CHARACTER INFORMATION

CHARACTER NAME: Testor the barbarian

RELIGION: Catholic

DESCRIPTION: Test from Front End

CATALYST: Stubbed toe **BACKGROUND:** Artisan **SIN (VICE):** Bloodthirsty **HERO POINTS:** 6

PLAYER NAME:

NATIONALITY: Spanish

HEIGHT: 6'5" WEIGHT: 210 EYES: Blue HAIR: Black

ORDER: Ascetics of the Ten Persecutions

VIRTUE: Chaste TRUE FAITH: 5 **DAMNATION:** 4

ABILITY SCORES

PHYSICAL ABILITIES

STRENGTH (5

AGILITY (

TOUGHNESS (

MENTAL ABILITIES

EDUCATION (

REASON (

WILL (

SPIRITUAL ABILITIES

COURAGE (2

INTUITION (

PERSONALITY (

SKILLS

SKILL (ABILITY) TOTAL = RANK + ABILITY + BONUS SKILL (ABILITY) TOTAL = RANK + ABILITY + BONUS

PROFESSIONAL SKILLS	
Animal Care	

Animal Care	2 = 0 + 2 +
Construct	4 = 2 + 2 +
Disable	6 = 3 + 3 +
Evaluate	3 = 1 + 2 +
Gamble	2 = 0 + 2 +
Gossip	3 = 1 + 2 +
Heal	2 = 0 + 2 +
Herbalism	2 = 0 + 2 +
Myth and Lore	2 = 0 + 2 +
Navigation	2 = 0 + 2 +
Occult	2 = 0 + 2 +
Perform	2 = 0 + 2 +
Research	3 = 0 + 3 +
Sail	4 = 0 + 4 +
Sorcerous Tradition: Animism	2 = 0 + 2 +
Sorcerous Tradition: Diabolism	2 = 0 + 2 +
Sorcerous Tradition: Hermetic	2 = 0 + 2 +
Sorcerous Tradition: Necromancy	3 = 0 + 3 +
Sorcerous Tradition: Prayer	2 = 0 + 2 +
Sorcerous Tradition: Witchcraft	2 = 0 + 2 +
Speak Language	$0 = 0 + 0 + _$
Subterfuge	4 = 0 + 4 +
Survival	2 = 0 + 2 +
Track	2 = 0 + 2 +
Trade	4 = 1 + 3 +
Trained Knowledge	2 = 0 + 2 +
Read Language	$0 = 0 + 0 + \underline{}$

Archery

Firearms Grapple

Hand-to-Hand

REACTION SKILLS

Reflexes Resolve

Hand-to-Hand (Small Weapons)

5 = 1 + 4 + _

4 = 0 + 4 + __

 $5 = 0 + 5 + _{-}$

 $5 = 0 + 5 + _{-}$

 $4 = 0 + 4 + _{-}$

4 = 0 + 4 + _

 $2 = 0 + 2 + _{-}$

FIGHTING SKILLS

Throw $5 = 0 + 5 + _{-}$ INTERACTION SKILLS Charm $4 = 2 + 2 + _{-}$ Command $3 = 1 + 2 + _{-}$ Deceive $2 = 0 + 2 + _{-}$ **2** = 0 + 2 + __ **Empathy** Intimidate $2 = 0 + 2 + _{-}$ Pantomime $2 = 0 + 2 + _{-}$ MOVEMENT SKILLS

5 = 1 + 4 + __ Acrobatics Climb **6** = 1 + 5 + _ **4** = 0 + 4 + _ Contortionist Drive $4 = 0 + 4 + _{-}$ Jump $5 = 0 + 5 + _{-}$ Ride $4 = 0 + 4 + _{-}$ **5** = 0 + 5 + __ Row **4** = 0 + 4 + __ Stealth Swim $5 = 0 + 5 + _{-}$

В	alance	4	= 0 + 4 +
C	oncentrate	4	= 2 + 2 + _
Е	ndurance	3	= 0 + 3 +
Ν	lotice	2	= 0 + 2 +
Р	arry	4	= 0 + 4 +

WEAPONS

 Weapon:
 Unarmed
 C:
 0
 DM:
 0

 Range:
 Reload:
 Size:
 Small
 Wgt:

 Melee Dice:
 AGI 4 - or - STR 5
 Ranged Dice:
 0

 Weapon:
 Sword
 C: 2
 DM: 3

 Range:
 Reload: Size:
 Medium
 Wgt: 3

 Melee Dice:
 3
 Ranged Dice: 0
 0

Weapon:DaggerC: 0DM: 1Range: 2Reload: -Size: SmallWgt: 1Melee Dice: 4Ranged Dice: 5

AMMUNITION

Arrows: 00000 00000 00000 00000 00000 00000

Bolts: 00000 00000 00000 00000 00

Powder & /
Shot: 0 lb(s)

Blunderbus - 3 shots per lb Blunderbus Pistols - 6 shots per lb Pistols - 12 shots per lb Muskets - 6 shots per lb

ARMO

Armor: Metal AV: 3 AP: -2 MP: -1 Weight: 20

breastplate

HEALTH TRACK

INJURY LEV	/EL	EFFECT	SCORE
HEALTHY	Toughness x 2	NONE	
LIGHT	Toughness x 1.5	-1	
MODERATE	Toughness x 1	-2	
HEAVY	Toughness x 1	-3	
DYING	Toughness x 0.5	-4	

EQUIPMENT

ltem	Quantity	Weight (lbs) ea.	Combined Weight (lbs)
Metal breastplate	1	20	20
Tent	1	20	20
Sword	1	3	3
Tinderbox	1	0.5	1
Dagger	1	1	1
Waterskin	1	4	4
Backpack	1	2	2
Whetstone	1	1	1
Rations, day	6	1	6
Garb, common	2	2	4
Bedroll	1	5	5
Boots, pair	2	3	6
Pouch	1	0	0
Cloak	1	9	9
Rope, 10 yards	1	6	6
		Total	88 / 150

Carry Limit is **150** . Over limit: -1 Ag (min 1), Move -2 cautious, -7 walk , -12 run. Double limit: -2 (min 1) Ag, Move = 1 cautious, 5 walk , running not possible.

COMBAT DICE POOLS

INITIATIVE 4	COMBAT SKILL REFE	RENCE
	Skill	Total Dice
Reflex (Agility)	ARCHERY (AGI)	5
	FIREARMS (AGI)	4
DEFENSE 4	GRAPPLE (STR)	5
Average Agility + Toughness	HAND-TO-HAND (STR)	5
(round up)	HAND-TO-HAND (AGI)	4
(THROW (AGI)	4

TALENTS

TALENT	DESCRIPTION
Adaptable	Use medium weapons while Grappling
Basic Animist	May learn Animist rites
Greater Animist	May learn greater Animism Rites

ORDER

Ascetics of the Ten Persecutions BENEFITS

- i. Morning prayers devoted to a vow. That vow will allow the associated spell to be cast without calling on the Adversary or suffering ill effects. Use True Faith score in place of the Sorcerous Tradition skill. Breaking a vow will mean the character loses access to the spell until there is atonement.
- ii. Vow #1: Soothing Song
- iii. Vow #2 : Exchange of Hurts
- iv. Vow #3: Exorcism
- v. Vow #4: Shining Chest (Lost Book of Isis)
- vi. Vow #5: Blessing
- vii. Vow #6: Mastery of the Elements Earth
- viii. Vow #7: Opening the Way
- ix. Vow #8: Banish Passion (Von Grimmel's Diary)
- x. Vow #9: Embodying the Totem xi. Vow #10: Trapped in Darkness

BACKGROUND ABILITY

Artisan - Muse

Once per day per point of reason while making a Professional action, +2 dice.

SURVIVAL POINTS