Character: Nerissa

Player: Linda Freeman

Saga:

Setting: Current Year: 1207

House:

Age: 20 (20) Size: -1 Confidence: 1 (3)

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Birth Name:
Year Born: 1187
Gender: Female
Race/Nationality:
Birth Place:
Religion:
Title:
Height: 4'10"
Weight: 80 lbs
Hair:
Eyes:
Handedness:

Characteristics

		DESCRIPTION	SCORE
Intelligence	Int		+4
Perception	Per		+2
Presence	Pre		0
Communication	Com		+2
Strength	Str		-2
Stamina	Sta		-1
Dexterity	Dex		0
Quickness	Qik		-1

Virtues and Flaws

Educated (0/50) (Minor, General)
Common Sense (Minor, General)
Clear Thinker (Bonus: +3 to resist lies, confusion, subterfuge) (Minor, General)
Piercing Gaze (Intimidation: +3) (Minor, General)
Strong-Willed (Will Rolls: +3) (Minor, General)
Privileged Upbringing (0/50) (Minor, General)
Book Learner (Book Quality: +3) (Minor, General)
Great Intelligence (Minor, General)
Covenfolk (Free, Social Status)

Driven (Understand Movement) (Major, Personality)
Black Sheep (Major, Story)
Small Frame (Minor, General)
Continence (Minor, Personality)

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
0	Italian	5
5	Athletics	1
30	Awareness	3
5	Charm	1
5	Folk Ken	1
30	Latin	3
50	Artes Liberales	4
50	Philosophiae	4
5	Teaching	1
5	Common Law	1
5	Civil and Canon Law	1
5	Medicine	1
15	Etiquette	2
15	Greek	2
5	Arabic	1
5	Provençal	1
5	Spanish	1
5	Ride	1
15	Bows	2
15	Guile	2
15	Great Weapon	2
75	Scribe	5
5	Norman French	1

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Personality Traits

	SCORE

Reputations

	SCORE
Heretic	2

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	1-4	❑❑❑❑❑❑❑	-1	
Medium Wounds	5-8	❑❑❑❑❑❑❑	-3	
Heavy Wounds	9-12	❑❑❑❑❑❑❑	-5	
Incapacitated	13-16	❑		
Dead	17+	❑		

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
Fist	-1 + 0 + 0 = -1	0 + 0 + 0 = +0	-1 + 0 + 0 = -1	-2 + 0 = -2	--	Touch
Kick	-1 - 1 + 0 = -2	0 + 0 + 0 = +0	-1 + 0 - 1 = -2	-2 + 3 = +1	--	Touch

Equipment

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