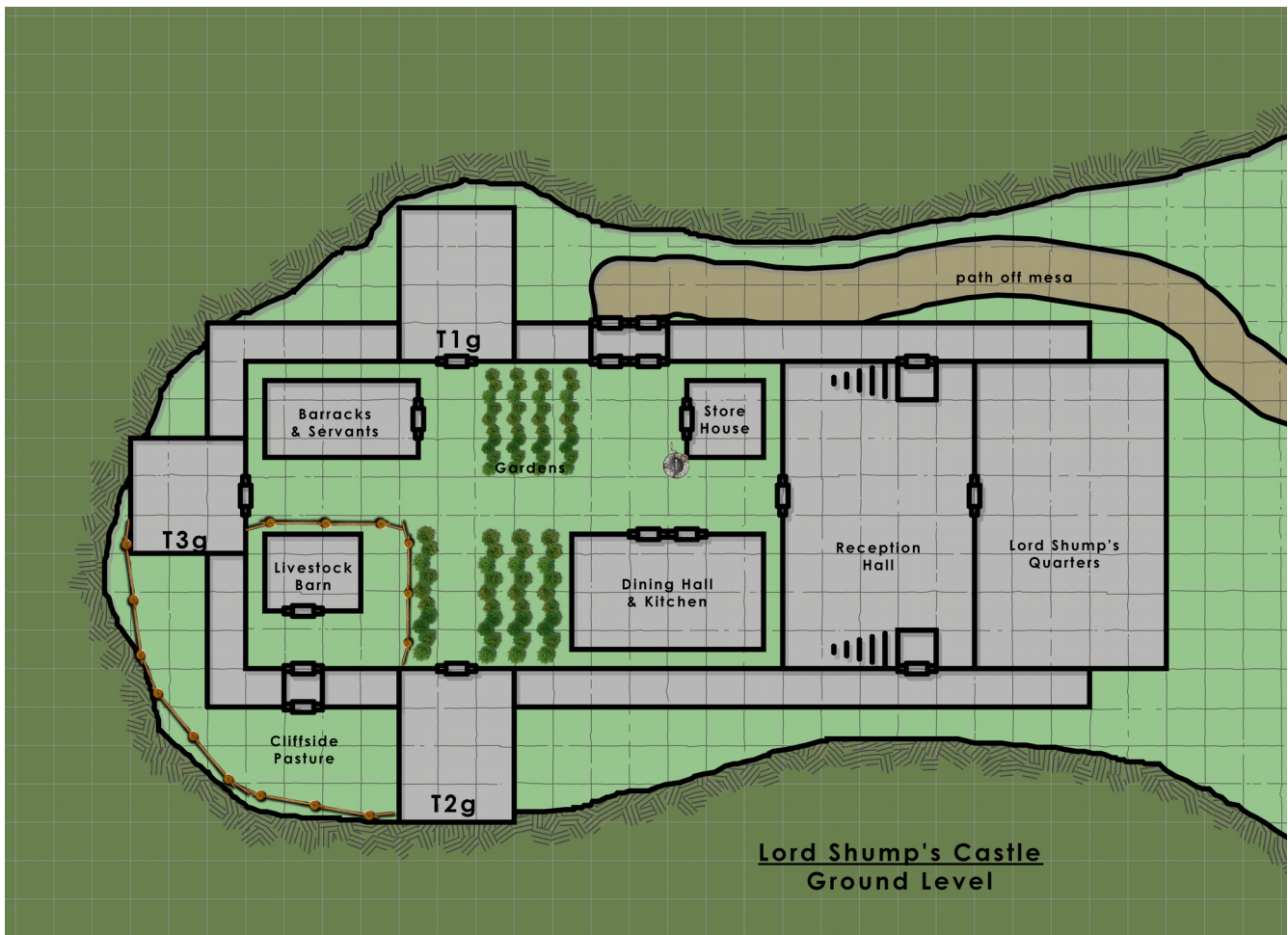


CASTLE SHUMP



Castle Crew

STEADY BOLTERS 150 gp/month

MOR 13 (3d6) Human, F1, Neutral, Heavy Crossbow Crossbow Sniper, Quick Draw AC 14: scale armor MOVE 25' Save 16 Attack: +1, Rampage-1, Fighter Maneuvers Heavy Crossbow: +1, M, 2d4, 80/160/240 ROF ½ (+3/+1d4 at short) Mace: +1, M, 1d6, AP
 Sergeant Arnold Hp 7 Bigguns: Hp 7 Craig, Hp 5 Donnie, Hp 5 Earp Hp 7
 Fred, Hp 7 Gerry, Hp 6 Harold, Hp 3 Idris, Hp 2 Justin, Hp 5

CHET'S DEMONS 150 gp/month

MOR 14 (3d6) Human, F2, Neutral, Longbow Archers Split-Fire, Move Silently
 AC: 12: gambeson MOVE: 30' Save: 16 Attack: +2, Rampage-2, Fighter Maneuvers
 Longbow: +2, S, 1d6, 70/140/2100 ROF 2; Short Sword: +2, S, 1d6, FD
 Sgt. Chet hp 14 Tom hp 14 New Bob hp 12 Pitt hp 4 Gob hp 10
 Stig hp 8 Old Bob hp 6 Scot hp 10 Dick hp 6 Greene hp 4

RECCARED 30 gp/month

MOR 15 Human, Fighter-2, Lawful (initiate of Lord Protector)

STR-15, INT-11, WIS-14, DEX-15, CON-16, CHA-11

Bonus: +1 to hit/damage melee, +1 hp/die, +1 to hit missile Skills/Abilities: , shield sacrifice, too stubborn Languages: Common, troll Attack: +2, Save 15 Size M, Base Move 30', Vision:

Normal AC 16; Move ___20 Hp 16 Arming Sword: +4, M, 1d6+1, FD, DA XP: 2600 Gold:

Gear: chain mail, shield, +1 Arming sword**, backpack and clothes.

THOMAS STANG 30 gp/month

MOR 17 Human Fighter-2, Neutral (initiate of Father Sky)

STR-15, INT-8, WIS-9, DEX-10, CON-10, CHA-9

Bonus: +1 to hit/damage melee Skills/Abilities: lunge attack, alert reaction Languages:

Common, Attack: +2, Save 15 Size M, Base Move 30',

Vision: Normal AC 14; Move ___25 Hp 10 Halberd: +3, L, 1d8+1, SS, AP, R1 XP: 2600 Gold:

Gear: chain mail, Halberd, backpack and clothes.

10 x Serving Staff 75 gp/month

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