

Character: Gesche

Player:

Saga:

Setting:

Spring 1220

House:

Age: 36 (36)

Size: 0

Confidence: 0 (0)

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Characteristics

	DESCRIPTION	SCORE
Intelligence	Int	0
Perception	Per	0
Presence	Pre	0
Communication	Com	-1
Strength	Str	+3
Stamina	Sta	+2
Dexterity	Dex	+1
Quickness	Qik	+1

Virtues and Flaws

Affinity with Single Weapon (Minor, General)
Clerk (Minor, Social Status)
Improved Characteristics (Minor, General)
Student of Divine (Dominion Lore: +2) (Minor, General)
Puissant Single Weapon (Minor, General)
Relic (Minor, General)
Tough (Soak: +3) (Minor, General)
Warrior (50/50) (Minor, General)
Well-Traveled (50/50) (Minor, General)
Enduring Constitution (Resist Pain: +3) (Minor, General)

Dark Secret: Participated in the sacking of Constantinople (Major, Story)
Pious (1, Personality)
Driven (Redeem himself in the eyes of God) (3, Personality)
Low Self-Esteem (Major, General)



Birth Name:

Year Born: 1184

Gender: Male

Race/Nationality:

Birth Place:

Religion:

Title:

Height: 5'9"

Weight: 180 lbs

Hair:

Eyes:

Handedness:

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
0	Frisian (commanding troops)	5
30	Bows (Bow, Short)	3
30	Italian (Venetian)	3
15	Area Lore: Constantinople (personalities)	2
5	Greek (Byzantine)	1
50	Carouse (drinking songs)	4
15	Animal Handling (horses)	2
30	Etiquette (the church)	3
15	Folk Ken (clergy)	2
30	Area Lore: Frisia (geography)	3
15	Leadership (in combat)	2
30	Thrown Weapon (Knife, Throwing)	3
30	Area Lore: Holstein (geography)	3
30	Athletics (running)	3
50	Awareness (alertness)	4
30	Bargain (buying supplies)	3
15	Brawl (Dagger)	2
70	Single Weapon (Spear, Short)	6+2
30	Latin (church ceremonies)	3
15	Theology (heresy)	2
30	Dominion Lore (saints)	3+2
30	Teaching (Single Weapon)	3
15	Chirurgy (setting bones)	2

Personality Traits	SCORE	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	Total penalties reduced
<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	by 1
<input type="checkbox"/>	0	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"/>	-2	30 min.	Tired	Incapacitated	16-20	<input type="checkbox"/>		
<input type="checkbox"/>	-4	1 hr.	Dazed	Dead	21+	<input type="checkbox"/>		
<input type="checkbox"/>		2 hrs.	Unconscious	<div style="border-top: 1px solid black; padding-top: 5px;"> Armor Soak: +7 = +2 (Sta) + 2 (prot) + 3 (Virtues) Heavy Leather Armor*: protection: 2, load: 3 </div>				

Weapons	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	1 + 0 + 0 = +1	--	1 + 2 + 0 = +3	--	--	Touch
Bow, Short	1 - 1 + 0 = +0	1 + 4 + 3 = +8	1 + 4 + 0 = +5	3 + 6 = +9	2	15
Spear, Short/Shield, Round	1 + 2 + 0 = +3	1 + 9 + 2 = +12	1 + 9 + 2 = +12	3 + 5 = +8	1	0
Knife, Throwing	1 + 0 + 0 = +1	1 + 4 + 1 = +6	1 + 4 + 0 = +5	3 + 2 = +5	--	5
Fist	1 + 0 + 0 = +1	1 + 2 + 0 = +3	1 + 2 + 0 = +3	3 + 0 = +3	--	Touch
Kick	1 - 1 + 0 = +0	1 + 2 + 0 = +3	1 + 2 - 1 = +2	3 + 3 = +6	--	Touch

Equipment

Total Encumbrance 0, Burden: 3
