Character: *Honeystocker*

Player:

Saga: Occulus Chapterhouse Setting:

Winter 1223



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Effects of Aging:

Age: 18 (15)	Size: 1	
Decrepitude: o		

	Carping: 0 (0) Effects of Warping:
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-	
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- 1	

Confidence: 2 (10)

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

Season: Summer	
Birth Name:	
Year Born: 1205	
Gender: Male	
Race/Nationality:	
Birth Place:	
Religion:	
Title:	
Height: 4'3"	
Weight: 73 lbs	
Hair:	
Eyes:	
Handedness:	

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
0	High German	5
37	Magic Theory (Terram) (7)	3
8	Finesse (targeting) (3)	1
5	Area Lore: Lubeck (geography)	1
30	Athletics (running)	3
14	Hunt (tracking) (9)	1
30	Awareness (food)	3
95	Brawl (Large Claws) (30)	7
36	Survival (forests) (6)	3
23	Magic Lore (regiones) (8)	2
50	Latin (hermetic usage)	4
40	East Norse (Swedish) (10)	3

Powers

Crafter of Terram (Focus: 25): Points: 5, Initiative: Qik-5, Form: Terram, Range: Per, +0, Duration: Mom, +0, Target: Ind, +0, Level: Te25, Design: 25 levels, Base 25, 1 mastery point, Note: Effects for both Creo and Rego can be duplicated, Special Abilities: fast casting, Power Spell Mastery: 1 Master of Terram (Focus: 25): Points: 5, Initiative: Qik-5, Form: Terram, Range: Per, +0, Duration: Mom, +0, Target: Ind, +0, Level: MuTe25, Design: 25 levels, Base 25, Note: Effects for both Muto and Perdo can be duplicated, Special Abilities: fast casting, Power Spell Mastery: 1

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Personality Trait Aggressive Confident Devoted	g SCORI +3 +3 +3 +3 	E Reputatio	ons					SCORE
Dottes 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			Winter 122 Winter 122 Winter 122 Winter 122 Winter 122	 22: Experience: Magic 22: Experience: Magic 22: Experience: Brawl, 22: Experience: Magic 22: Experience: Surviva 22: Experience: Surviva 22: Experience: Brawl, 	Theory-2 to Exp: 4 Lore, Exp: 4 al, Exp: 4 Exp: 4	9 3, Exp: 8 4	3	
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 12: Spring 122 Summer 1 Autumn 12 Winter 12:	22: Exposure: Magic Tl 22: Practice: Finesse, E 23: Practice: Brawl-5 to 223: Practice: Hunt, Ex 223: Practice: Finesse-(23: Exposure: Magic Tl	xp: 4 7, Exp: 4 p: 4) to 1, Exp: heory, Exp:	4 2		
	Fresh Winded Weary Tired Dazed Unconscious	Light Wounds Medium Wounds Heavy Wounds Incapacitated Dead CITMON Soa	RANGE 1-4 5-8 9-12 13-16 17+ 17+ 18: +8 = +4 (S	NUMBER	-5	NOTES Total per by 1	nalties 1	reduced
Image: Constraint of the second system Dodge Fist Kick Large Claws	Qik+Weap- 3 + 0 + 3 + 0 + 3 - 1 + 3 + 0 +	$\begin{array}{c} 0 = +3 & 0 + 7 \\ 0 = +2 & 0 + 7 \end{array}$	-Weap = ATK + 0 = +7 + 0 = +7 + 5 = +13	Qik+Abil+Weap = DFN 3 + 7 + 0 = +10 3 + 7 + 0 = +10 3 + 7 - 1 = +9 3 + 8 + 3 = +14	Str+Weap 2 + 0 = 2 + 3 = 2 + 4 =	= +2 = +5	Load 	Range Touch Touch Touch Touch
Covipment Total Encumbrance 0, Burde	en: 0							