Character: Kostandin

Player: Troupe

Saga: The Covenant of the Spear

Setting: Levant (Armenian) Current Year: 1216

House:

Age: 21 (21) Size: 0 Confidence: -

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Birth Name: Kostandin
Year Born: 1195
Gender: Male
Race/Nationality: Armenian
Birth Place:
Religion:
Title: The Mouse.
Height: 170 cm
Weight: 75 kg
Hair: Blonde
Eyes: Blue
Handedness: Right

Characteristics

		DESCRIPTION	SCORE
Intelligence	Int		-1
Perception	Per		0
Presence	Pre		-1
Communication	Com		-4
Strength	Str		+2
Stamina	Sta		+2
Dexterity	Dex		+3
Quickness	Qik		+2

Virtues and Flaws

Covenfolk (Free, Social Status)
Affinity with Single Weapon (Minor, General)
Puissant Single Weapon (Minor, General)
Warrior (Minor, General)

Afflicted Tongue (Stammer) (Minor, General); Spells Using Words: Extra botch die
Obsessed (Improving Single Weapon ability) (Minor, Personality)
Poor Communication (Minor, General)

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
38	Lesser Armenia Lore (warriors) (8)	3
2	Survival (Ships) (2)	0
4	Armenia Lore (geography) (4)	0
75	Armenian (specific technical vocabulary)	5
30	Athletics (running)	3
50	Awareness (in combat)	4
17	Bargain (weapons) (2)	2
7	Bows (Bow, Short) (2)	1
75	Brawl (Dodge)	5
5	Carouse (drinking)	1
93	Single Weapon (Shield, Heater)	7+2

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Personality Traits

	SCORE
Brave	+3
Loyal	+2
Quiet	+1

Reputations

	SCORE

Notes

History

Winter 1214: end 1214, Exp: 0
Summer 1215: Exposure: Area Lore-0 to 0, Exp: 4
Summer 1215: Exposure: Area Lore-3 to 3, Exp: 4
Summer 1215: Exposure: Area Lore-3 to 3, Exp: 4
Winter 1215: end 1215, Exp: 0
Spring 1216: Exposure: Survival, Exp: 2
Spring 1216: Aging Roll, Exp: 0
Summer 1216: Exposure: Bargain, Exp: 2
Summer 1216: Aging Roll, 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: +9 = 2 (Sta) + 7 (prot) + 0 (Virtues)
Full Metal Scale Armor*: protection: 7, load: 7

Weapons

	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Axe/Shield, Heater	2 + 1 - 2 = +1	3 + 10 + 4 = +17	2 + 10 + 3 = +15	2 + 6 = +8	1	
Fist	2 + 0 - 2 = +0	3 + 5 + 0 = +8	2 + 5 + 0 = +7	2 + 0 = +2	--	Touch
Dodge	2 + 0 - 2 = +0	--	2 + 6 + 0 = +8	--	--	Touch
Kick	2 - 1 - 2 = -1	3 + 5 + 0 = +8	2 + 5 - 1 = +6	2 + 3 = +5	--	Touch
Bow, Short	2 - 1 - 1 = +0	3 + 2 + 3 = +8	2 + 2 + 0 = +4	2 + 6 = +8	2	15

Equipment

Pack
Arrows (×20)

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