

Edwin Skulod, Baron Reoss

Race: Human

Attributes [210]: ST 13 [30], DX 13 [60], IQ 15 [100], HT 12 [20], HP 13, Will 15, Per 15, FP 12

Social Background: TL: 3 [0]

Cultural Familiarities: Muslim [1]; Christian [0]

Languages: Anglish (Native) [0]; Arabic (Native) [4]; Latin (Native) [4]; Northland (Accented) [2]

Advantages [182]

Ally (His regiment) (25% of starting points) (12 or less; Group Size (501-1,000)) [36], Born War-Leader (1) [5], Charisma (2) [10], Combat Reflexes [15], Fit [5], Independent Income (10) [10], Language Talent [10], Magery (3) [30], Magery 0 [5], Status (+4) [15], Wealth (Very Wealthy) [30]

Disadvantages [-70]: Code of Honor (Chivalry) [-15], Curious (12 or less) [-5], Duty (Regiment) (12 or less (quite often)) [-10], Enemy (Regiment's current opposition) (Medium-sized group (6-20 people)) (9 or less) [-20], Honesty (12 or less) [-10], Sense of Duty (Regiment) (Large Group) [-10]

Quirks [-5]: Dislikes talking about the afterlife [-1], Distinctive Feature (Voice) [-1], Habit (Uses a pomade) [-1], Imaginative [-1], Trademark (Puts his heraldry on zombies) [-1]

Skills [70]: Administration IQ/A - IQ-1 14 [1], Animal Handling (Equines) IQ/A - IQ-1 14 [1], Area Knowledge (local) IQ/E - IQ+1 16 [2], Armoury/TL3 (Body Armor) IQ/A - IQ-1 14 [1], Armoury/TL3 (Melee Weapons) IQ/A - IQ-1 14 [1], Axe/Mace DX/A - DX+1 14 [4], Broadsword DX/A - DX+1 14 [4], Dancing DX/A - DX-1 12 [1], Diplomacy IQ/H - IQ-1 14 [2], Fast-Draw (Sword) DX/E - DX+2 15 [2]*, First Aid/TL3 (Human) IQ/E - IQ+0 15 [1], Heraldry IQ/A - IQ-1 14 [1], Innate Attack (Projectile) DX/E - DX+3 16 [8], Judo DX/H - DX-1 12 [2], Karate DX/H - DX-1 12 [2], Lance DX/A - DX+1 14 [4], Law (local) IQ/H - IQ-1 14 [2], Leadership IQ/A - IQ+2 17 [1]**/****, Occultism IQ/A - IQ-1 14 [1], Physician/TL3 (Human) IQ/H - IQ-2 13 [1], Physiology/TL3 (Human) IQ/H - IQ-2 13 [1], Poetry IQ/A - IQ-1 14 [1], Politics IQ/A - IQ-1 14 [1], Riding (Horse) DX/A - DX+1 14 [4], Savoir-Faire (High Society) IQ/E - IQ+0 15 [1], Savoir-Faire (Military) IQ/E - IQ+1 16 [1]**, Shield (Shield) DX/E - DX+2 15 [4], Soldier/TL3 IQ/A - IQ-1 14 [1], Spear DX/A - DX+0 13 [2], Staff DX/A - DX-1 12 [1], Strategy (Land) IQ/H - IQ+0 15 [2]**, Surgery/TL3 (Human) IQ/VH - IQ-3 12 [1], Survival (Woodlands) Per/A - Per-1 14 [1], Tactics IQ/H - IQ+0 15 [2]**, Thaumatology

IQ/VH - IQ+0 15 [1]**, Theology (Christian) IQ/H - IQ-2 13 [1], Two-Handed Sword DX/A - DX+0 13 [2], Wrestling DX/A - DX-1 12 [1]

*includes: +1 from 'Combat Reflexes'

**includes: +1 from 'Born War-Leader'

***includes: +3 from 'Magery'

****includes: +2 from 'Charisma'

Spells [113]: Affect Spirits IQ/H - IQ+1 16 [1], Analyze Magic IQ/H - IQ+1 16 [1], Animation IQ/VH - IQ+0 15 [1], Apportation IQ/H - IQ+1 16 [1], Armor IQ/H - IQ+1 16 [1], Astral Block IQ/H - IQ+1 16 [1], Awaken Craft Spirit IQ/H - IQ+1 16 [1], Banish IQ/H - IQ+1 16 [1], Beast-Soother IQ/H - IQ+1 16 [1], Charge Powerstone IQ/VH - IQ+0 15 [1], Command Spirit (Specters) IQ/H - IQ+1 16 [1], Continual Light IQ/H - IQ+1 16 [1], Continual Mage Light IQ/H - IQ+1 16 [1], Control Zombie IQ/H - IQ+1 16 [1], Counterspell IQ/H - IQ+1 16 [1], Create Earth IQ/H - IQ+1 16 [1], Create Fire IQ/H - IQ+1 16 [1], Create Water IQ/H - IQ+1 16 [1], Dancing Object IQ/H - IQ+1 16 [1], Dark Vision IQ/H - IQ+1 16 [1], Daze IQ/H - IQ+1 16 [1], Death Vision IQ/H - IQ+1 16 [1], Decay IQ/H - IQ+1 16 [1], Deflect Energy IQ/H - IQ+2 17 [2], Deflect Missile IQ/H - IQ+2 17 [2], Detect Magic IQ/H - IQ+1 16 [1], Earth to Stone IQ/H - IQ+1 16 [1], Enchant IQ/VH - IQ+0 15 [1],

Explosive Fireball IQ/H - IQ+3 18 [4], Fear IQ/H - IQ+1 16 [1], Final Rest IQ/H - IQ+1 16 [1], Find Weakness IQ/H - IQ+1 16 [1], Fireball IQ/H - IQ+3 18 [4], Foolishness IQ/H - IQ+1 16 [1], Great Haste IQ/VH - IQ+1 16 [2], Haste IQ/H - IQ+1 16 [1], Heal Plant IQ/H - IQ+1 16 [1], Identify Plant IQ/H - IQ+1 16 [1], Identify Spell IQ/H - IQ+1 16 [1], Ignite Fire IQ/H - IQ+1 16 [1], Infravision IQ/H - IQ+1 16 [1], Inspired Creation IQ/VH - IQ+0 15 [1], Instant Regeneration IQ/VH - IQ+0 15 [1], Itch IQ/H - IQ+1 16 [1], Keen Vision IQ/H - IQ+1 16 [1], Lend Energy IQ/H - IQ+1 16 [1], Lend Vitality IQ/H - IQ+1 16 [1], Light IQ/H - IQ+1 16 [1], Mage Light IQ/H - IQ+1 16 [1], Mage Sight IQ/H - IQ+1 16 [1], Magic Resistance IQ/H - IQ+1 16 [1], Major Healing IQ/VH - IQ+0 15 [1], Mass Zombie IQ/VH - IQ+0 15 [1], Materialize IQ/H - IQ+1 16 [1], Minor Healing IQ/H - IQ+1 16 [1], Missile Shield IQ/H - IQ+1 16 [1], Night Vision IQ/H - IQ+1 16 [1], Pain IQ/H - IQ+1 16 [1], Pentagram IQ/H - IQ+1 16 [1], Persuasion IQ/H - IQ+1 16 [1], Plant Growth IQ/H - IQ+1 16 [1], Powerstone IQ/H - IQ+1 16 [1], Purify Air IQ/H - IQ+1 16 [1], Purify Earth IQ/H - IQ+1 16 [1], Purify Food IQ/H - IQ+1 16 [1], Purify Water IQ/H - IQ+1 16 [1], Recover Energy IQ/H - IQ+3 18 [4], Regeneration IQ/VH - IQ+0 15 [1], Remove Curse IQ/H - IQ+1 16 [1], Repel Spirits IQ/H - IQ+1 16 [1], Restoration IQ/VH - IQ+0 15 [1], Resurrection IQ/VH - IQ+0 15 [1], Scribe IQ/H - IQ+1 16 [1], Scryguard IQ/H - IQ+1 16 [1], See Invisible IQ/H - IQ+1 16 [1], Seek Earth IQ/H - IQ+1

16 [1], Seek Plant IQ/H - IQ+1 16 [1], Seek Water IQ/H - IQ+1 16 [1], Sense Emotion IQ/H - IQ+1 16 [1], Sense Foes IQ/H - IQ+1 16 [1], Sense Spirit IQ/H - IQ+1 16 [1], Shape Earth IQ/H - IQ+1 16 [1], Shape Fire IQ/H - IQ+1 16 [1], Shield IQ/H - IQ+1 16 [1], Simple Illusion IQ/H - IQ+1 16 [1], Slow Fall IQ/H - IQ+1 16 [1], Solidify IQ/H - IQ+1 16 [1], Sound IQ/H - IQ+1 16 [1], Spasm IQ/H - IQ+1 16 [1], Spell Shield IQ/H - IQ+1 16 [1], Staff IQ/H - IQ+1 16 [1], Steal Energy IQ/H - IQ+1 16 [1], Stun IQ/H - IQ+1 16 [1], Summon Spirit IQ/H - IQ+1 16 [1], Test Food IQ/H - IQ+1 16 [1], Turn Spirit IQ/H - IQ+1 16 [1], Turn Zombie IQ/H - IQ+1 16 [1], Voices IQ/H - IQ+1 16 [1], Ward IQ/H - IQ+1 16 [1], Zombie IQ/H - IQ+1 16 [1], Zombie Summoning IQ/H - IQ+1 16 [1]

Stats [210] Ads [182] Disads [-70] Quirks [-5] Skills [70]
Spells [113] = Total [500]

Baron Edwin's Scarlet Skulls (infantry mercenary regiment) enjoys a surprisingly good reputation, given that it's a technically illegal mercenary regiment being led by an open necromancer. It's partially due to the regiment's professionalism, and partially because of Baron Edwin himself. Most people find it politic to be civil to someone competent in magic, fighting, *and* war, if at all possible. Edwin is happy to make it possible.

He is in fact a landed nobleman. The Barony of Reoss may be small (located east of Raphael, in Western Megalos), but House Skulod has held those lands since the 17th Century. The family has always had a strain of magical ability flowing through it, and it manifested powerfully in Edwin; he animated his first dead rat at the age of seven, and received the best magical education his family's (somewhat constrained) money could buy.

Edwin was not just a necromancer (with strict ethical constraints), though; he also showed an early understanding of strategy and tactics, and a reasonable competence in personal combat. His unique combination of skills led him to seek out the mercenary trade, where he quickly carved out a space for himself as a reliable commander of men who could handle *unusual* situations with a minimum of fuss, and no over-reactions. It made Edwin wealthy, and his barony healthy; more importantly, it gives him and the Scarlet Skulls a measure of protection. Edwin has a number of exemptions and indulgences that allow him and his regiment to operate. He is disinterested in jeopardizing that.

Personality: Edwin is not a bad person, and his regiment is not an instrument of evil. He will not commit atrocities, eschews black magic, and is largely blameless in his personal habits. He remains a necromancer nonetheless,

which makes him a fundamentally lonely person. His family has found it surprisingly difficult to secure him a suitable match, despite Edwin's wealth and connections, and this is beginning to worry him. It also causes him to focus on the well-being and care of the Scarlet Skulls more than perhaps he should. A threat to his regiment might affect the man more than a threat to his person would.

Tactics: Edwin has no particular bloodlust, and his own code of honor keeps him from using lethal force on someone clearly unable to cause him harm. Edwin will not hesitate to use a blade or a fireball against someone who is merely ill-advised enough to attack him, though. And when there's a battle, well, it's a battle. People die in those.

Most of his necromantic spells aren't really suitable for combat, but if Edwin has the chance he'll happily 'process' a battlefield after a skirmish by casting Zombie on corpses, then using Steal Energy on captured enemies to boost his Fatigue back up (he sees this as a humane way to neutralize prisoners without harming them, as it just knocks them harmlessly unconscious). The zombies he makes are used up as quickly as possible: long experience has shown that people get nervous around

necromancers with hordes of Undead servants. More importantly, so does Megalan law.

Typical Scarlet Skull soldier

ST 11, DX 13, IQ 11, HT 11 [10], HP 11, Will 11, Per 11, FP 11

Basic Lift 24, Damage 1d-1/1d+1, Basic Speed 6, Basic Move 6, Ground Move 6, Water Move 1

Social Background, TL: 3, Cultural Familiarities: Western (Native), Languages: Anglish (Native)

Advantages: Combat Reflexes, Fit, Patron (Regiment) (9 or less)

Disadvantages: Code of Honor (Stays Bought), Duty (Soldier) (15 or less (almost always))

Skills: Armoury/TL3 (Body Armor) 11, Armoury/TL3 (Melee Weapons) 11, Brawling DX/E 15, Broadsword 13, Carousing 11, Crossbow 15, Fast-Draw (Sword) 16, Hiking 11, Polearm 14, Riding 13, Running 10, Shield (Shield) 15, Soldier/TL3 12, Streetwise 10, Tactics 10, Wrestling 12 [1]

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