Character: Thibault of Aquitaine

Player: Ed Freeman

Saga:

Setting: Current Year: 1207

House:

Age: 35 (35) **Size: 0** **Confidence: --**

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Birth Name:
Year Born: 1172
Gender: Male
Race/Nationality:
Birth Place:
Religion:
Title:
Height: 5'6"
Weight: 150 lbs
Hair:
Eyes:
Handedness:

Characteristics

		DESCRIPTION	SCORE
Intelligence	Int		+3
Perception	Per		+1
Presence	Pre		-1
Communication	Com		+2
Strength	Str		0
Stamina	Sta		+1
Dexterity	Dex		0
Quickness	Qik		-2

Virtues and Flaws

Educated (0/50) (Minor, General)
Clerk (Minor, Social Status)
Social Contacts (Clerks) (Minor, General)

Afflicted Tongue (Minor, General); Spells Using Words: Extra botch die
No Sense of Direction (Minor, General)
Noncombatant (Minor, Personality)

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
0	Provençal	5
5	Animal Handling	1
15	Awareness	2
15	Charm (being witty)	2
30	Concentration (reading)	3
15	Etiquette (nobility)	2
15	Folk Ken (nobles)	2
75	Latin (hermetic usage)	5
105	Scribe	6
15	Teaching	2
30	Aramaic (academic usage)	3
30	Hebrew (academic usage)	3
50	Artes Liberales (rhetoric)	4
15	Civil and Canon Law (papal laws)	2
5	Common Law (exchequer law)	1
5	Occitan	1
50	Philosophiae (metaphysics)	4
5	Theology (heresy)	1
15	Craft - Paper	2
5	Arabic (expansive vocabulary)	1
5	Catalan (expansive vocabulary)	1
5	French (expansive vocabulary)	1
5	German (expansive vocabulary)	1
15	Greek (expansive vocabulary)	2
5	Norman French (expansive vocabulary)	1
5	Russian (expansive vocabulary)	1
5	Spanish (expansive vocabulary)	1

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Personality Traits

	SCORE
Curious	+2
Garrulous	-2
Independent	+1

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

Equipment

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