Character: Donatien

Player: Ed Freeman

Saga:

Setting: Current Year: 1207

House:

Age: 25 (25) Size: 0 Confidence: 1 (3)

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Birth Name:
Year Born: 1182
Gender: Male
Race/Nationality:
Birth Place:
Religion:
Title:
Height: 5'5"
Weight: 140 lbs
Hair:
Eyes:
Handedness:

Characteristics

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

Virtues and Flaws

Enchanting Music (Minor, Supernatural)
Premonitions (Minor, Supernatural)
Strong Sidhe Blood (Major, Supernatural); Physical Quirk: Small horns
Wanderer (Free, Social Status)
Well-Traveled (0/50) (Minor, General)
Luck (Luck Bonus: +1 to +3) (Minor, General)
Venus' Blessing (Bonus: +3 Com and Pre with sexually compatible characters) (Minor, General)
Social Contacts (Choose) (Minor, General)
Improved Characteristics (Minor, General)
Second Sight (Minor, Supernatural)

Ability Block (Logic) (Minor, General)
Compassionate (Major, Personality)
Optimistic (Minor, Personality)
Poor Student (Learning: -3) (Minor, General)
Curse of Venus (Major, Story)
Lesser Malediction (Can't Stay ing One Place) (Minor, Supernatural)

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
0	Provençal	5
15	Catalan	2
5	Arabic	1
15	Basque	2
5	Area Lore	1
30	Awareness	3
5	Athletics	1
5	Swim	1
5	Survival	1
30	Stealth	3
15	Folk Ken	2
30	Charm	3
15	Guile	2
15	Carouse	2
5	Etiquette	1
15	Intrigue	2
50	Music	4
75	Jongleur	5
25	Enchanting Music	3
10	Premonitions	2
10	Second Sight	2
15	Faerie Lore	2

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Personality Traits

	SCORE

Reputations

	SCORE

Notes

Fatigue Levels

❑			Fresh
❑	0	2 min.	Winded
❑	-1	10 min.	Weary
❑	-3	30 min.	Tired
❑	-5	1 hr.	Dazed
❑		2 hr.	Unconscious

Wounds

	RANGE	NUMBER	PENALTY	Notes
Light Wounds	1-5	❑❑❑❑❑❑❑	-1	
Medium Wounds	6-10	❑❑❑❑❑❑❑	-3	
Heavy Wounds	11-15	❑❑❑❑❑❑❑	-5	
Incapacitated	16-20	❑		
Dead	21+	❑		

Armor

Soak: +1 = 1 (Sta) + 0 (prot) + 0 (Virtues)

Weapons

	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	1 + 0 + 0 = +1	--	1 + 0 + 0 = +1	--	--	Touch
Staff	1 + 2 - 1 = +2	1 + 0 + 3 = +4	1 + 0 + 3 = +4	-1 + 2 = +1	2	
Fist	1 + 0 + 0 = +1	1 + 0 + 0 = +1	1 + 0 + 0 = +1	-1 + 0 = -1	--	Touch
Kick	1 - 1 + 0 = +0	1 + 0 + 0 = +1	1 + 0 - 1 = +0	-1 + 3 = +2	--	Touch

Equipment

Peasant Clothes
Musical Instrument
Survival Kit

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