| Player: Saga: Setting: Douse: | ₩ | Current Year: 1220 | | TE THE | gica |
|--|---------------------------------|---|---|---|--------------------------------|
| Age: 32 (31) | Size: 0 | Confidence: ~ | | Name: Born: 1188 | |
| Decrepitude Effects of Aging: | | Carping: 0 (0) Effects of Warping: | Gende Race/ Birth Religi Title: Heigh Weigl Hair: Eyes: | er: Male Nationality: English Place: con: Christian at: 170 cm at: 75 kg Brown Brown edness: Right | |
| Characterist | ics | | | | |
| Intelligence Perception Presence Communication Strength Stamina Dexterity Quickness Virtues and Peasant (Free, Social | Int Per Pre Com Str Sta Dex Qik | CRIPTION SCORE -1 +1 0 0 -1 +2 +2 +1 0 0 | Exp. 105 50 30 50 30 15 30 0 105 15 5 | ABILITY (SPECIALTY) Animal Handling (Farm animals) Area Lore: Area (legends) Athletics (running) Awareness (alertness) Bargain (Farm produce) Brawl (Fist) Carouse (drinking songs) English (Rural) Farming (Arable) Folk Ken (peasants) Guile (lying to authority) Hunt (Vermin) | SCORE 6 4 3 4 3 2 3 5 6 2 1 2 |
| | | | | | |
| | | | | | |

Character: Phil Larding Player:

| Personality Traits Friendly Obedient | SCORE +1 +1 +1 | Reputations | | | | SCORE |
|--|---------------------|---|--|----------|-------------------|----------------------------------|
| Notes | | | | | | |
| Fresh □ 0 2 min. Winde □ -1 10 min. Weary □ -3 30 min. Tired □ -5 1 hr. Dazed □ 2 hr. Uncorr | Heavy V Incapaci | ounds 1-5 a Wounds 6-10 Vounds 11-15 itated 16-20 21+ | NUMBER PE | -1 -3 -5 | | |
| Capons Dodge Bludgeon Fist | 0 + 0 + 0 = +0 | Dex+Abil+Weap = ATK 1+2+2=+5 1+3+0=+4 | Qik+Abil+Weap = DFN S 0 + 2 + 0 = +2 0 + 2 + 0 = +2 0 + 3 + 0 = +3 | | Load 1 | Range Touch Touch Touch |
| Equipment | | | | | | |

Innocuous, invisible and taken for granted by the nobles and magi around them, the humble farmer actually makes up the bulk of the population in medieval times. They toil away in the fields from dawn until dusk, barely scraping together enough of a living to feed themselves and their family. Yet when magi visit an unfamiliar area, following rumours of strange goings on near the old ruins, this invisible character suddenly becomes oh so interesting. They usually have a vast knowledge of all the local goings on, and are usually quite willing to stop for a chat, especially if it is accompanied by a tankard of strong ale down the *Dog & Duck*. They are a superstitious lot though, and faced with a group of strongly gifted individuals, the response might involve pitchforks and torches. It is best to send the grogs in first.

Being close to the land, the humble farmer will often be the best source of information on any local faeries. If they did not have such understanding on how to deal with the "good folk", their lives would be made much harder. Given that magi are often interested in obscure places off of the beaten track, it is often the local farmers who would start the sort of rumours that so often reach the ears of the magi. These rumours will of course be filtered through the mind of the average peasant, which means that the nuances of a dedicated Perdo Herbam vis manifestation becomes a *gert stinkin pile a rotten loiks a what I never no smelt so baaaad*. Comedy rural accents are a must when playing such a grog.