

Hermes/Hermione of Hoggetowne: The toughest and bravest of his/her family. He/she tends to solve every problem by rushing in and fighting, shouting, drinking anything that looks even vaguely alcoholic (turpentine/rat poison/lamp oil etc.), and then stealing anything not nailed down (of course this doesn't stop her/him as he/she simply steals the nails as well).

Ivanhoe: The son of Cedric/Cerdwyn; Ivanhoe is a Saxon knight who is deeply loyal to King Richard. He represents the epitome of the knightly code of chivalry, heroism, and honor.

Little John: Little John is the extremely loyal best friend and sidekick to Robin Hood. Little John believes himself to be more cautious than Robin Hood and often reminds his friend of the potential consequences of his plans. He is an honorable man and a strong fighter.

Val the Vague: Val has a bad memory, so the rest of the Merry Men, in an effort to help him/her out, have given him a handy sign with "My Name is Val" written on it. Of course, all they had was some slate and chalk to write it with, and who would have supposed that unscrupulous folks would erase poor Val's name and give him/her a new one.

Will Scarlet: Will is hot-headed and tempestuous, but has a love of fine elegant clothes and is often seen wearing silk. He is the most skilled swordsman of the Merry Men.

Marian's Retainers

Knights and nobles who have chosen to stand by Marian's side regardless of her love for an outlaw. They are true friends in every sense, even if the rest of John's court shuns them.

Lady Caroline "Clucky" Smythe: Fiercely loyal to Marion whom she has taken care of since she was orphaned as a child. She is outspoken and opinionated, which has earned her her nom de plume after Marian received one too many tongue lashings. Clucky is determined to keep her charge safe.

Lady Rebecca "Becks" de Bracy: Rebecca has always looked up to Marian, seeing her as the big sister she never had. She firmly believes that everything Marian does is just the absolute best, and she could never, ever, EVER be wrong.

Lady Rowena "Row" Malvoisin: Rowena doesn't understand the charms of Robin Hood or the appeal of Sherwood Forest. She prefers the finer sides of courtly life, including regular bathing, pretty dresses (without holes or scorch marks), and the absence of six-legged creatures. She absolutely believes that Marian can, and should, do better, but will stick by her friend.

Mad Mardigan: Mardigan was once a valiant knight who served Marian's father. During the attack that left Marian an orphan, Mardigan was taken and held captive for months. The isolation left him/her with a few personality quirks and a strong case of paranoia. When he/she was released and made it back to court, she/he swore allegiance to Marian and vowed to protect as he/she failed to save her parents.

Hen Knights

Hard working women who've supported the men folk of Nottingham and Sherwood Forest, they are not about to let their husbands, sons, brothers, fathers and friends rot in jail while there is work to be done. They have banded together and are willing to storm the castle to get their family and friends back.

Aebba (Soldier): Wife of a noble Crusader gone off to fight alongside Richard, Aebba rejected the idea that she would pine alone at home until his return. She found her own way to keep the home fires burning by taking up her husband's sword. Aebba is fierce as a lion, believes that justice will always triumph over evil, and is driven by a burning sense of hope.

Blossom (Herbalist/Gardener): A daughter of the earth and sky, Blossom has unraveled mysteries of life that most folk never knew existed. Her pockets are full of every herb that grows and she knows them all, from the best cure for fever to what she swears is a unicorn's favorite tea at solstice. At times, her knowledge borders on the arcane...or just plain weird.

Bobbin (Tailor): A spinster living alone and making a living as a seamstress, Bobbin seems nice enough, but there's always something just a little bit off about the poor dear. She has a nervous disposition, always seems to be suffering from a sore throat, and is positively petrified at mentions of Richard's return. Of course, it couldn't be because 'she' is a deserter from the Holy Wars masquerading as a lonely seamstress. No. Don't be silly.

Prudence (Nun): Sister by birth and vow to Constance. Innocent and warm as spring sunshine, these virtuous sisters are out to help everyone in need...even people who didn't know they were in need! They're shy, moral, and thoroughly on the path of the righteous even though the path is big and scary and possibly full of swords.



Constance (Nun): Sister by birth and vow to Prudence. Innocent and warm as spring sunshine, these virtuous sisters are out to help everyone in need...even people who didn't know they were in need! They're shy, moral, and thoroughly on the path of the righteous even though the path is big and scary and possibly full of swords.

Daria Cecchini (Butcher): A butcher by trade and inclination, she sees the beauty in the art and is willing to argue that her work amounts to poetry; a combination of knowledge and consciousness that can bring people together at the table. No easy feat in a world where things are becoming too impersonal.

Ferra (Blacksmith): Ferra has helped to tend the forges since she was old enough to be around them and has taken more and more responsibility in the smithy over the years. She is staunchly independent, proud, and not afraid to roll up her sleeves to get things done.

Harriet (Haberdasher): Sour, dour, and serious as death itself, Hattie sees the world in neat lines and clear patterns. She believes in order above all else, logic and reason. She is, potentially, the sanest hatter in the history of the profession. And yes, she's heard the jokes. All of them. Just don't.

Jocosa (Tinker): Fiery, feisty, boundlessly curious and full of big ideas, Jocosa sees the world as a thing to be redesigned and made into a better version of itself. Unfortunately, she's not above using explosions and a small bit of chaos to make it happen.

Molly (Laundress): Not highly educated or exceedingly clever, Molly does have stubbornness and common sense on her side. She's had it up to here with foolish men getting under foot and throwing her life into disarray. She'll take Prince John by the ear if she has to to get things back to normal.

Queenie (Tavern Girl/Spy): A winsome, wily woman, Queenie has a sharp ear and a quick mind. she prefers cunning over force and isn't above using her charms to part fools from their coin...or their secrets. She's sly as a fox, far from useless, and has a big soft spot for Robin's men.

Knights Templar

Battle-hardened knights, fresh from the Crusades where they have been fighting alongside Richard. They have been given a small reprieve from the frontlines in order to escort the faithful who are returning on pilgrimage to the Holy Lands. While home, they will also be responsible for ensuring that all is in order in Richard's kingdom.

Grand Master Hugh/Helen de Payens (Huge Pain): Founder of the Knights Templar and creator of the Code of Conduct, she/he is fully committed to the ideals of the Knights Templar and feels he/she has found a worthy ally in Richard. Very serious and direct, he/she has little time for diplomacy or banal chit chat.

Sir/Dame Amberaldus: Sir/Dame Amberaldus is quite the favorite of the bar maids and ladies of the court, thinking he/she has the prettiest eyes. He/she doesn't play favorites, treating all women like they are royalty.

Sir/Dame Andre de Montbard: Sir/Dame Andre sings the tales of the knights, even if they wish she/he didn't. Sir/Dame Andre believes that there is nothing wrong with embellishing the tale to enhance his/her song.

Sir/Dame Geoffrey/Gillian Bison: This knight doesn't go looking for a fight, but because of everyone challenging him/her because of his/her size, he/she has turned into a very accomplished brawler.

Sir/Dame Gilbert/Gilda de Lacy: Sir/Dame Gilbert/Gilda is very prissy, caring more about his/her appearance than almost everything except his/her oath to the Knights Templar. Discussions about the newest fashion can easily distract him/her.

Sir Godfrey of Saint Omer: Sir Godfrey is the religious heart of the Knights Templar. He spends his days blessing everything. And we do mean everything.

Sir/Dame Gondamer/Gwendolyn: Sibling of Sir/Dame Rossal/Rosa, the two have a serious case of sibling rivalry, but are quick to defend each other when necessary. He and his brother are evenly matched, so the knightly feats always end up in a tie.

Laird/Lady Lachlan/Larissa Maclean, Baron of Ak'ham: Owner of one cubic meter of the Scottish Lowlands, Lachlan/Larissa is incredibly proud and protective of his/her land. Seeing all visitors as potential invaders,



Lachlan/Larissa joined up with the Templars in hopes of expanding his/her land claim. He/she has a bit of a napoleonic complex, and is constantly planting his/her flag to try and add to their collection.

Sir/Dame Rossal/Rosa: Sibling of Sir/Dame Gondamer/Gwendolyn, the two have a serious case of sibling rivalry but are quick to defend each other when necessary. Rossal tends to be the one to challenge his/her brother to knightly feats of daring.

Sir/Dame Thomas/Thomasina Berard: The peacekeeper among the Knights Templars, believing in talking problems out. He/she has become such a good negotiator that King Richard uses him/her to convince the nobles to keep funding the Crusade.

Sir/Dame William/Willow de Ferrari, 3rd Earl of Derby: Ferrari likes to go fast; after all, why walk when he/she can run, and why run when he/she can ride? He/she is always looking for a faster horse.

Sir/Dame William/Willamina Marshall (The Marshall): An honorable and stately knight, but because he/she once unhorsed then Prince Richard (and is the only person to ever do so) he/she feels the King should take his/her advice over his/her other advisors in matters of war and fighting.

THE BLACK SIDE

John's Court

A more rotten and villainous group of "nobles" would be hard to find. Hangers-on, power seekers, and mealy mouthed cowards make up the group that John calls "friends," always looking out for numero uno and eager to rub salt in anyone else's wounds, they shouldn't be trusted. With anything. Ever.

Chief Justicar Claude Frollo: Claude Frollo is a deeply religious man who tries to convince the people that his evil deeds are justified because they are God's will. He is an atrocious, cruel, prejudiced, sinister, vicious and cold government official who uses his place in power to meet his own extreme ends. *Claude Frollo longed to purge the world of vice and sin. And he saw corruption everywhere, except within.*

Cedric/Cerdwyn of Rotherwood: Ivanhoe's father/mother. Zealous about restoring Saxon independence. He/she disinherited his/her son for following Richard and is eager to get an opportunity to prove he/she was right to support John instead.

Lord/Lady Waldemar/Wilma Fitzurse: Prince John's chief advisor. While he/she has no great love for the prince, she/he has tied his/her political aspirations to John's success. Fitzurse is a cool, calculating, and treacherous power-seeker, who often reacts calmly to news that makes John panic.

Phillip/Phillipa Malvoisin: He/she is a Norman noble allied with Prince John. His/her terrifying and unyielding presence looms large over the weaker characters.

Robert of St. Albans: A Templar Knight who converted to Islam. Robert's conversion caused significant dismay among the Christians and sparked ill-will toward the Knights Templar in general.

Sir/Dame Brian/Brianna de Bois-Guilbert: He/she is a formidable fighter, but he/she is a weak moralist and often lets his/her temptations take control of him/her.

Sir/Dame Maurice de Bracy: A brave Knight who has a tendency to get angry at every situation, but in a desire to maintain his/her vows to the Order, the anger always comes across more humorous than anything else. Think Yosemite Sam or Ned Flanders.

Sir/Dame Reginald/Regina Front-de-Boeuf: A cruel and terrible noble, guilty of killing his/her own father. While the other Knights are catching ladies, Front-de-Boeuf is looking for people to torture in his/her dungeon. The most terrifying of the Knights because he/she seems to have no human connections and no morals.



Guards

The men and women of the Guard serve the Sheriff of Nottingham loyally; more or less. Not necessarily the sharpest swords in the armory, they have found a place in the guard that provides them with three meals a day and a free day once a month. It may not be much, but it's better than running 'round the forest or trying to eke out a living on the scraps the nobility leaves behind.

Corporal Swires: Not the most intelligent of the Guards, every mission he/she has been in charge of has been a failure. Often makes suggestions like "Can we swim there?" after another has said it's too far to walk, he/she hasn't many good ideas, but is always trying to contribute for the sake of being a team player.

Corporal Favian: Favian had been organizing meetings, trying to rouse the citizens, and complaining about the Guard treating them unfairly. When she/he complained to the Sheriff, Favian was offered a position in the Watch so that he/she might give insights on how matters could be better handled. She/he then quickly became the main source of complaints made to the Sheriff by citizens, and has quickly become jaded in the role.

Corporal Gramalkyn: A weasely little man/woman. In his/her desperation to avoid a shouting-at, he/she throws others to the wolves. He/she gets a substantial income from accepting bribes and demanding "protection money."

Corporal Hadrian: The first, and only, member of the forensics department of the Nottingham Guards. Originally trained as an alchemist, Hadrian had to leave the Alchemists' Guild to join the watch after an incident involving a small explosion and the head of the Guild. Relies heavily on science to solve the problems that often arise in the guard's quest to capture Robin Hood.

Corporal Peyton: Peyton has been a corporal in the guards for quite a while, and is quite determined to stay at that rank. He/she is unusually perceptive about being used by authority and knows all about why not to volunteer, no matter how many incentives are offered. Lacking the maliciousness, stupid bravery, or hubris of genuinely unsavory characters, Corporal Peyton ain't half bad, and she/he looks after his/her mates, but he/she looks after themself first and foremost.

Corporal Wilkins: Seldom knowingly nice or kind, Wilkins is an old-school guard who believes that power should be used, and likes nothing better than throwing the local peasants in jail and enjoys her/himself immensely when he/she gets to fight.

Lieutenant Cartwright: Personal aide to the Sheriff of Nottingham, Cartwright is a quiet, studious person, ever adept at performing whatever task the Sheriff requires. He/she is an excellent clerk, and cannot abide such malpractices as deliberate misfiling or failure to fill out all required reports.

Sergeant Shuffy: A long-time member of the guards, serving most of that time as sergeant. Currently the most senior member of the guards, he/she finds that being sergeant was the role he/she was born to fill. He doesn't like to chase criminals or rush into the fracas, because no good comes from dying on duty. Instead, he/she spends most of his/her patrol time guarding large stationary objects. Thanks to this policy, almost none of the town's major landmarks have ever been stolen.

Sergeant Detritus: Has a big voice and can shout until the suspect/prisoner confesses without knowing what it is that he/she is supposed to confess to. He/she is also the main drill sergeant training new recruits, as the Nottingham Guard grows. Detritus is sometimes described as being as over-protective as a mother hen to the recruits.

Teutonic Knights

These holy warriors have journeyed from Austria at the behest of Pope Innocent III to secure the Divine Right of King John to rule England. These knights have been (sent as a gift for Princess Joan/sent as reinforcements for Sir Guy) and are given permission to treat the rebel Englishmen no differently than other heretics.

Brother/Sister Knight Backpfeifengesicht: Preferring to go unarmed, or just go into battle with a shield, Backpfeifengesicht is a firm believer in the idea that 'Some heretics just need a solid backhand to the face to set them right'. Though, considering such treatment tends to leave said heretics unable to beg for forgiveness, some amongst the Teutonic Order question Backpfeifengesicht's beliefs.

Brother/Sister Knight Dreikäsehoch: Said to have a temper no longer than three cheeses high, Dreikäsehoch does everything



by short measures: eat, sleep, get angry, forgive—there is nothing about this knight that lasts long.

Brother/Sister Knight Erklärungsnot: Erklärungsnot is the type to do many things by half measures—and have no excuse for why they did such a thing. It is always after being reprimanded and being left alone for a moment or two that a reasonable explanation finally comes to mind: far little too late.

Brother/Sister Knight Fernweh: The medic of the company of knights, Fernweh believes the grass is always greener...somewhere, anywhere, else. Whenever a fellow knight is injured, Fernweh devolves into a soliloquy of how if they were anywhere but here this never would have happened. It has become well-known to the other knights that no matter where they are Fernweh just wants to be somewhere else: though it seems to be doubly true whenever they return home to Austria and Fernweh's family finds out. The lamentations of being here and not somewhere else are the loudest at those moments.

Brother/Sister Knight Fremdschämen: Schadenfreude's aunt's uncle's cousin four times removed, Fremdschämen is nothing like the Komtur. Where Schadenfreude laughs at the pain of others, Fremdschämen can only sympathize and feel pity for them. Too many times has Treppenwitz fallen which provoked laughter from Schadenfreude and provoked Fremdschämen to feel nauseous with sympathetic embarrassment...making Schadenfreude laugh all the harder.

Brother/Sister Knight Sitzfleisch: Able to withstand the most boring of times, Sitzfleisch has weathered bureaucratic storms with the best of them. An up-jumped Quartermaster for Schadenfreude, Sitzfleisch not only knows all the necessary legal loopholes to procure and commandeer what is required, but knows all the necessary legalese to have literally bored pagans to death.

Brother/Sister Knight Weichei: An odd sight amongst such a renowned order, Weichei is a bit of a coward. This is not to say that they have never successfully won a fight, just that they seem to win more in spite of their cowardice than because of any martial skill. During one battle, Weichei fled from two enemies and narrowly missed tripping into a moat—the two enemies, however, did not—earning Weichei a promotion, as one of the enemies had been the leader of the heretic army. Since then, numerous accidental victories have seen Weichei promoted further and further into the frontlines, when they only wanted to be an accountant.

Brother/Sister Knight Zugenbrecher: Zugenbrecher is the personal information gatherer of Schadenfreude—renowned for use of Draconian ways that involve the twisting of tongues to get even the most reticent of heretics to speak. Zugenbrecher's most feared tactic involves a young girl named Sally and the mystery of the three shells

Brother/Sister Knight-Sergeant Treppenwitz): Typically, the butt of all of Schadenfreude's amusement, Treppenwitz has the misfortune to be particularly clumsy for one of such an austere and renowned Order. Living in constant fear of stairs - "My mortal enemy and a weapon of heresy", as Treppenwitz claims—there has been more than one heretic who escaped the righteous punishment of the Church by climbing onto a stepladder and refusing to come down.

Komtur Schadenfreude: Taking delight in the failures of others, Komtur Schadenfreude is always ready to encourage others to do their best, to reach for the stars, to strive for their dreams... because it's always much funnier when they fail. Schadenfreude embodies the ideals of the Teutonic Order: strength, perseverance, and undying loyalty to the Emprah.

