Character: Zoravyr

Player: Troupe

Saga: The Covenant of the Spear

Setting: Levant (Armenian) Current Year: 1216

House:

Age: 27 (27) Size: 0 Confidence: -

Birth Name: Zoravyr
Year Born: 1189
Gender: Male
Race/Nationality: Armenia
Birth Place:
Religion: Armenian Christian
Title: "The Charming"
Height: 168 cm
Weight: 70 kg
Hair: Long straggly black
Eyes: Brown
Handedness: Right

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Characteristics

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

Virtues and Flaws

Covenfolk (Free, Social Status)
Warrior (Minor, General)

Weakness (Women) (Minor, Personality)

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
30	Lesser Armenia Lore (taverns)	3
8	Armenia Lore (geography) (3)	1
75	Armenian (prose)	5
30	Athletics (running)	3
30	Awareness (in combat)	3
50	Bows (Bow, Short)	4
50	Brawl (Fist)	4
30	Carouse (drinking)	3
15	Charm (opposite sex)	2
17	Etiquette (magi) (2)	2
50	Great Weapon (pole axe)	4
15	Guile (avoiding duties)	2
79	Single Weapon (Shield, Heater) (4)	5
7	Survival (for a short period) (2)	1

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Personality Traits

	SCORE
Brave	+3
Loyal	+2
Garrulous	+1

Reputations

	SCORE

Notes

History

Winter 1214: end 1214, Exp: 0
Winter 1215: Exposure: Area Lore-0 to 1, Exp: 8
Summer 1215: Exposure: Single Weapon-5 to 5, Exp: 4
Winter 1215: end 1215, Exp: 0
Spring 1216: Exposure: Survival, Exp: 2
Spring 1216: Aging Roll, Exp: 0
Summer 1216: Exposure: Etiquette, 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: +8 = 1 (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 - 3 = +0	2 + 6 + 4 = +12	2 + 6 + 3 = +11	1 + 6 = +7	1	
Fist	2 + 0 - 3 = -1	2 + 5 + 0 = +7	2 + 5 + 0 = +7	1 + 0 = +1	--	Touch
Dodge	2 + 0 - 3 = -1	--	2 + 4 + 0 = +6	--	--	Touch
Kick	2 - 1 - 3 = -2	2 + 4 + 0 = +6	2 + 4 - 1 = +5	1 + 3 = +4	--	Touch

Equipment

Pack

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