Character: Iulianus

Player: Nick

Saga: The Covenant of the Spear

Setting: Levant (Armenia) Current Year: 1216

House:

Age: 41 (41) Size: 0 Confidence: 1 (3)

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Birth Name: Iulianus	
Year Born: 1175	
Gender: Male	
Race/Nationality: Italian	
Birth Place: Pavia	
Religion: Roman Christian	
Title: Steward	
Height: 165 cm	
Weight: 65 kg	
Hair: Short black	
Eyes: Brown	
Handedness: Right	

Characteristics

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

Virtues and Flaws

Custos (Minor, Social Status)
Clear Thinker (Bonus: +3 to resist lies, confusion, subterfuge) (Minor, General)
Warrior (Minor, General)
Academic Abilities (Special)
Intuition (Minor, General)
Book Learner (Book Quality: +3) (Minor, General)

Busybody (Minor, Personality)
Covenant Upbringing (Minor, Personality)
Favors (The Mercere Coordinator of Rome) (Major, Story)

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
30	Arabic (Markets)	3
4	Armenia Lore (geography) (4)	0
55	Armenian (specific dialect) (5)	4
15	Artes Liberales (Arithmatic)	2
15	Athletics (walking)	2
15	Baking (Pies)	2
	Category: Provisions	
54	Bargain (Tradesmen) (4)	4
10	Bows (5)	1
30	Brawl (indoors)	3
15	Carpentry (household repairs)	2
	Category: Buildings	
30	Chirurgy (Burns)	3
15	Church Lore (Roman)	2
30	Civil and Canon Law (Trade contracts)	3
30	Common Law (trade)	3
30	Covenant Lore (Mundanes)	3
30	Etiquette (covenants)	3
15	French (Military)	2
30	Greek (Tradesmen)	3
50	Intrigue (Tradesmen)	4
0	Italian (Covenfolk)	5
30	Latin (Hermetic)	3
30	Order of Hermes Lore (covenants)	3
30	Single Weapon (broad sword)	3
75	Steward (Covenant)	5
4	Survival (Hills) (4)	0
15	Thrown Weapon	2

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Personality Traits

	SCORE

Reputations

	SCORE

Notes

History

Winter 1214: Exposure: Survival-0 to 0, Exp: 2
Spring 1215: Exposure: Survival-0 to 0, Exp: 2
Autumn 1216: Experience, Exp: 5
Spring 1215: Experience: Armenian Language-0 to 1, Exp: 5
Spring 1215: Advance season to Summer 1215, Exp: 0
Winter 1214: End 1214, Exp: 0
Summer 1215: Exposure: Armenian Language-1 to 1, Exp: 8
Winter 1215: Exposure: Area Lore-0 to 0, Exp: 4
Winter 1215: End 1215, Exp: 0
Winter 1215: Training: Armenian Language-1 to 2, Exp: 16
Spring 1216: Training: Armenian-2 to 3, Exp: 13
Summer 1216: Training: Armenian-3 to 4, Exp: 13
Spring 1216: Exposure: Bargain, Exp: 4

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: +5 = 1 (Sta) + 4 (prot) + 0 (Virtues)
Heavy Leather Armor*: protection: 4, load: 3

Weapons

	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	1 + 0 - 2 = -1	--	1 + 3 + 0 = +4	--	--	Touch
Dagger	1 + 0 - 2 = -1	1 + 3 + 2 = +6	1 + 3 + 0 = +4	0 + 3 = +3	--	Touch
Sword, Long	1 + 2 - 2 = +1	1 + 3 + 4 = +8	1 + 3 + 1 = +5	0 + 6 = +6	1	
Fist	1 + 0 - 2 = -1	1 + 3 + 0 = +4	1 + 3 + 0 = +4	0 + 0 = +0	--	Touch
Kick	1 - 1 - 2 = -2	1 + 3 + 0 = +4	1 + 3 - 1 = +3	0 + 3 = +3	--	Touch

Equipment

Workman's Clothes
Horse
Pack
Slate

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