Character: Jaspar

Player: visibleman

Saga:

Setting: Spring 1222

house:

Age: 36 (33) Size: 0 Confidence: 2 (5)

Decrepitude: o	Carping: o (o)
Effects of Aging:	Effects of Warping:

Unaracterist	1168		
		DESCRIPTION	SCORE
Intelligence	Int		-1
Perception	Per		+1
Presence	Pre		0
Communication	Com		+2
Strength	Str		+2
Stamina	Sta		+2
Dexterity	Dex		+1
Quickness	Qik		0

Virtues and Plaws

Independent Study (Minor, General)

Self-Confident (Confidence: +1) (Minor, General)

Redcap (Enchanted Devices: 72/72) (Major, Social Status);

Enchanted Devices: 72/72

Well-Traveled (50/50) (Minor, General)

Warrior (50/50) (Minor, General)

Merchant Adventuer (Minor, Social); Note: Virtual virtue added for content detail., Note: C&G p08. The character is in command of a ship, and a crew. The character has sufficient capital for a cargo, but may have substantial debts, which may be represented by the Favors Flaw. Further details are given in the main body of this chapter. The Redcap Virtue may substitute for this virtue.

Social Contacts (Ports) (Minor, General)

Transformed Human (Major, Supernatural); Note: RoP:M p47. The character has been transformed by the power of Magic, losing his mundane nature and changing into a supernatural being. Initially the character has a Might Score of 0 and no Magic Qualities, though the player may take a number of Magic Inferiorities equal to his maximum allotment of Flaws during this transformation - three points for a grog character, and ten for a magus or companion - and gaining a corresponding number of Magic Qualities. The magic character also gains an Essential Trait at +3 that describes the character's origin or true form, what the character is at a fundamental level. This should be related to the Form of the character's Might in some way.

Improved Characteristics (Minor, General)

Wilderness Sense (Minor, Supernatural)

Ability Block (Logic (Artes Liberales, Philosophiae, any Law, Medicine, and Theology)) (Minor, General) Incomprehensible (Minor, General)



Birth Name:	
Year Born: 1186	
Gender: Male	
Race/Nationality:	
Birth Place: Flanders	
Religion: Christian	
Title: Captain	
Height: 5'11"	
Weight: 195 lbs	
Hair: White, tied back	
Eyes: The colour of the Sea	
Handedness: Left	

Abi	lities	
Exp.	ABILITY (SPECIALTY)	SCORE
0	Low German (Flemish)	5
15	Anglic (English)	2
	Latin (hermetic usage)	3
15	Area Lore: English Channel (ports)	2
30	Athletics (jumping)	$\frac{3}{3}$
30		3
30	Bargain * (hospitailty)	
30	Brawl (dodge)	3
30	Charm * (first impressions)	3
15	Concentration (maintaining powers)	$\frac{2}{3}$
30	Etiquette * (hermetic magi)	
30	Folk Ken (townsfolk)	3
30	Guile * (fast talk)	$\frac{3}{3}$
30	Hunt (big prey)	3
30	Intrigue (gossip)	3
50	Leadership * (crew)	4
15	Magic Lore (magical traditions)	2
15	Order of Hermes Lore (covenants)	2
25	Ship Captain (navigation) (10)	2

Powers

Lungs of Drowning (Lesser: 40): Points: 0, Initiative: Qik-8, Form:
Aquam, Range: Eye, +1, Duration: Conc, +1, Target: Part, +1,
Level: CrAq20, Design: 20 levels, Base 4, +1 Eye, +1 Conc, +1
Part, Corpus requisite, -4 Might cost

As Fast As A Fish (Lesser: 10): Points: 0, Initiative: Qik-2, Form:
Corpus, Range: Per, +0, Duration: Sun, +2, Target: Ind, +0, Level:
MuCo5, Design: 5 levels, Base 2, +2 Sun, +1 constant, -1 Might
cost, Constant Power: +1. He swims as fast as a fish.

Virtues and Plaws Master Of None (Minor, General); Note: Grogs. p81. Either by choice or circumstance, this character never seems to be able to stick at a task or job for longer than a season, usually following the work as it moves through the year. As a result, this character can't apply any experience points earned to an Ability or Art that they have already applied experience points to this year. Where they can't be applied to a different Ability or Art, the experience points are lost. Experience points gained through other virtues, such as Secondary Insight, are unaffected and may be applied normally. Overconfident (3, Personality) Enemies (Eustace the Monk (a Pirate)) (Major, Story). https://en.wikipedia.org/wiki/Eustace the Monk Fickle Nature (Stormy/Serene) (Minor, Personality); Note: A&A P134. The character swings between two types of personality behaviors that are directly opposite. There is no middle ground, so the character is always either displaying traits of one behavior or the other. Select a Personal-ity Trait at 4, and its opposite at +4. Typical Personality Traits are: Happy and Sad, Energetic and Lazy, Confident and Diffident, or Proud and Humble. Greater Malediction (Weak Magic Resistance when caught in a net.) (Major, Supernatural). Any form of magic resistance you generate is much weaker under relatively common circumstances which are fairly easy for an opponent to utilize, such as when you are wet or facing away from the caster of the spell. If the conditions are met, do not subtract the level of the effect from the casting total before calculating Penetration. You would be well advised to keep your weakness from being discovered by too many potential enemies. Anchored to the Sea (Minor, General); Penalty: -3. The character suffers from feelings of loneliness and depression when she cannot see or hear a particular type of environment. In game terms, the character has a -3 penalty to all rolls when traveling through any other sort of environment (it is assumed that once the character has time to recover from the journey, she will find some reminder of her natural environment to help her rest). For example, a character who is Anchored to the Sea would suffer the penalty when traveling overland, but once settled can easily comfort herself - with the sound of the sea heard in a sea shell, perhaps. Environmental Sensitivity (Hot Dry Air) (Minor, General); Penalty: -3, Note: RoP:M p48. The character is unusually sensitive to an uncommon environmental feature, such as bad air, salt water, or extreme temperatures. Whenever the character is exposed to these conditions, he has a -3 penalty to his Stamina for any debilitation checks (see ArM5, page 180). Uncertain Faith (Minor, General). Whether through a flaw in the character's understanding of doctrine, a moral turmoil, the disheartening absolution of repeated sins, or exposure to conflicting philosophies, he finds it hard to fully express devotion to his faith. Some element of doubt stands between him and the Divine, and all rolls for holy influence, tempering an aura, invoking God's aid, or invoking a saint or baraka (see Realms of Power: The Divine) suffer a -3 penalty. The character also has an "Uncertain Faith" Personality Trait at +1 that describes this conflict or doubt, which always provides demons with an opportunity to sow further doubt through their Obsession power (Realms of Power: The Infernal, page 31).

Powers Captain.chr, 27/09/2021, Page 2

Abilities

15

Exp. ABILITY (SPECIALTY)

Stealth (sneak)

Swim (sea)

Survival (coastal)

45 Wilderness Sense (weather)

Single Weapon (Sword, Long)

Thrown Weapon (Spear, Short (Thrown))

SCORE

4

3

2

4

2

Minor Virtue (Improved Characteristics) (Minor, Quality) Minor Virtue (Wilderness Sense) (Minor, Quality)

Major Flaw (Greater Malediction) (Major, Inferiority)

Minor Flaw (Fickle Nature (Stormy/Serene)) (Minor, Inferiority) Minor Flaw (Anchored to the Land) (Minor, Inferiority) Minor Flaw (Environmental Sensitivity) (Minor, Inferiority)

Oualities and Inferiorities

Temporary Might (Major, Inferiority)

Improved Might × 5 (Minor, Quality) Lesser Power × 2: 50/50 (Minor, Quality)

Personality Traits so	CORE	Reputation	ns				SCORE
Uncertain Faith	+1						
Stormy Serene	+4						
Tireless (Essential Trait)* (Sta)	+3						
Theress (Essential Trait) (sta)							
50 at a s							
Dotes							
		77 1					
Patigue Levels		Tounds	RANGE	NUMBER	PENALTY NOTES		
Fresh	Lig	ght Wounds	1-5		-1		
	Me	edium Wounds	6-10		-3		
-1 10 min. Weary	Не	avy Wounds	11-15		-5		
		capacitated	16-20				
<u> </u>	De	ad	21+				
	7	Tunnan Soak	+12 = +2	Sta) + 10 (prot) + 0 (Vir	tues)		
2 hrs. Unconscious				uberk (Item of Quality:		: protect	ion: 10.
		load			,	1	
Capons Qik+V	Wean-Enc	= INIT Dex+Abil+V	Vean = ATK	Qik+Abil+Weap = DFN	Str+Wean = DAM	Load	Range
Nihil (Item of Quality: +4 harm huma 0	•		-	0 + 5 + 2 = +7	2 + 6 = +8	1	0
Spear, Short 0							0
	+2+0=		2 = +6	0+3+0=+3	2+5=+7		0
Fist 0	+ 0 + 0 =		0 = +4	0+3+0=+3	2 + 0 = +2		Touch
	- 1 + 0 =		0 = +4	0+3-1=+2	2 + 3 = +5		Touch
Dodge 0	+ 0 + 0 =	+() -	-	0+4+0=+4			Touch
Equipment							
Total Encumbrance 0, Burden: 2			Vis Pointi	ng Arrow (Creator: Clau	s Krampus: Create	d. Sprine	. 1211.
Horn of Benificent Breezes (Creator: Unkn	own; Cre	ated: Autumn		pacity: 4; Effect Name: In			
1198; Vis Capacity: 9; Effect Name: Win				; Effect Details: R: Voic			
Level: 15; Effect Details: R: Touch, D: Conc, T: Ind, Frequency: 6/day; When activated, the arrow will pull t							
			at, within Voice range.;		n: Base	1, +1	
			-2 Voice; Total Effect Le		Pr huss41	ina)	
				ibness (Item of Quality: d: Spring 1220; Vis Capa			
into the horn then sounding it.	cring me	command word		: +4 affect breathing & s			
It produces a strong wind that can drive a s	hip.			R: Per, D: Mom, T: Ind			
Campfire Hearthstone (Created: Autumn 12		Capacity: 12;		Base 10; Total Effect Lo		+4 on an	

rolls involving speaking.

Leather Scale Hauberk (Item of Quality: +7 protect wearer) (Load: 3;

Soak: 12; Protection: 10; Quality Armor: +7; Creator: Unknown;

Effect Name: Campfire; Effect Level: 20; Effect Details: R: Touch,

D: Sun, T: Ind, Frequency: 1/day; Arts: CrIg 20; Design: Base 4,

+2 Sun, +1 Touch, +1 dismissable; Total Effect Level: 20)

Equipment	
Created: Summer 1217; Vis Capacity: 8; Effect Name: Item of	
Quality (+7 protect wearer); Effect Level: 10; Effect Details: R:	
Per, D: Mom, T: Ind, Frequency: 1/day; Arts: MuAn 10; Design:	
Base 10; Total Effect Level: 10) Nihil (Item of Quality: +4 harm human and animal bodies) (Load: 1;	
Use Shield: Shield, Buckler; Initiative: +2; Attack: +14; Defense:	
+7; Damage: +8; Strength: 0; Ability: Single Weapon; Cost:	
Expensive; Atk: +8; Created: Spring 1222; Vis Capacity: 15; Effect	
Name: Item of Quality (+4 harm human and animal bodies); Effect Level: 10; Effect Details: R: Per, D: Mom, T: Ind, Frequency:	
1/day; Arts: MuTe 10; Design: Base 10; Total Effect Level: 10)	
Spear 1	
Survival Kit	
Aquam vis (3 xlt('Pawns') Aquam Vis; Pawns: 3; Art: Aquam;	
Physical Form: a sliver of unmelting ice in a locket.; Location: On a chain around his neck)	
Creo Vis (3 xlt('Pawns') Creo Vis; Pawns: 3; Art: Creo; Physical	
Form: 3 sparrow eggs; Location: A small wooden box in his	
quarters)	
50 ahaa	
Notes	