

Character: Talpa

Player: Visibleman, Current Year: 1222, Age: 45 (24), Size: -1, Confidence: --, Decrepitude: 0 (2), Warping: 1 (0); Personality Traits: Disrespectful +1, Gregarious +2, Artistic +2



Year Born: 1180, Gender: Male, Religion: Christian, Height: 4'0", Weight: 100 lbs, Description:

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

Virtues and Flaws

Craftsman (Free, Social Status); Educated (Minor, General); Puissant Illumination (Minor, General); Unaging (Minor, Supernatural) Small Frame (Minor, General); Covenant Upbringing (Minor, Personality); Warped By Magic (Minor, General) [- AG0301 Grog - P.85 Minor, Supernatural
 The character's adventures have exposed him to powerful magical forces that have left a mark on him.
 He has five Warping Points and a Warping Score of 1, including a Minor Flaw (which is not balanced by a Virtue) that somehow reflects the source of the Warping.
 His encounters allow you to spend experience points on Magic Lore during character creation. A magus may take this flaw to represent Warping gained before his apprenticeship. With the permission of the troupe, this Flaw may be modified to represent Warping from other Realms.]; Nocturnal (All Rolls: -1 between dawn and midday) (Minor, Personality) [Warping Effect]

Equipment

Lantern
 Wax Tablet & Stylus

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
0	High German (Franconian)	5
50	Low German (Saxon)	4
30	East Norse (Danish)	3
15	Bargain	2
30	Carouse	3
15	Charm	2
30	Folk Ken	3
20	Guile (5)	2
15	Intrigue	2
81	Teaching (Academic Subjects) (6)	5
75	Scribe (Lab Texts)	5
75	Illumination	5+2
75	Latin	5
15	Classic Greek	2
50	Artes Liberales	4
5	Civil and Canon Law	1
5	Theology	1
30	Philosophiae	3
16	Magic Theory (1)	2
20	Magic Lore (5)	2
10	Dominion Lore (5)	1
15	Order of Hermes Lore	2

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	1-4	<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	5-8	<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	9-12	<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	13-16	<input type="checkbox"/>		
Dead	17+	<input type="checkbox"/>		

Armor Soak: 1 = 1 (Sta) + 0 (prot) + 0 (Tough)

Weapons

	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	0 + 0 + 0 = +0	--	0 + 0 + 0 = +0	--	--	Touch
Fist	0 + 0 + 0 = +0	1 + 0 + 0 = +1	0 + 0 + 0 = +0	0 + 0 = +0	--	Touch
Kick	0 - 1 + 0 = -1	1 + 0 + 0 = +1	0 + 0 - 1 = -1	0 + 3 = +3	--	Touch
Dagger	0 + 0 + 0 = +0	1 + 0 + 2 = +3	0 + 0 + 0 = +0	0 + 3 = +3	--	Touch