / Age 35

Skills

Animal handling 20% / Dodge 25% / Fighting (Brawl) 40% / Axe (2 hands) 50% / Insight 45% / Intimidate 60% / Listen 35% / Navigate 25% / Occult 45% / Persuade 20% / Pilot boat 30% / Regional knowledge 30% / Spot hidden 35% / Status 25% / Stealth 40% / Swim 30% / Track 30%

Armor

Soft leather 1d2

Weapons

Unarmed 40 1d3+db / Axe (2 hands) 50 2d4+1+db 1 atk

Backstory

Personal description: He doesn't care who stands in front of him. He or she will be dead anyway.

Ideology: Thor (god of thunder).

Meaning locations: The place of his first raid

Traits: Vicious, merciless.

Life events: Finding his axe

**Eyr the beauty**



STR 45 / CON 40 / SIZ 50 / DEX 55 / APP 80 / EDU 55 / INT 60 / POW 55 / MOV 8

HP 9 / SAN 55 / MP 11 / LUCK 45 / Db 0 / Age 29

Skills

Art/Craft 30% / Charm 55% / Dodge 27% / Fighting (Brawl) 30% / Sax (sword) 35% / Shield 20% / First aid 35% / Insight 45% / Navigate 20% / Occult 35% / Pilot boat 21% / Ranged weapon (bow) 45% / Regional knowledge 30% / Ride 20% / Spot hidden 40% / Status 25% / Stealth 45% / Swim 35% / Throw 35% / Track 30%

Armor

Soft leather 1d2

Wooden shield 1d3 / dmg 1d3+db

Weapons

Unarmed 30 1d3+db / Sax (sword) 35 1d6+db 1 atk / Shield 20 1d3+db 1atk / Shield (throw) 35 1d2+db 5ft 1 atk / Bow 45 1d6+1 15ft 1atk 10 ammo

Backstory

Personal description: Beautiful and she knows that. She uses her beauty as weapon.

Ideology: Ullur (He is the god of skiing, archery and hunting).

Significant people: Her husband

Meaningful location: The place where her husband died

Treasured possessions: Her bow. The body was carved from the tree where her husband was hanged from

Traits: Beautiful and deadly

Life events: Her husband’s death

**Bragi the short**



STR 60 / CON 50 / SIZ 40 / DEX 60 / APP 40 / EDU 45 / INT 55 / POW 40 / MOV 9

HP 9 / SAN 40 / MP 8 / LUCK 55 / Db 0 / Age 28

Skills

Dodge 30% / Fighting (Brawl) 45% / Spear 40% / Dagger 35% / Shield 20% / First aid 40% / Insight 25% / Listen 55% / Navigate 30% / Occult 35% / Pilot boat 36% / Regional knowledge 27% / Sleight of hand 35% / Spot hidden 35% / Status 25% / Stealth 40% / Swim 55% / Throw 35%

Armor

Soft leather 1d2

Wooden shield 1d3 / dmg 1d3+db

Weapons

Unarmed 45 1d3+db / Spear 40 2d6 1 atk / Shield 20 1d3+db 1atk / Shield (throw) 35 1d2+db 5ft 1 atk / Dagger 35 1d4 1 atk

Backstory

Personal description: Hot tempered especially when somebody makes fun of his height.

Ideology: Tyr (He is the boldest and most courageous of the gods, and has power over victory in combat. )

Treasured possessions: His dagger. He used that to kill his first enemy

Traits: Hot tempered, short

Life events: The first time he killed somebody

**Randver the careless**



STR 70 / CON 60 / SIZ 60 / DEX 60 / APP 30 / EDU 50 / INT 55 / POW 50 / MOV 8

HP 12 / SAN 50 / MP 10 / LUCK 30 / Db 1d4 / Build +1 / Age 37

Skills

Animal handling 20% / Appraise 10% / Dodge 30% / Fighting (Brawl) 40% / Broadsword 45% / First aid 45% / Insight 30% / Intimidate 45% / Listen 35% / Natural World 30% / Navigate 25% / Occult 30% / Pilot boat 21% / Regional knowledge 27% / Status 25% / Spot hidden 50% / Stealth 45% / Swim 40% / Track 30%

Armor

Soft leather 1d2

Weapons

Unarmed 40 1d3+db / Broadsword 45 1d8+1+db 1 atk

Backstory

Personal description: Careless both in battle and life.

Ideology: Baldur (The god of light, purity, peace, innocence, and forgiveness)

Significant people: Himself

Treasured possessions: His scars. They symbolize all the battles he took part in

Traits: Impulsive and proud of it

Life events: His first raid