

**Born Warrior Weary with Bloodshed**

Nathaniel is a born warrior determined to win at any cost. Bearlike with impressive moustache, he is an imposing presence clad in brigantine and wielding a well-worn longsword. Weary with bloodshed, he became an unlikely Novice. Before long he was attached to the Inquisition and given dispensation to commit violence. Unable to escape his bloody talents, he is grateful for Friar Jerome's merciful methods and would lay down his life for him. He is a solitary man, starved of female company and misses his estranged but beloved sister. In battle he is ferocious, a battle-scarred and wily fighter roaring for blood.

**Keyword: Born Warrior** **1M (+4)**  
- Wily Tactics 3M (+5)

**Physical**

Bearlike 16 (+3)  
Impressive Moustache 13 (+3)  
Battle Scarred 13 (+3)  
Roar 13 (+3)

**Personality**

Ferocious 15 (+3)  
Determined 13 (+3)  
Imposing presence 13 (+3)  
Grateful for merciful methods 13 (+3)  
Weary with Bloodshed 13 (+3)  
Solitary 13 (+3)

**The Situation**

You have accompanied Friar Jerome on numerous tasks for the Inquisition, but this mission is different in that it takes you close to your sister, Meg, who lives at Brackley Farm as tutor to Squire Tobias' children. You have not seen her in years, having argued over your decision to join the monastery. Perhaps the passage of time will allow reconciliation? You dearly miss her, and blood should be thicker than water.

The mission itself worries you: it takes a daring or a desperate foe to attack an Inquisitor directly, and Hanging Wood has a dark reputation. Friar Jerome will need watching, who can say who or what may have waylaid Friar Theobald and his entourage?

**Character Possessions and Notes**

Black Inquisitor's robes covering brigantine armour (vest of metal plates riveted between an inner and outer layer of leather).  
A well worn longsword (4 foot length 'hand and a half' sword) worn across your back.  
Side-Sword and dagger  
Another dagger, secreted in a boot  
Bible, rosary and cross  
Backpack of change of clothes, rations, bedroll, flint and tinder, etc.  
Shoulder bag containing pokers, thumbscrews, other sharp things you don't know the name of.  
Travelling lantern  
Chestnut horse, 'Buttercup', with another dagger tucked into the saddle 'just in case'

**Hero Points**

2

**Personality (continued)**

Victory at any cost (Flaw) 3M (-5)  
Starved of female company (Flaw) 13 (-3)

**Professional**

Unlikely Novice 13 (+3)  
Church Dispensation to Commit Violence 13 (+3)  
Attached to the Inquisition 13 (+3)  
Unable to escape his bloody talents (Flaw) 1M (-4)

**Relationships**

Would lay down his life for Friar Jerome 16 (+3)  
Misses his estranged sister 13 (+3)

**Possessions**

Well-worn Longsword 15 (+3)  
Brigantine Armour 13 (+3)

**The Others****Friar Jerome**

He is an inspiration to you and the reason you are still a Novice despite your frustrations. A good and kind man despite the onerous tasks of an Inquisitor, you see it as your duty to prevent the unscrupulous from taking advantage of Jerome's merciful nature and to guard his worldly presence from mortal harm, whatever the personal cost.

**Sally Greenway**

One of Friar Jerome's projects, although you do have to admire her courage. She gives as good as she gets and her worldliness makes a refreshing change to the stuffy piety of the monastery. And of course, she is a woman with all the attendant lures of her sex. You try not to notice, but unlike many of the other monastics, you know what you are missing and chastity is the hardest of your Order's strictures to abide by. She seems wary around Hubert, although given her troubles with Baron Bellamy that's understandable.

**Zartok**

The other of Friar Jerome's current projects, and a far less savoury one. Zartok is a confirmed warlock and demon summoner, and in your mind deserves death at the stake. He makes an outward show of repentance and is kept in line with a crucifix scar ritually branded across his forehead which binds his magics.

Friar Jerome is a better man than you, and you hope he is right to place such faith in Zartok. Nonetheless, if Jerome's foresight fails and his trust misplaced, you will be there to inflict God's judgement on Zartok, however delayed.

**Hubert de Lacy**

Baron Bellard's man, a strong sword arm. You know little of him, although another warrior is a welcome companion through the troubled paths of Hanging Wood. You keep a weather eye on him to ensure his presence here is genuine and not part of some ruse of the Baron's.