Saga: Occulus Chapterhouse
Setting:
Winter 1223


## Characteristics

|  |  | DESCRIPTION | SCORE |
| :--- | :--- | :---: | :---: |
| Intelligence | Int |  | +1 |
| Perception | Per |  | 0 |
| Presence | Pre |  | -2 |
| Communication | Com |  | -3 |
| Strength | Str |  | +2 |
| Stamina | Sta |  | +4 |
| Dexterity | Dex |  | 0 |
| Quickness | Qik |  | +3 |

## Virtues and Flaws

Ferocity (When cornered) (Minor, Special)
Might 15 (Terram) (Special); Form: Terram
Size: -1 (Special, General)
Enduring Constitution (Resist Pain: +3 ) (Minor, General)

## Qualities and Inferiorities

Aggressive (Special, Creature Quality)
Focus Power $\times 2$ : 50/50 (Major, Quality)
Gift of Speech (Minor, Quality)
Grapple (Special, Creature Quality)
Improved Soak $\times 2$ (Soak: +4) (Minor, Quality)
Large Claws (Special, Creature Quality)
Tireless (Extra Fatigue: +2) (Special, Creature Quality)
Pack Animal (Quality)
Improved Stamina $\times 1$ (Major, Quality)
Improved Abilities $\times 3$ (+150 exp) (Minor, Quality)

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Personalitu Traits

| Aggressive | +3 |
| :--- | ---: |
| Confident | +3 |
| Devoted | +3 |

## 1notes

## History

Spring 1220: Exposure: Magic Theory, Exp: 2
Winter 1223: Experience, Exp: 12
Spring 1220: Practice: Magic Lore, Exp: 4
Winter 1221: Andreas Teaching, Exp: 0
Spring 1222: Experience: Magic Theory-0 to 1, Exp: 7
Spring 1222: Practice: Athletics, Exp: 4
Summer 1222: Experience: East Norse, Exp: 5
Summer 1222: Experience: Hunt, Exp: 5
Summer 1222: Experience: Magic Theory-1 to 2, Exp: 8
Summer 1222: Practice: Brawl, Exp: 4
Autumn 1222: Practice: Brawl, Exp: 4

Winter 1222: Experience: Magic Theory, Exp: 8
Winter 1222: Experience: Magic Theory-2 to 3, Exp: 8
Winter 1222: Experience: Brawl, Exp: 4
Winter 1222: Experience: Magic Lore, Exp: 4
Winter 1222: Experience: Survival, Exp: 4
Winter 1222: Experience: Brawl, Exp: 4
Winter 1222: Exposure: Magic Theory, Exp: 2
Winter 1222: Practice: Finesse, Exp: 4
Spring 1223: Practice: Brawl-5 to 7, Exp: 4
Summer 1223: Practice: Hunt, Exp: 4
Autumn 1223: Practice: Finesse-0 to 1, Exp: 4
Winter 1223: Exposure: Magic Theory, Exp: 2


| Clapons | Qik + Weap-Enc $=$ INIT | Dex + Abil+Weap $=$ ATK | Qik + Abil+Weap $=$ DFN | Str + Weap $=$ DAM | Load | Range |
| :--- | ---: | :---: | :---: | :---: | :---: | :---: |
| Dodge | $3+0+0=+3$ | - | $3+7+0=+10$ | -- | -- | Touch |
| Fist | $3+0+0=+3$ | $0+7+0=+7$ | $3+7+0=+10$ | $2+0=+2$ | -- | Touch |
| Kick | $3-1+0=+2$ | $0+7+0=+7$ | $3+7-1=+9$ | $2+3=+5$ | -- | Touch |
| Large Claws | $3+0+0=+3$ | $0+8+5=+13$ | $3+8+3=+14$ | $2+4=+6$ | -- | Touch |

## Єquipment

Total Encumbrance 0, Burden: 0

