# Character: Seyran

Player: Troupe

## Saga: The Covenant of the Spear

Setting: Levant (Armenia) Current Year: 1216

## House:

## Age: 22 (22) Size: 0 Confidence: -

| Birth Name: Seyran |
|---|
| Year Born: 1194 |
| Gender: Male |
| Race/Nationality: Armenian |
| Birth Place: Tarsus Mountains |
| Religion: |
| Title: |
| Height: 165 cm |
| Weight: 65 kg |
| Hair: Short cropped black |
| Eyes: Brown |
| Handedness: Right |

### Decrepitude: 0

Effects of Aging:

### Warping: 0 (0)

Effects of Warping:

### Characteristics

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

### Virtues and Flaws

Covenfolk (Free, Social Status)

Warrior (Minor, General)

Pessimistic (Minor, Personality)

### Abilities

| Exp. | ABILITY (SPECIALTY) | SCORE |
|---|---|---|
| 50 | Lesser Armenian Lore (Game trails) | 4 |
| 75 | Armenian (specific technical vocabulary) | 5 |
| 5 | Athletics (climbing) | 1 |
| 75 | Awareness (woodlands) | 5 |
| 50 | Bows (shooting from cover) | 4 |
| 6 | Church Lore (Monasteries) (1) | 1 |
| 75 | Hunt (deer) | 5 |
| 15 | Stealth (hunting) | 2 |
| 52 | Survival (woodlands) (2) | 4 |

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## Personality Traits

| | SCORE |
|---|---|
| Brave | +3 |
| Loyal | +1 |
| Sociable | -2 |

## Reputations

| | SCORE |
|---|---|

## Notes

**History**

Winter 1214: end 1214, Exp: 0
Spring 1215: Exposure: Survival-4 to 4, Exp: 2
Autumn 1215: Exposure: Church Lore-0 to 1, Exp: 6
Winter 1215: end 1215, Exp: 0

## 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: +3 = 1 (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 |
|---|---|---|---|---|---|---|
| Bow, Short | 2 - 1 - 2 = -1 | 2 + 4 + 3 = +9 | 2 + 4 + 0 = +6 | 0 + 6 = +6 | 2 | 15 |
| Dodge | 2 + 0 - 2 = +0 | -- | 2 + 0 + 0 = +2 | -- | -- | Touch |
| Fist | 2 + 0 - 2 = +0 | 2 + 0 + 0 = +2 | 2 + 0 + 0 = +2 | 0 + 0 = +0 | -- | Touch |
| Kick | 2 - 1 - 2 = -1 | 2 + 0 + 0 = +2 | 2 + 0 - 1 = +1 | 0 + 3 = +3 | -- | Touch |

## Equipment

Arrows (×20)
Survival Kit

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