



## Character Questionnaire – Affinity and Aptitude

1. What is your name and what pronouns do you use?

In my formerly human form, I went by: Geoff Gey Withajay, Protector of the North (The title is negotiable) He/Him/His

However, due to a curse, I am a frog by the name(s) of: Frog; Frog Knight; The great frog Knight of the Northern Swamps; Froge; Frogger; Hoppy; Hops; The Great Frog Hop; Mlem; Protector of the Frogs... He/They  
("," indicates name, title. ";" indicates different names)

2. How old are you? What sort of education did you receive and what sort of work experience do you have?

34 years old. Went to a prominent knight school and is from a very wealthy family who believes he is dead after being turned into a frog. He has been adventuring as a frog-knight since he finished knight school at 23 and became a frog at 25. Before that, he was a squire from the age of 12 until he started knight school at 17.

3. What is your family like, if you have one? Are you connected to anyone important? Do you have any pets or family hobbies?

His family is very wealthy and very aware of their wealth. They lack understanding about the woes of the people and the hardships of the world around them. He has been humbled since being turned into a frog as he has traveled through the countryside.

4. What are some desires and fears that you hold, either consciously or subconsciously? If you would like to elaborate here, you can.

Wants to not be a frog. Afraid of being found out as a frog, especially of his family finding out he is a frog. Afraid of birds.

5. Describe a moment you are proud of:



When he led a town's rebellion against a lord that was taxing them heavily.

Aptitude

6

Affinity & Aptitude

Character Sheet



Dice

6. Describe a moment you are ashamed of:

The time he was cursed by a witch of the swamp.

7. Describe a moment you learned from:

Early on, as a frog, he tried to enter a city and was cast out immediately. The guards would not allow him entry, so he sought refuge in the swamp villages of the frog people. After living there for a while and getting used to his new body, he went on to try to re-enter society. He started with a small village about a day's travel from the swamp. There, the people shunned him except for a small family that took him in. It was from this family that he learned true kindness.

8. What do you think is your best skill/attribute/trait? How did it come about? How do you feel about it?

His ability to inspire others. When he was young, he was able to convince people to do his bidding. After spending time learning how to be a better person, he was afraid to use this ability. He discovered that he could use this for good when a small village was struggling to survive because they were being overly taxed by their lord and he used this ability to rally them.

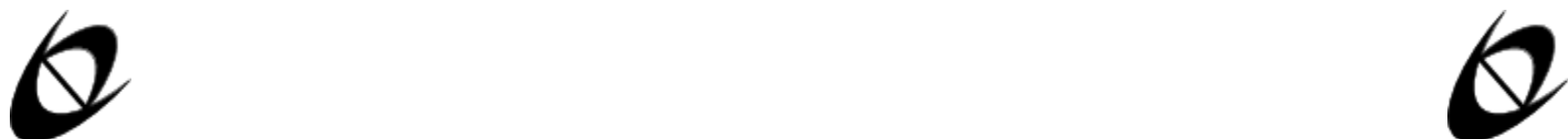
9. Describe your connection to the abundant magic in this world:

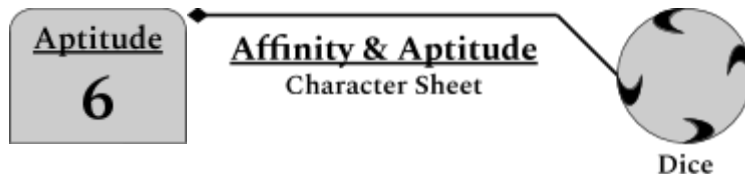
He trained in the water magics of the frog people, as well as having access to his family's power to influence others. He mostly uses the water magic to soothe the pain of his allies.

a. How does it manifest?

Water: A covering layer of water that dulls pain and sets bones.

Inspiration: People are a little more willing to do things in their interest with him around, despite their fear that something bad might happen. An increase in bravery





b. When did it start?

Water: After he spent time learning from the frog people of the swamps

Inspiration: Runs in the family. This version was something he didn't start doing until the last couple of years.

c. How much control do you have over it?

Water: Full control because of training.

Inspiration: Knows it's there, can't really control it. Control's it by being aware

10. What do you do in your free time?

Relax, train, polish his armor

### GM Notes:

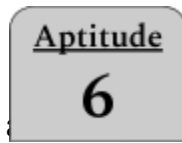
Knight training lends itself well to teaching *Weapon Training* and *Resistance*, so those will be high **Affinities**. Additionally, knight training comes with some etiquette, so he will have a *Prowess Specialty* for knightly matters.

*Water Magic* is primarily used for healing and has not had constant practice, so it will be higher than others. *Dark Magic* is similar since this seems to be the most applicable *Magic* to the influencing that he was doing, so he will have some *Dark* with a *Specialty* in *Manipulation*.

Since he has been cut off from the wealth of his family, he will have moderate *Fame* and *Fortune*, but not more than 3. Along the same vein, he should have some decent weapons and armor since he spends time keeping it in good quality.



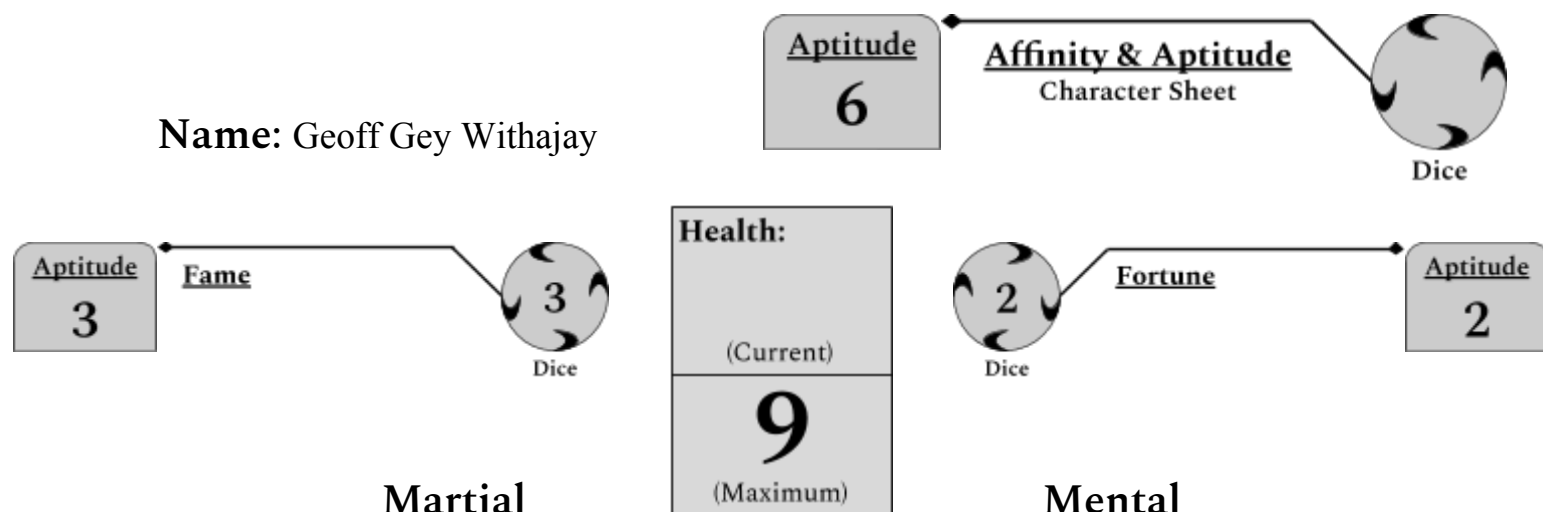
This character has had a good [Aptitude 6] experiences, so their **Generic Aptitude** will be between 5 and 8 depending on the other characters.



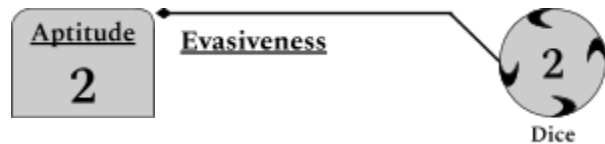
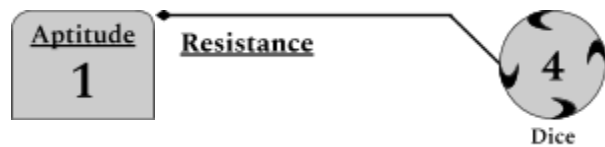
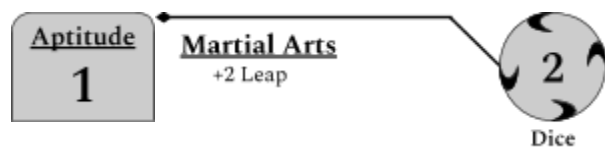
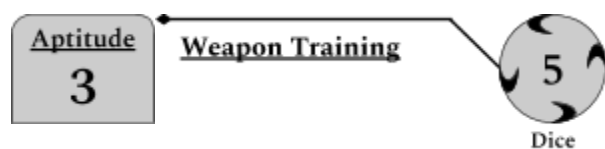
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Character Sheet



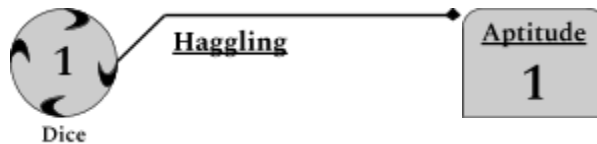
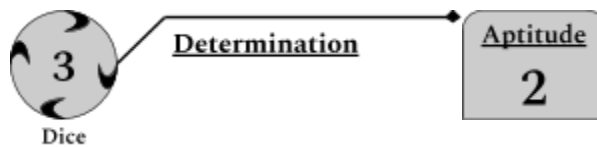
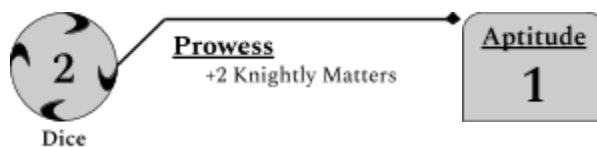
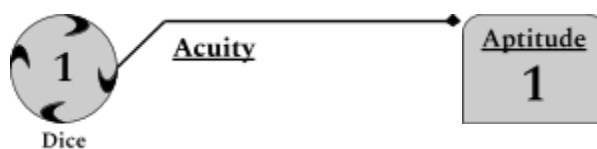
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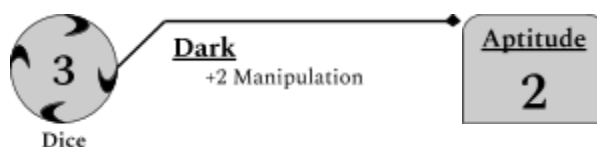
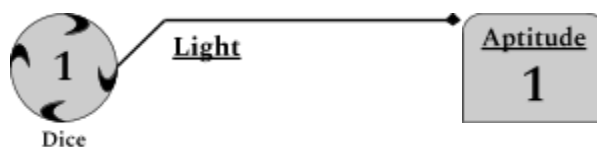
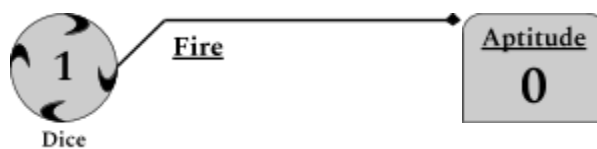
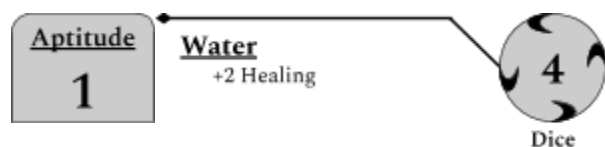
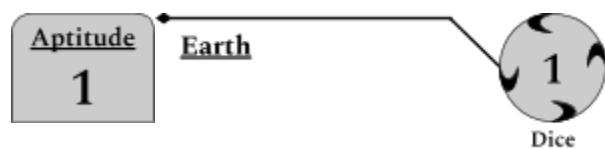
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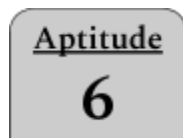


### Mental



### Magic





Affinity & Aptitude  
Character Sheet



## Equipment

<u>Name</u>	<u>Affinity: Bonus</u>	<u>Requirements</u>	<u>Descriptors</u>
Broadsword	Weapon : +2	2 hands	Base damage : 3
Plate Mail	Resist (Physical) : +2	Body (upper & lower)	-1 physical damage taken; -2 Evasiveness
Morningstar	Weapon : +2	1 hand	Base damage : 1
Kite Shield	Resist (Physical) : +1	1 hand	-1 physical damage taken; -1 Evasiveness
Minor Heal Potion	Health (Current) : +2	None	Consumable, Immediate
Minor Resilience Potion	Resist : +2	None	Consumable, Immediate
Signet Ring	Fame (Royals) : +1	1 Finger	None

