

Character Roster - The Hadovean Empire



About the Roster

The Island of Ashnoor is in a state of civil war.

Be it out of loyalty to a cause, or a sense of self preservation, many in Ashnoor have declared allegiance the Hadovean Empire.

Together they stand defiantly against the Kingdom of Geldheim.

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DALTON 'THE GHOST' ARTEMIS



Player: Wayne Dingle.
Class: Pirate.
Faction Allegiance: The Hadovean Empire.
Origin: Bannockthorpe.
Resides: Stillwinds Port.
Description: Born to a wealthy family that has long since disowned him. Dalton has always had an affinity for the sea. It was no surprise that as soon as he came of age he immediately joined the Geldheim Navy. It was not long after that that Dalton discovered his overwhelming aversion to taking orders. His first attempt at desertion was unsuccessful. He was captured, beaten and thrown in the brig. His second attempt was more fruitful, seizing an opportunity to kill his guard and escape, he immediately made his way West and declared allegiance to the Hadovean Empire. Dalton is egotistical, ruthless and full of pride resulting in what is often erratic behaviour on the battlefield. When tactics are being discussed he has mastered the art of looking like he is listening when he is in fact not listening in the slightest. Despite all this, he is capable of strategy when it is linked to his self-preservation, he will often use his allies as human shields to take cover behind while he fires his pistols at his enemies.

PETRUS THE PLAGUE DOCTOR



Player: James Cameron
Class: Paladin.
Faction Allegiance: None.
Origin: Vortrumbia.
Resides: Foes Folly.
Description: Petrus the plague doctor is just a mad plague doctor who is seemingly undead and wishes to find the *Cure* he has no allegiance other than himself and those he deems friends...or loyal test subjects....

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Phillipe the mouse



Player:	Kipling Kear.
Class:	Rogue.
Faction Allegiance:	The Hadovean Empire.
Origin:	Bannockthorpe.
Resides:	Bade Cloven mostly. Also has cottage in Earlmand.
Description:	Lord Phillippe of house Morley, third son in line. As a third son Phillippe realised at an early age that he'd be fending for himself (or in a priesthood). After a clash with one of the King's favoured, whom Phillippe killed in a duel, he fled the kingdom. Decades later, still a wanted man in the kingdom, now, as Phillippe the Mouse he is also a notorious assassin working (mostly) for the Empire.

ORIK "the filth" IRONSKULL



Player:	Alistair Fisher
Class:	Man-at-Arms.
Faction Allegiance:	The Hadovean Empire.
Origin:	Noor Forest.
Resides:	Foes Folly.
Description:	Being born of a family of simple labourers Orik learned the value of hard work and honesty. After a drunken altercation with a local labourer leader he got black listed so went out to seek out his fortune as a mercenary with the wolf pack.

RAVIN MAYBOURNE



Player:	Brian Meier.
Class:	Knight.
Faction Allegiance:	The Hadovean Empire.
Origin:	Valmortem.
Resides:	Casa Del Cavalier.
Description:	Of noble birth but of humble means. Values deeds over titles and knowledge over opinion. Looks to his comrades to throw themselves into the fray with him but will also willingly sacrifice himself to save others. Prone to anger, quick to laugh.

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RED WOLF



Player: Geoff Vale
Class: Berserker.
Faction Allegiance: The Hadovean Empire.
Origin: Unknown.
Resides: Foes Folly.
Description: A mercenary who claims to be born from the old bloodlines that predate the Empire and Kingdom. A Bastard born and exiled when his noble born house changed rulers...as such he has no love for hierarchy or the order of succession by right of birth.
 He has met farmers far more noble than rulers. Considered a leader by some, he is a fierce warrior and fair man...if a man is what you would call these wolf like men who rumour has it can change into beasts.
 Leader of the Wolf Pack, after their efforts to assist the Hadovean Empire in gaining Foes Folly. He was granted a small parcel of land there in exchange for the declared allegiance of both himself and the Wolf Pack.

RODRİK 'THE DRIFTER' STORMSETTER



Player: Nathan Stern.
Class: Mercenary.
Faction Allegiance: The Hadovean Empire.
Origin: Momento Mori.
Resides: Constantly on the move.
Description: Rodrik was but a boy when his parents were brutally murdered by a group of kingdom nobles after his father attempted to incite a revolt against the upper classes. Obeying his father's orders Rodrik hastily fled to the border on one of his father's horses and after several years of wondering the lands of Ashnoor, attempting to survive each day, Rodrik was discovered by a group of Empire soldiers who took him back to their lands. After fighting for vengeance with the empire forces as a knight, Rodrik was abandoned at Tenor after Empire forces retreated from a huge army of unknown savages from the north. He spent two months in a dungeon cell being tortured by all manner of evil beings and experienced unimaginable torture, luckily however Rodrik was narrowly rescued by a group of mercenaries led by his old friend Tombs barely clinging onto life. Now he walks the contested lands doing gun for hire work for a secretive group who's insignia is a blood red hand and shows loyalty to none but himself, his coin purse and his friend Tombs who he owes his life to and calls brother.

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TOMBS



Player: Lance Holland
Class: Highwayman.
Faction Allegiance: The Hadovean Empire.
Origin: No one rightly knows.
Resides: Tombs is a man of the road, free as a bird. Home is where he is at.
Description: Tombs is a man with a classical education. He hasn't disclosed how, it's possible he was once a noble, but no one knows as he keeps his past hidden. What is known is his ability with weapons, as he is a sharp shooter and a duellist, but is a gentleman also. Some would call him charming, others a scoundrel. But the truth is simply he is both. He will politely ask "stand and deliver" as he charms your wife!

TRISTAN



Player: AJ Shoesmith.
Class: Ranger.
Faction Allegiance: The Hadovean Empire.
Origin: Mares Mane Falls.
Resides: Whisper Woods.
Description: Usually just A young man living off the land with his small family. But when encroaching enemies threaten the peace I adore, I will stop at nothing to keep them at bay. "To the last breath, my brother!"