



Sard - Skaven Hunter
by John Foody

Physically Sard appearance is that of a half-elf except stockier and taller (6'3") than usual. His clothing and armour is simple and dark except for a highly stylised golden brooch. His temperament is cold, laconic and stern except for those with whom he truly knows and trusts and those who come into this category are few.

Sard has no idea of his parentage and was raised by the famed Dwarf Anon Burn, who taught Sard everything he knew before they argued over Burn's refusal to divulge the identity of his parents due to an oath he had sworn to that affect. They have not seen each other since.

In time he fell in with a party of adventurers and for ten years they became his family until the group was hired to find Skavenblight and find it they did, however the Skaven also found them. As they fought Skaven mages called for Sard's capture and he was the last to fall.

He spent over ten years in a Skaven jail seeing only the Grey Seers who tortured and experimented on him. Once after being tortured within a moments reach of death he remembered seeing the over eager torturer killed personally by one of the Thirteen Lords of Decay. He became a shadow of his former self and the Seers guard lapsed enough for him to escape, although it took him a year to travel to the surface. Sard has never found out why the higher echelons of Skaven society were so interested in him.

Sard is now an expert on and Skaven and their culture as well knowing most of Skavenblight's layout. He is convinced the followers of the Horned Rat are the greatest threat to the Old World. They in turn fear him and hate him.

His activity in Skavenblight is made possible by his unnatural ability to operate underground with 95% invisibility. He has also developed a poison which is fatal to Skaven. (Skavenbane One Dose = Death).

Wherever there is Skaven there is a possibility that Sard will be watching and waiting to strike. He is potentially a powerful ally but his trust needs to be cultivated for he does not suffer fools gladly. However Sard is only one man and there are few that even believe in Skaven and fewer that believe in them as anything other than a sub-species of beastman. He should not be used as a rent-a- NPC but a skilled, knowledge and powerful individual who will use the party for his own ends and certainly will never owe anything to anyone.

Sard believes that his methods approach evil and sometimes there is little that separates him from the Skaven. When Sard has time to dwell on this and the belief that he alone holds back the Horned rats tide, he descends into the blackest of depressions where he can withdraw for days. This is actually an illness caused by his ordeal which has also left him prone to Nightmares

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	71	52	6	5	13	75	3	61	44	63	58	78	40

Skills: Ambidextrous, Read/Write, Dodge Blow, Acute Hearing, Scale Sheer Surface, Excellent Vision, Night Vision (100') Sing, Speak Languages- Queekish, Dark Tongue, Old Worlder, Dwarf, Goblinoid, Animal Care, Animal Training, Dodge Blow, Etiquette, Heraldry, Ride-Horse, Strike Mighty Blow, Orientation, Strike to Injure, Strike to Stun, Disarm, Ride-Horse, S.L.- Battle Tongue, S.W. - All, Concealment - Rural:Urban, Prepare Poisons, Shadowing, Silent Move- Rural: Urban.

Items: Chain (1AP), Sword "Astari (Bite of the Shadow)" (Minor death rune v's Skaven), Left hand dagger, Brooch (His parents).

Notes: 95% Silent/ Invisible while underground, 2 Dodge blows per round.