

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:	Mariner.
Faction Allegiance:	The Hadovean Empire.
Origin:	Bannockthorpe.
Resides:	Stillwinds Port.
Description:	<p>Born to a wealthy family that has long since disowned him.</p> <p>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.</p> <p>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.</p>

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MIKHAIL ORLAT



Player: Charles Knox
Class: Paladin.
Faction Allegiance: The Hadovean Empire.
Origin: Valmortem.
Resides: Mirthstone.
Description: Paladin Mikhail Orlat, of House Orlat of Biff, exiled nobility from Old Ashnoor from a time before the Succession Wars over 1000 years ago. Scion of an old lineage, who pass on memories and stories of their former holdings, from their decaying holdfast outside Valmortem, from the time before the death of what was, and the schism that broke civilisation. Mikhail harbours a seething dislike for that which affronts the word of the Empire, which he, as his fathers before him, considers to be the bulwark of righteousness and stability in this benighted time. Takes his vows to his deity (the Many-named God, the Lord of Hosts, Father of All, First-Shepherd of Order and Judge of the Dead) seriously, and invokes Him as he bolsters allies or brings judgement upon the Empire's foes. A little standoffish with those he doesn't know, but after a vodka-flavoured holy water or six is quite personable. 'Paladin-Errant' in professional address, Mikhail while drinking and 'Mishka' to his close friends, Mikhail Orlat longs for the rebirth of hope when the Empire finally brings the Kingdom to heel, and commences the Long War for the north, and the reclamation of his ancestral home.

PETRUS THE PLAGUE DOCTOR



Player: James Cameron
Class: Paladin.
Faction Allegiance: The Hadovean Empire.
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 Phillipe of house Morley, third son in line. As a third son Phillipe 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 Phillipe killed in a duel, he fled the kingdom. Decades later, still a wanted man in the kingdom, now, as Phillipe the Mouse he is also a notorious assassin working (mostly) for the Empire.

ORIK "THE FILTH" IRONSKULL



Player:	Alistair Fisher
Class:	Knight.
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:	Beserker.
Faction Allegiance:	The Hadovean Empire.
Origin:	Unknown.
Resides:	Foes Folly.
Description:	<p>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.</p> <p>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.</p> <p>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.</p>

TRISTAN



Player:	AJ Shoesmith.
Class:	Ranger.
Faction Allegiance:	The Hadovean Empire.
Origin:	Mares Mane Falls.
Resides:	Whisper Woods.
Description:	<p>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!"</p>