Character: Player:	C oin the	Clothier		
Saga: Setting:		Current Year: 1220	Participation of the second of	Ļ
Tamee.			_	
house:	\sim	~ C1 ()	Birth Name:	
Age: 34 (34)	Size:	o Confidence: 1 (3)	Year Born: 1186	
Decrepitude Effects of Aging:		Carping: 0 (0) Effects of Warping:	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	
Characterist		SCRIPTION SCORE	little wash here and there and a change of clothes, he would easily pass in most walks of life.	
Intelligence	Int	+1	Thilitian	
Perception	Per	0	Abilities	
Presence	Pre	+2	Exp. ABILITY (SPECIALTY)	SCORE
Communication	Com		30 Area Lore: Connacht (geography)	3
Strength	Str	-1	5 Artes Liberales (arithmetic)	$-\frac{3}{1}$
Stamina	Sta	0	15 Athletics (running)	2
Dexterity	Dex	+2	30 Awareness (alertness)	3
Quickness	Qik	0	30 Bargain (hard sell)	_ 3
			30 Brawl (Bludgeon)	$-\frac{3}{3}$
Virtues and	Plams		30 Carouse (games of chance) Charm (first impressions)	$-\frac{3}{3}$
		inon Conorol)	30 Chirurgy (binding wounds)	$-\frac{3}{3}$
Vernacular Educati Craftsman (Free, S		inor, General)	5 Climb (trees)	$-\frac{3}{1}$
Unaffected by The		leneral)	75 Clothiery	5
Well-Traveled (50/			Category: Consumables	
		t lies, confusion, subterfuge)	50 English (slang)	_ 4
(Minor, General			30 Folk Ken (townsfolk)	$-\frac{3}{2}$
Luck (Luck Bonus	: +1 to +3) (Mi	nor, General)	30 Guile (lying to authority) 30 Intrigue (plotting)	$-\frac{3}{3}$
W1(C1:	(M: D.		0 Irish (slang)	$-\frac{3}{5}$
Weakness (Gambli		rsonanty) Jupernatural). A per Grogs, page 84.	30 Latin (academic usage)	$-\frac{3}{3}$
		character gains a Warping Point	30 Leadership (inspiration)	3
		n additional Warping Point from	5 Music (sing)	1
		al Warping Point is not counted	15 Order of Hermes Lore (personalities)	2
		for Twilight or similar.	15 Organization Lore: Carrick Clothier's Guild	
Enemies (His Wife	and her Lover) (Major, Story)	(personalities) 5 Swim (underwater maneuvering)	$-\frac{2}{1}$
			30 Teaching (Clothiery)	3

Personality Traits Gambler Self-Confident Practical	SCORE +3 +2 +1	Clot	tputatio hier of Can wledgeable	rick (Carrick	and the surrounding areat (Connacht Borders)	a)		SCORE 1 1
Notes								
0 2 min. W -1 10 min. W -3 30 min. Tin -5 1 hr. Da	esh inded eary red nzed	Light Wo Medium Heavy W Incapacita Dead	wunds Wounds ounds ated Soak: +	RANGE 1-5 6-10 11-15 16-20 21+ 2 = 0 (Sta) +	NUMBER O O O O O O O O O O O O O O O O O O O	PENALTY Notes -1 -3 -5		
Ceapons .	Qik+Weap-E			-	Qik+Abil+Weap = DFN	=	Load	Range
Fist Kick		0+0-2=-2 $2+3$ $0-1-2=-3$ $2+3$		0 = +5 $0 = +5$	0 + 3 + 0 = +3 $0 + 3 - 1 = +2$	-1 + 0 = -1 -1 + 3 = +2		Touch Touch
Dodge	0 + 0 - 2	2 = -2	-	· 2 = +8	0 + 3 + 0 = +3			Touch
Bludgeon Knife	0 + 0 - 2 0 + 0 - 2			2 = +8 · 1 = +6	0 + 4 + 0 = +4 $0 + 3 + 0 = +3$	-1 + 2 = +1 -1 + 2 = +1	1	Touch Touch
Good quality clothes Workman's Clothes Survival Kit Wax Tablet Pack								