

Character: Eoin the Clothier

Player:

Saga:

Setting:

Current Year: 1220

House:

Age: 34 (34) Size: 0 Confidence: 1 (3)



Decrepitude: 0
Effects of Aging:

Warping: 0 (0)
Effects of Warping:

Birth Name:
Year Born: 1186
Gender: Male
Race/Nationality:
Birth Place:
Religion:
Title:
Height: 168 cm
Weight: 72 kg
Hair: Brown
Eyes: Green
Handedness: Right
Description: A good-looking man with a broad smile and a well-trimmed beard. With a little wash here and there and a change of clothes, he would easily pass in most walks of life.



Characteristics

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

Virtues and Flaws

Vernacular Education (50/50) (Minor, General)
 Craftsman (Free, Social Status)
 Unaffected by The Gift (Minor, General)
 Well-Traveled (50/50) (Minor, General)
 Clear Thinker (Bonus: +3 to resist lies, confusion, subterfuge) (Minor, General)
 Luck (Luck Bonus: +1 to +3) (Minor, General)

Weakness (Gambling) (Minor, Personality)
 Susceptible to Warping (Minor, Supernatural). A per Grog, page 84.
 The first time in a year that the character gains a Warping Point from a given Realm, he gains an additional Warping Point from that same Realm. This additional Warping Point is not counted towards any checks or triggers for Twilight or similar.

Enemies (His Wife and her Lover) (Major, Story)

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
30	Area Lore: Connacht (geography)	3
5	Artes Liberales (arithmetic)	1
15	Athletics (running)	2
30	Awareness (alertness)	3
30	Bargain (hard sell)	3
30	Brawl (Bludgeon)	3
30	Carouse (games of chance)	3
30	Charm (first impressions)	3
30	Chirurgy (binding wounds)	3
5	Climb (trees)	1
75	Clothiery	5
	Category: Consumables	
50	English (slang)	4
30	Folk Ken (townsfolk)	3
30	Guile (lying to authority)	3
30	Intrigue (plotting)	3
0	Irish (slang)	5
30	Latin (academic usage)	3
30	Leadership (inspiration)	3
5	Music (sing)	1
15	Order of Hermes Lore (personalities)	2
15	Organization Lore: Carrick Clothier's Guild (personalities)	2
5	Swim (underwater maneuvering)	1
30	Teaching (Clothiery)	3

Personality Traits	SCORE
Gambler	+3
Self-Confident	+2
Practical	+1

Reputations	SCORE
Clothier of Carrick (Carrick and the surrounding area)	1
Knowledgeable on Connacht (Connacht Borders)	1

Notes

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: +2 = 0 (Sta) + 2 (prot) + 0 (Virtues)
 Heavy Leather Armor*: protection: 2, load: 3

Weapons

	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Fist	0 + 0 - 2 = -2	2 + 3 + 0 = +5	0 + 3 + 0 = +3	-1 + 0 = -1	--	Touch
Kick	0 - 1 - 2 = -3	2 + 3 + 0 = +5	0 + 3 - 1 = +2	-1 + 3 = +2	--	Touch
Dodge	0 + 0 - 2 = -2	--	0 + 3 + 0 = +3	--	--	Touch
Bludgeon	0 + 0 - 2 = -2	2 + 4 + 2 = +8	0 + 4 + 0 = +4	-1 + 2 = +1	1	Touch
Knife	0 + 0 - 2 = -2	2 + 3 + 1 = +6	0 + 3 + 0 = +3	-1 + 2 = +1	--	Touch

Equipment

Good quality clothes	
Workman's Clothes	
Survival Kit	
Wax Tablet	
Pack	