

HAMISH McCHOP

Scottish, Barbarian, Level-1

St 17(+3), Dex 11(+0), Con 12(+1), Int 8(-1), Wis 9 (-1), Cha 9(-1)

Proficiencies: all armor, shields, simple weapons, martial weapons, Str and Con checks

Skills: Athletics +5, Riding +2, Intimidation: +1, Survival +1

Languages: Primary: Scots: Others: English

Special Feature: In Tune with the oneness of the universe: may use Ghostly Hand cantrip

Family Feature: Born in vicinity of a piece of the True Cross, +5 on Spiritual Attack defenses

Class Feature: better of 2 rolls on the Injury Table.

Proficiency Bonus: +2; Morale: +1; Max Supply: 8, Max Load: 17,

Max Retainers: 9; Max Hench: 0; Renown: +4

AC: 15 (average mail, using 2-handed long sword)

AC: 17 (average mail and round shield, using 1-handed war axe)

Move: 30'

Hit points: 11

Weapons:

Long Sword: +5 to hit, 1d12+3 damage (slashing) 2-hands

War Axe: +5 to hit, 1d10+3 damage (slashing) 1-hand

Saex: +5 to hit, 1d6+3 damage (slashing), 1-hand

GP: 30gp—in coin pouch

XP: 1000

Background: Born in what was reputed to be one of King Arthur's chapels at Dumbarton, Scotland, near to a piece of the True Cross, and having a certain small magical attunement at a young age, his clan expected amazing things from Hamish. They were disappointed, he just likes to chop things.

Carried Gear:

Item	Load	Location
Average Mail	5	Body
Round Shield	1	back
War Axe	1	belt
Saex	1	belt
Long Sword	2	hands
Smith Kit	1	pack
Healer kit	1	pack
Rations x5	1	pack
Iron crowbar	1	pack
30' copper wire	0.2	pack
SUP x5	1	pack
TOTAL:	15.2	(can carry 1.8 more)

Other Gear/Possessions:

SUP x3	1	home
Hooded lantern	1	home
Lamp oil x1	0.2	home

Clothes; good kilt and shirt, leather boots, backpack, belt and 2 pouches, scabbard,