



# Disposable NPC Record: Bandits

The Company of the Emerald Eagle are mostly peasants who've fallen on hard times, but a few really just like the thrill of the hunt.

Name	Ability & damage capacity		Armor   Vital						Armor   Extremities						Notes												
			Blunt	Cut	Pierce	Burn	Shock	Acid	Blunt	Cut	Pierce	Burn	Shock	Acid													
Thenchad	2	□□□□□	1	□□□□□	5	4	3	3	3	3	2	2	3	1	2	2	2	Gambeson + heavy cloth	Long blond hair								
Weapon: Spear		Optimal: 2-3		Max: 3		Blunt: [2]		Cut: 3		Pierce: 8		Break: 8						1									
Marlos	2	□□□□□	1	□□□□□	5	4	3	3	3	3	2	3	3	2	2	2	2	Gambeson + leather	Nasty teeth								
Weapon: Hand-axe		Optimal: 1-1		Max: 1		Blunt: [2]		Cut: 8		Pierce: n/a		Break: 8						2									
Ethres	2	□□□□□	1	□□□□□	5	4	3	3	3	3	2	2	3	1	2	2	2	Gambeson + heavy cloth	Only cares about money								
Weapon: Short bow		Optimal: 2-50		Max: 100		Blunt: [2]		Cut: n/a		Pierce: 5		Break: 7						3									
Terjada	2	□□□□□	1	□□□□□	5	4	3	3	3	3	2	3	3	2	2	2	2	Gambeson + leather	Always talks in single words								
Weapon: Spear		Optimal: 2-3		Max: 3		Blunt: [2]		Cut: 3		Pierce: 8		Break: 8						4									
Yaolas	2	□□□□□	1	□□□□□	5	4	3	3	3	3	2	2	3	1	2	2	2	Gambeson + heavy cloth	Constantly scratching								
Weapon: Falchion		Optimal: 1-2		Max: 2		Blunt: 3		Cut: 8		Pierce: 3		Break: 9						5									
Dansish	2	□□□□□	1	□□□□□	5	4	3	3	3	3	2	3	3	2	2	2	2	Gambeson + leather	Short and thin								
Weapon: Short bow		Optimal: 2-50		Max: 100		Blunt: [2]		Cut: n/a		Pierce: 5		Break: 7						6									
Ertwitha	2	□□□□□	1	□□□□□	5	4	3	3	3	3	2	2	3	1	2	2	2	Gambeson + heavy cloth	Laughs loudly								
Weapon: Hand-axe		Optimal: 1-1		Max: 1		Blunt: [2]		Cut: 8		Pierce: n/a		Break: 8						7									
Erches	2	□□□□□	1	□□□□□	5	4	3	3	3	3	2	3	3	2	2	2	2	Gambeson + leather	Acts drunk								
Weapon: Falchion		Optimal: 1-2		Max: 2		Blunt: 3		Cut: 8		Pierce: 3		Break: 9						8									
Erdda	2	■	■	■	■	■	1	□	□	□	□	5	4	3	3	3	3	2	2	3	1	2	2	2	Gambeson + heavy cloth	Covered in tattoos	
Weapon: Club		Optimal: 1-2		Max: 2		Blunt: 5		Cut: n/a		Pierce: n/a		Break: 8						9									
Koddreth	2	■	■	■	■	■	1	□	□	□	□	3	3	2	2	2	2	2	2	2	3	1	2	2	2	Leather + heavy cloth	Jingles coins
Weapon: Spear		Optimal: 2-3		Max: 3		Blunt: [2]		Cut: 3		Pierce: 8		Break: 8						10									
Gembol	2	■	■	■	■	■	1	□	□	□	□	5	4	3	3	3	3	2	2	2	3	1	2	2	2	Gambeson + heavy cloth	Holds weapon unusually
Weapon: Club		Optimal: 1-2		Max: 2		Blunt: 5		Cut: n/a		Pierce: n/a		Break: 8						11									
Terolla	2	■	■	■	■	■	1	□	□	□	□	3	3	2	2	2	2	2	2	2	3	1	2	2	2	Leather + heavy cloth	Cracks knuckles
Weapon: Spiked club		Optimal: 1-2		Max: 2		Blunt: 5		Cut: n/a		Pierce: 3		Break: 8						12									
Santoth	2	■	■	■	■	■	1	□	□	□	□	5	4	3	3	3	3	2	2	2	3	1	2	2	2	Gambeson + heavy cloth	Hungry
Weapon: Spear		Optimal: 2-3		Max: 3		Blunt: [2]		Cut: 3		Pierce: 8		Break: 8						13									
Staejad	2	■	■	■	■	■	1	□	□	□	□	3	3	2	2	2	2	2	2	2	3	1	2	2	2	Leather + heavy cloth	Hums
Weapon: Club		Optimal: 1-2		Max: 2		Blunt: 5		Cut: n/a		Pierce: n/a		Break: 8						14									
Bathtir	2	■	■	■	■	■	1	□	□	□	□	3	3	2	2	2	2	2	2	2	3	1	2	2	2	Leather + heavy cloth	Raspy voice
Weapon: Hand-axe		Optimal: 1-1		Max: 1		Blunt: [2]		Cut: 8		Pierce: n/a		Break: 8						15									
Pereton	2	■	■	■	■	■	1	□	□	□	□	2	3	1	2	2	2	2	2	2	3	1	2	2	2	Heavy cloth	Bald
Weapon: Spiked club		Optimal: 1-2		Max: 2		Blunt: 5		Cut: n/a		Pierce: 3		Break: 8						16									