

SIR BYRON NORRISH THE THIRD (BARREN KNIGHT)

Sir Byron Norrish the Third has wanted to be a Barren Knight like his ancestors before him for as long as he can remember. His father and uncles taught the young warrior as much as they could to prepare him for his dream, enforcing a regimented discipline that ensured he would be well tempered for the life ahead of him. However, Byron's mother did not relinquish her claim to her son so easily.

Lady Norrish saw to it the Byron's education was provided for, with an emphasis on classic literature and science. Byron attempted to please his mother, but the texts could not hold his mind from straying back to his more martial, and to his thinking, exciting training. Still some of what she strived to teach him took, with Byron developing a habit of speaking like the knights in the stories and histories he read.

When Byron came of age to begin his own quest to earn his spurs, he was well prepared. His uncle Fredrick Norrish accompanied him for his first year, the pair guiding merchant caravans, investigating storm torn oddities, and monitoring Malakar movements within the various Barren regions about ScatterPoint. Once that year had past, Byron was given more freedom to choose which of the various tasks the Knights engaged in and how to pursue them.

Byron Norrish the Third is a large man, standing over six feet tall with a lean, muscled build. His pale blue eyes stare out from chiseled features that are covered by a mane of light brown hair. When he speaks it is in a deep baritone, emphasizing a more classical, though archaic speech pattern that Byron developed growing up.

Byron is typically heavily armored, except when resting under the stars or within the protected walls of secured locations. As for his weapons, he is never without them, having learned that a Knight should always be prepared to defend others. If the situation demands a compromise, Byron will begrudgingly peace bond his blade to preserve civilities.

PC Notes: Byron offers a martial oriented character with an affiliation to an active group within ScatterPoint. His barren oriented skills make him an asset to any group spending time adventuring outside the city districts. Given his chivalry minded outlook, involving Byron in jobs where there are wrongs to be righted or damsels saved should be very easy.

ATTRIBUTES

Agility:	D8
Smarts:	D6
Spirit:	D6
Strength:	D8
Vigor:	D8
Pace:	6
Parry:	5
Toughness:	8 (2)
Charisma:	0



HINDRANCES

Racial: N/A

Major: Code of Honor

Minor: Obligations (Knights of the Barrens)

Minor: Quirk (Speaks with thees & thous)

EDGES

Racial: Quick

Starting: N/A

STARTING EQUIPMENT

ChainJack

Long Sword

Shatter Stones (2)

Basic Adventuring Gear

SKILL COST	SKILLS	DIE TYPE
2	Fighting	D6
2	Guts	D6
2	Healing	D6
2	Knowledge (The Barrens)	D6
2	Notice	D6
1	Riding	D4
2	Survival	D6
1	Throwing	D4
1	Tracking	D4
15	Total	

FOR THE GAMEMASTER

NPC Notes: Use those listed under *PC Notes*. In addition, Byron makes for an excellent contact for a character that wishes ties with the Barren Knights. Furthermore, given his range of travel, Byron offers a means to keep characters abreast of possible adventuring opportunities in the barrens, via rumors or first hand accounts.

ADVENTURE SEED: ARMS RACE

The jobbers are traveling within the barren region of Iron Hollows during the afternoon; they see off in the far distance what appear to be Malakar nomads moving along the horizon in the direction of Ebon Eaves.

A couple of hours later, as the jobbers continue on their way, they are set upon by a large group of Malakar raiders. As the ambush erupts, the jobbers notice an armored newt rider charging into the battle, laying about with a longsword into the Malakar warriors.

After the engagement, the rider dismounts, removes his helm, and introduces himself as Sir Byron Norrish the Third. He asks the jobbers if they have seen any other sign of Malakar within the area. Provided that the jobbers tell him of the nomads, Byron asks for their aid for the good of ScatterPoint.

The Malakar nomads have obtained a large number of rifles and munitions. These are being taken to Ebon Eaves. As Ebon Eaves is too well fortified and guarded to retrieve the weapons once they are delivered, Byron needs to intercept the Malakar nomads before they arrive. Given the number of Talus worshipping Malakar involved, Byron knows that he needs allies. If the jobbers will not aid him for altruistic reasons, Sir Norrish offers them a monetary reward for their help in stopping the nomads and helping him transport the weapons to the nearest city district.

Provided the jobbers agree they must race after the Malakar, pushing into the night to catch up to the nomad's camp. Once there they must contend with possible fatigue from their force march. In addition, they find a well secured campsite with several tents, along with some tethered skirrs and a pack of growlers. From there the jobbers must decide on how to secure the weapons and return them to the nearest city district.

If the jobbers and Sir Byron are successful, whatever approach they take, the Barren Knight makes good on his word, paying the jobbers a substantial sum for their assistance.

LEVEL ADVANCEMENTS	
5	<i>Fighting (D8) & Riding (D6)</i>
10	<i>Guts (D8)</i>
15	<i>Knowledge: The Barrens (D8)</i>
20	<i>Knight of the Barrens</i>
25	<i>Combat Reflexes</i>
30	<i>Nerves of Steel</i>
35	<i>Riding (D8) & Throwing (D6)</i>
40	<i>Strength (D10)</i>
45	<i>Throwing (D8) & Tracking (D6)</i>
50	<i>Quick Draw</i>
55	<i>First Strike</i>
60	<i>Vigor (D10)</i>
65	<i>Sweep</i>
70	<i>Fighting (D10)</i>
75	<i>Improved Sweep</i>
80	<i>Spirit (D8)</i>

S	<i>Platemail & Helm, Runic Longsword</i>
V	<i>Rune Crafted Plate (Brawny) & Rune Crafted Helm (Alertness)</i>
H	<i>Superior Newt with Runic Barding</i>
L	<i>Rune Render (Runic Longsword +3 with Improved Arcane Resistance)</i>