

# Character: Mireia de Montcada

Player: Sophie

Saga: Iberia

Setting: Navarre

Current Year: 1207



House:

Age: 77 (25) Size: 0 Confidence: 1 (3)

Decrepitude: 2 (17)

Effects of Aging:

Empty table for effects of aging.

Warping: 0 (0)

Effects of Warping:

Empty table for effects of warping.

Character details table: Birth Name: Maria Anais, Mireia de Montcada, Year Born: 1130, Gender: Female, Race/Nationality: Catalan, Birth Place: , Religion: , Title: Cavallera, Height: 5'7", Weight: 135 lbs, Hair: Black, Eyes: Silvery gray, Handedness: Left.

Empty table for additional character details.

## Characteristics

Table with 4 columns: Characteristic, Attribute, Description, Score. Includes Intelligence (+1), Perception (+1), Presence (+1), Communication (+1), Strength (+1), Stamina (+1), Dexterity (+1), Quickness (+1).

## Virtues and Flaws

Table for Virtues and Flaws including: Unaging (Minor, Supernatural), Privileged Upbringing (50/50) (Minor, General), Strong Sidhe Blood (Major, Supernatural); Physical Quirk: Blue blood, Second Sight (Minor, Supernatural), Knight (Minor, Social Status). Order of the Hatchet (Orden de la Hacha), Wealthy (Major, General), Ability Block (Craft) (Minor, General), Hatred (Moors) (Minor, Personality), Lost Love (Minor, Personality), Magical Air (Major, General), Oath of Fealty (Major, Story).

## Abilities

Table with 3 columns: Exp., Ability (Specialty), Score. Lists various abilities like Animal Handling, Area Lore, Catalan, Artes Liberales, Athletics, Awareness, Bows, Brawl, Catalan Poetry, Charm, Chirurgy, Church Lore, Personalities, Civil and Canon Law, Covenant Lore, Etiquette, Euskara, Faerie Lore, Folk Ken, Great Weapon, Guile, Hunt, Intrigue, Latin, Leadership, Music, Order of the Hatchet Lore, Provençal, Ride, Second Sight, Single Weapon, Stealth, Survival, Swim.

Personality Traits	SCORE
Brave	+3
Chivalrous	+1
Confident	+2

Reputations	SCORE
Witch	2

### Notes

Mireia de Montcada was a defender at the battle of Tortosa when the Moors tried to invade; as a result, she and the other women defenders of the city were made knights of the Order of the Hatchet in 1149 by Raymond Berenger, count of Barcelona.

Mireia's secret, however, is that she has faerie blood. At first everyone marvelled at how gracefully she aged; in time, however, whispers of sorcery and demon-worship arose. Mireia herself did not learn of her parentage until her mother, on her death bed, confessed a dalliance with a fae these many years ago. Mireia took to traveling through Christendom and learned many secrets, until she was invited to settle at Reservo Scientia and help defend the covenant.

Miriea's great love was her husband Rafel, who died in a hunting accident twenty years ago. By then, he looked old enough to be her father while she was still fresh as a rose, and he was very sad. She fears that he might have begun to believe the rumours of witchcraft and arranged for his own accident. Some blamed her for his death, suggesting that she must have been happy to get rid of her aging husband, but in truth Mireia never stopped loving Rafel.

Although Doña Mireia has practiced and practiced the lute, and can make beautiful sounds with it, she cannot create anything new. This curse of her faerie blood is a source of shame and pain to her.

### 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"/>	-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"/>	-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"/>	-5	
Incapacitated	16-20	<input type="checkbox"/>		
Dead	21+	<input type="checkbox"/>		

### Armor

Soak: +9 = 1 (Sta) + 8 (prot) + 0 (Virtues)  
 Partial Chain Mail\*: protection: 8, load: 4  
 Full Chain Mail\*: protection: 11,

### Weapons

	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	1 + 0 - 1 = +0	--	1 + 3 + 0 = +4	--	--	Touch
Fist	1 + 0 - 1 = +0	1 + 3 + 0 = +4	1 + 3 + 0 = +4	1 + 0 = +1	--	Touch
Kick	1 - 1 - 1 = -1	1 + 3 + 0 = +4	1 + 3 - 1 = +3	1 + 3 = +4	--	Touch
Sword, Great	1 + 2 - 2 = +1	1 + 7 + 5 = +13	1 + 7 + 2 = +10	1 + 9 = +10	2	
Sword, Long	1 + 2 - 1 = +2	1 + 7 + 4 = +12	1 + 7 + 1 = +9	1 + 6 = +7	1	
Bow, Short	1 - 1 - 2 = -2	1 + 6 + 3 = +10	1 + 6 + 0 = +7	1 + 6 = +7	2	15
Dagger	1 + 0 - 1 = +0	1 + 3 + 2 = +6	1 + 3 + 0 = +4	1 + 3 = +4	--	Touch

### Equipment

Missal	
Lute	
Horse (Mounted Combat). "Agusti"	
Elegant Gown	