| Character: Kroll Player: | |
|---|--|
| Saga: Setting: Current Y | Year: 1220 |
| Louse: | |
| Age: 34 (34) Size: 0 Confidence: | Birth Name: Kroll Year Born: 1186 Gender: Male |
| Decrepitude: 0 Effects of Aging: Effects of Warping: | |
| Characteristics DESCRIPTION | SCORE |
| Intelligence Int Perception Per Presence Pre Communication Com Strength Str Stamina Sta Dexterity Dex Quickness Qik | O +1 -1 -1 -1 -1 +2 +1 +1 +2 +2 Exp. ABILITY (SPECIALTY) SCORE Of German (conversational) 5 SCORE Of German (conversational) 5 Area Lore: Germany (hunting grounds) 2 Of German (conversational) 5 Of Germany (hunting grounds) 4 Of Germany (hunting grounds) 4 Of Germany (hunting grounds) 5 Of Germany (hunting grounds) 4 Of Germany (hunting grounds) 5 Of Germany (hunting grounds) |
| Virtues and Flaws Intuition (Minor, General) Luck (Luck Bonus: +1 to +3) (Minor, General) Warrior (50/50) (Minor, General) Social Handicap (Unpredictable temperament) (Minor, General) | 15 |
| Social Dealings: -3 Branded Criminal (Minor, Social Status) Plagued by Supernatural Entity (Ghost of the Wronged Wood (Major, Story) | 15 Thrown Weapon (dagger) 2 105 Great Weapon (halberd) 6 |

| Personality Traits Simple Terse Violent | SCORE +2 +1 +1 | Reputation Bad man (local) Capable Decent hunter | 18 | | | | 3 2 1 |
|--|-------------------------|---|--|--|--|--------------------------------|--|
| Notes | | | | | | | |
| Fatigue Levels ☐ 0 2 min. Winded ☐ -1 10 min. Weary ☐ -3 30 min. Tired ☐ -5 1 hr. Dazed ☐ 2 hr. Unconsc | Lig Me He: Inc | rmor Soak: + | | NUMBER Number | PENALTY Notes -1 -3 -5 -5 ction: 7, load: 3iro | n cap*: | |
| Dodge Sword, Long/Shield, Heater Dagger Dagger, Throwing Generic Great Weapon Fist Kick | 2 + 0 + 0 = | +4 1+6+ +2 1+5+ +2 1+3+ +4 1+7+ +2 1+4+ | 4 = +11 $2 = +8$ $2 = +6$ $4 = +12$ $0 = +5$ | Qik+Abil+Weap = DFN 2+4+0=+6 2+6+4=+12 2+5+0=+7 2+2+1=+5 2+7+1=+10 2+4+0=+6 2+4-1=+5 | | Load 1 1 | Range Touch Touch 5 Touch Touch |
| Equipment Pack Survival Kit | | | | | | | |

The statistics for Kroll present him as the veteran of two Crusades, a no-nonsense warrior disturbed by the spirit which haunts him, but too callous to consider it more than the wages of a life spent at war. Kroll (pronounced with the umlauts) is quicker, faster, not as bright but almost as deadly as Kukenschabe. A bright pink brand is impossible to miss on Kroll's cheek, the unmistakable mark of a terrible criminal juxtaposed by his ready smile. He does not talk much, and when he does, it is always to the point and uncomplicated. His hands are thick and scar-riddled, and he has a bite out of his right ear. He seems most comfortable on watch, and anxious when not armored. He has a very deadpan sense of humor and an unsettling habit of playing with knives.