

Almwith Maurin

Half-orc, Lawful Good

Armor Class 18

Hit Points 53

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	10 (+0)	13 (+2)	8 (-1)

Actions

Pistol Shot. Two attacks. . +6 to hit, does 3d10+2 piercing damage. Reload property 3 (After firing off six rounds, or three turns, she must take an action to reload her pistol.) Range: 60/240

Unarmed Attack. +5 to hit, deals 1d8 damage.

ROLEPLAYING INFORMATION

Almwith is a twenty-two year old half orc and stands at 6'2", a skilled gunslinger who witnessed the murder of her father (the town mayor) at twelve. She vowed to avenge her father and has trained for the past ten years to do so, but now finds herself on a cold trail, having hidden from the murderers for so many years. She speaks with a quiet voice that appears disproportionate to her imposing figure, as she's spent much of her life in hiding and obscurity from the men who killed her father. Her closest friend is Baylen, the innkeeper in the town who took her in when she escaped from her home ten years ago. Though the church in the town has fallen into disrepair, Almwith still visits, and has set it up as a firing range.

Ideal: "Justice. I want to one day protect those unable to protect themselves."

Bond: "Baylen. He took me in when no one else would. He's practically a father to me."

Flaw: Often torn between the right thing and the safe thing. "I know this is wrong. But I'm not strong enough to face it on my own."

Secret: Almwith prayed to the local deity for help in a moment of desperation, though she spurned them after the death of her father ten years ago.