

Character: Jaspar

Player: visibleman

Saga:

Setting:

Spring 1222

House:

Age: 36 (33)

Size: 0

Confidence: 2 (5)

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Characteristics

	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 Flaws

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 Adventurer (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

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
0	Low German (Flemish)	5
15	Anglic (English)	2
30	Latin (hermetic usage)	3
15	Area Lore: English Channel (ports)	2
30	Athletics (jumping)	3
30	Awareness (alertness)	3
30	Bargain * (hospitality)	3
30	Brawl (dodge)	3
30	Charm * (first impressions)	3
15	Concentration (maintaining powers)	2
30	Etiquette * (hermetic magi)	3
30	Folk Ken (townsfolk)	3
30	Guile * (fast talk)	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.

Personality Traits	SCORE
Uncertain Faith	+1
Stormy	+4
Serene	+4
Tireless (Essential Trait)* (Sta)	+3

Reputations	SCORE

Notes

Fatigue Levels	Wounds	RANGE	NUMBER	PENALTY	NOTES
<input type="checkbox"/> Fresh	Light Wounds	1-5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-1	
<input type="checkbox"/> 0 2 min. Winded	Medium Wounds	6-10	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-3	
<input type="checkbox"/> -1 10 min. Weary	Heavy Wounds	11-15	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-5	
<input type="checkbox"/> -3 30 min. Tired	Incapacitated	16-20	<input type="checkbox"/>		
<input type="checkbox"/> -5 1 hr. Dazed	Dead	21+	<input type="checkbox"/>		
<input type="checkbox"/> 2 hrs. Unconscious	Armor Soak: +12 = +2 (Sta) + 10 (prot) + 0 (Virtues) Leather Scale Hauberk (Item of Quality: +7 protect wearer)*: protection: 10, load: 3				

Weapons	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Nihil (Item of Quality: +4 harm huma...	0 + 2 + 0 = +2	1 + 5 + 8 = +14	0 + 5 + 2 = +7	2 + 6 = +8	1	0
Spear, Short	0 + 2 + 0 = +2	1 + 4 + 2 = +7	0 + 4 + 0 = +4	2 + 5 = +7	1	0
Spear, Short (Thrown)	0 + 2 + 0 = +2	1 + 3 + 2 = +6	0 + 3 + 0 = +3	2 + 5 = +7	--	0
Fist	0 + 0 + 0 = +0	1 + 3 + 0 = +4	0 + 3 + 0 = +3	2 + 0 = +2	--	Touch
Kick	0 - 1 + 0 = -1	1 + 3 + 0 = +4	0 + 3 - 1 = +2	2 + 3 = +5	--	Touch
Dodge	0 + 0 + 0 = +0	--	0 + 4 + 0 = +4	--	--	Touch

Equipment	
Total Encumbrance 0, Burden: 2	Vis Pointing Arrow (Creator: Claus Krampus; Created: Spring 1211; Vis Capacity: 4; Effect Name: Indicate the direction of Vis; Effect Level: 7; Effect Details: R: Voice, D: Diam, T: Ind, Frequency: 6/day; When activated, the arrow will pull towards any Vis it is pointed at, within Voice range.; Arts: InVi 4; Design: Base 1, +1 Diam, +2 Voice; Total Effect Level: 7)
Horn of Benificent Breezes (Creator: Unknown; Created: Autumn 1198; Vis Capacity: 9; Effect Name: Wind at your Back; Effect Level: 15; Effect Details: R: Touch, D: Conc, T: Ind, Frequency: 1/day, Concentration; Create a normal weather phenomenon: a cloud, wind, fog, rain from a cloud that already exists; Arts: CrAu 10; Design: Base 2, +1 Conc, +1 Touch, +2 very unnatural; Total Effect Level: 15) . Triggered by whispering the command word into the horn then sounding it.	Torc of Glibness (Item of Quality: +4 affect speaking & breathing) (Created: Spring 1220; Vis Capacity: 6; Effect Name: Item of Quality: +4 affect breathing & speaking; Effect Level: 10; Effect Details: R: Per, D: Mom, T: Ind, Frequency: 1/day; Arts: InMe 10; Design: Base 10; Total Effect Level: 10) . +4 on any social rolls involving speaking.
It produces a strong wind that can drive a ship.	Leather Scale Hauberk (Item of Quality: +7 protect wearer) (Load: 3; Soak: 12; Protection: 10; Quality Armor: +7; Creator: Unknown;
Campfire Hearthstone (Created: Autumn 1216; Vis Capacity: 12; 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)

Notes