Character: Mikolas

Player:

Saga:

Setting: Current Year: 1207

House:

Age: 25 (25) Size: 0 Confidence: -

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Birth Name: Mikolas
Year Born: 1182
Gender: Male
Race/Nationality:
Basque/Navarrese
Birth Place: Pamplona
Religion: Catholic
Title: "The Wall that Speaks"
Height: 5'10"
Weight: 190 lbs
Hair: Black
Eyes: Brown
Handedness: Right

Characteristics

		DESCRIPTION	SCORE
Intelligence	Int		0
Perception	Per		0
Presence	Pre		0
Communication	Com	(Stammer)	-4
Strength	Str	(Massive)	+4
Stamina	Sta	(Tireless)	+3
Dexterity	Dex	(Agile)	+2
Quickness	Qik	(Fast reaction)	+1

Virtues and Flaws

Warrior (50/50) (Minor, General)
Great Strength (Minor, General)
Improved Characteristics (Minor, General)

Ability Block (Logic) (Minor, General)
Poor Communication (Minor, General)
Poor Memory (Minor, Personality)

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
0	Euskedi (prose)	5
30	Brawl (Fist)	3
50	Carouse (drinking songs)	4
75	Athletics (jumping)	5
50	Great Weapon (Pole Axe)	4
30	Swim (long distances)	3
30	Awareness (keeping watch)	3
30	Folk Ken (peasants)	3
30	Arabic (expansive vocabulary)	3
30	Stealth (shadowing)	3
30	Single Weapon (Mace)	3
5	Thrown Weapon (Axe, Throwing)	1
5	Bows (Bow, Short)	1

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Personality Traits

	SCORE
Brave	+3
Loyal	+1
Subtle	-3

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: +8 = 3 (Sta) + 5 (prot) + 0 (Virtues)
Full Leather Scale Armor*: protection: 5, load: 5

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
Pole Axe	1 + 1 + 0 = +2	2 + 5 + 5 = +12	1 + 5 + 0 = +6	4 + 11 = +15	2	
Dagger	1 + 0 + 0 = +1	2 + 3 + 2 = +7	1 + 3 + 0 = +4	4 + 3 = +7	--	Touch
Mace	1 + 1 + 0 = +2	2 + 4 + 3 = +9	1 + 4 + 0 = +5	4 + 8 = +12	2	
Fist	1 + 0 + 0 = +1	2 + 4 + 0 = +6	1 + 4 + 0 = +5	4 + 0 = +4	--	Touch
Kick	1 - 1 + 0 = +0	2 + 3 + 0 = +5	1 + 3 - 1 = +3	4 + 3 = +7	--	Touch

Equipment

Peasant Clothes (×3)
Workman's Clothes (×3)

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