

# Character: Volkert

Player: Troupe, Current Year: 1220, Age: 33 (33), Size: 0,  
Confidence: --, Decrepitude: 0 (0), Warping: 1 (1); Personality  
Traits: Watchful +3, Loyal +1, Tidy +2, Alergies\* (Pre) -3



Year Born: 1187, Gender: Male, Race/Nationality: German, Title: Mr,  
Height: 172 cm, Weight: 80 kg, Hair: Black, trimmed short, Eyes:  
Grey, Handedness: Right, Description:

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

## Virtues and Flaws

Covenfolk (Free, Social Status); Educated (50/50) (Minor, General);  
Warrior (50/50) (Minor, General); Magic Sensitivity (Minor,  
Supernatural)

Covenant Upbringing (Minor, Personality); Minor Essential Flaw  
(Alergies) (Minor, General); Lesser Malediction (Dependent on  
Magic) (Minor, Supernatural) [. The character weakens if it is outside  
a Magic aura for an extended period of time.

The character must live in a Magic aura to remain healthy; if it  
spends most of a season outside such an aura, make a Stamina Roll  
against an Ease Factor of (9-Size). If you fail the roll, the character  
sustains a level of long term fatigue. The fatigue can only be  
recovered by spending at least 1 week within a magic aura.  
(This is a lesser verion of the flaw: Bound to Magic, RoPM.)]

## Equipment

Dialectica (Type: Tractatus; Total Quality: 10; Quality: 9; Topic:  
Artes Liberales; Language: Latin; Covenant Cost: 9; Subject: Logic;  
Author: Alcuin of York; Quality Bonus: +1)

## Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
0	High German (Ordering subordinates)	5
50	Latin (Hermetic use)	4
15	Artes Liberales (grammar)	2
30	Animal Handling (Horses)	3
30	Ride (battle)	3
15	Leadership (Servants)	2
15	Covenant Lore: Covenant (Durenmar Secrets)	2
30	Awareness (search)	3
30	Bargain (fine goods)	3
30	Brawl (fist)	3
30	Chirurgy (binding wounds)	3
15	Carouse (Fine wines)	2
15	Charm (first impressions)	2
30	Etiquette (magi)	3
30	Folk Ken (magi)	3
30	Guile (magi)	3
45	Magic Sensitivity (Magic Auras)	4
50	Single Weapon (Protecting Master)	4
75	Steward (keeping house)	5

## Fatigue Levels

<input type="checkbox"/>		Fresh
<input type="checkbox"/>	0 2 min.	Winded
<input type="checkbox"/>	-1 10 min.	Weary
<input type="checkbox"/>	-3 30 min.	Tired
<input type="checkbox"/>	-5 1 hr.	Dazed
<input type="checkbox"/>	2 hr.	Unconscious

## Wounds

	RANGE	NUMBER	PENALTY	Notes
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	
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"/> <input type="checkbox"/> <input type="checkbox"/>	-3	
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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-5	
Incapacitated	16-20	<input type="checkbox"/>		
Dead	21+	<input type="checkbox"/>		

## Armor

Soak: 5 = 1 (Sta) + 4 (prot) + 0 (Tough)  
Partial Metal Scale Armor\*: protection: 4, load: 4

## Weapons

	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	1 + 0 + 0 = +1	--	1 + 3 + 0 = +4	--	--	Touch
Fist	1 + 0 + 0 = +1	1 + 4 + 0 = +5	1 + 4 + 0 = +5	2 + 0 = +2	--	Touch
Kick	1 - 1 + 0 = +0	1 + 3 + 0 = +4	1 + 3 - 1 = +3	2 + 3 = +5	--	Touch
Knife	1 + 0 + 0 = +1	1 + 3 + 1 = +5	1 + 3 + 0 = +4	2 + 2 = +4	--	Touch
Spatha	1 + 2 + 0 = +3	1 + 4 + 4 = +9	1 + 4 + 3 = +8	2 + 6 = +8	1	0