# Character: Naz

Player: Troupe

## Saga: The Covenant of the Spear

Setting: Levant (Armenia) Current Year: 1216

## House:

## Age: 19 (17) Size: -1 Confidence: --

### Decrepitude: 0

Effects of Aging:

### Warping: 0 (0)

Effects of Warping:

Birth Name: Salvinaz
Year Born: 1197
Gender: Female
Race/Nationality: Armenian
Birth Place: Lesser Armenian coast
Religion: Armenian Christian
Title: "The Seamstress"
Height: 120 cm
Weight: 45 kg
Hair: Dark Brown, long
Eyes: Green, sparkling
Handedness: Left

### Characteristics

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

### Virtues and Flaws

Intuition (Minor, General)
Light Touch (Subtle Manipulation: +1) (Minor, General)

Optimistic (Minor, Personality)
Small Frame (Minor, General)

### Abilities

| Exp. | ABILITY (SPECIALTY) | SCORE |
|---|---|---|
| 12 | Greater Armenia Lore (7) | 1 |
| 75 | Armenian (Seduction) | 5 |
| 30 | Athletics (in bed) | 3 |
| 5 | Awareness (other peoples' reactions) | 1 |
| 30 | Bargain (her own time) | 3 |
| 15 | Brawl (Knife) | 2 |
| 15 | Carouse (staying sober) | 2 |
| 30 | Charm (first impressions) | 3 |
| 5 | Etiquette (taverns) | 1 |
| 15 | Folk Ken | 2 |
| 15 | Housewife (Sewing) | 2 |

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## Personality Traits

| | SCORE |
|---|---|
| Charming | +2 |
| Cheeky | +1 |
| Retiring | -2 |

## Reputations

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

## Notes

**History**

Winter 1214: Exposure: Folk Ken-0 to 1, Exp: 6
Winter 1214: End 1214, Exp: 0
Winter 1215: Exposure: Area Lore-0 to 1, Exp: 8
Winter 1215: Exposure: Folk Ken-1 to 2, Exp: 8
Winter 1215: to 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 | 1-4 | ❑❑❑❑❑❑❑ | -1 | |
| Medium Wounds | 5-8 | ❑❑❑❑❑❑❑ | -3 | |
| Heavy Wounds | 9-12 | ❑❑❑❑❑❑❑ | -5 | |
| Incapacitated | 13-16 | ❑ | | |
| Dead | 17+ | ❑ | | |

## Armor

Soak: +1 = 1 (Sta) + 0 (prot) + 0 (Virtues)

## Weapons

| | Qik+Weap-Enc = INIT | Dex+Abil+Weap = ATK | Qik+Abil+Weap = DFN | Str+Weap = DAM | Load | Range |
|---|---|---|---|---|---|---|
| Dodge | 0 + 0 + 0 = +0 | -- | 0 + 2 + 0 = +2 | -- | -- | Touch |
| Knife | 0 + 0 + 0 = +0 | 1 + 3 + 1 = +5 | 0 + 3 + 0 = +3 | 0 + 2 = +2 | -- | Touch |
| Fist | 0 + 0 + 0 = +0 | 1 + 2 + 0 = +3 | 0 + 2 + 0 = +2 | 0 + 0 = +0 | -- | Touch |
| Kick | 0 - 1 + 0 = -1 | 1 + 2 + 0 = +3 | 0 + 2 - 1 = +1 | 0 + 3 = +3 | -- | Touch |

## Equipment

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