

## 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** (4)  
**TOUGHNESS** (3)

### MENTAL ABILITIES

**EDUCATION** (2)  
**REASON** (3)  
**WILL** (2)

### SPIRITUAL ABILITIES

**COURAGE** (2)  
**INTUITION** (2)  
**PERSONALITY** (2)

## SKILLS

### SKILL (ABILITY)

TOTAL = RANK + ABILITY + BONUS

#### FIGHTING SKILLS

Archery	5 = 1 + 4 + _
Firearms	4 = 0 + 4 + _
Grapple	5 = 0 + 5 + _
Hand-to-Hand	5 = 0 + 5 + _
Hand-to-Hand (Small Weapons)	4 = 0 + 4 + _
Throw	5 = 0 + 5 + _

#### INTERACTION SKILLS

Charm	4 = 2 + 2 + _
Command	3 = 1 + 2 + _
Deceive	2 = 0 + 2 + _
Empathy	2 = 0 + 2 + _
Intimidate	2 = 0 + 2 + _
Pantomime	2 = 0 + 2 + _

#### MOVEMENT SKILLS

Acrobatics	5 = 1 + 4 + _
Climb	6 = 1 + 5 + _
Contortionist	4 = 0 + 4 + _
Drive	4 = 0 + 4 + _
Jump	5 = 0 + 5 + _
Ride	4 = 0 + 4 + _
Row	5 = 0 + 5 + _
Stealth	4 = 0 + 4 + _
Swim	5 = 0 + 5 + _

#### REACTION SKILLS

Balance	4 = 0 + 4 + _
Concentrate	4 = 2 + 2 + _
Endurance	3 = 0 + 3 + _
Notice	2 = 0 + 2 + _
Parry	4 = 0 + 4 + _
Reflexes	4 = 0 + 4 + _
Resolve	2 = 0 + 2 + _

### SKILL (ABILITY)

TOTAL = RANK + ABILITY + BONUS

#### PROFESSIONAL SKILLS

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 + _

## 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

**Weapon:** Dagger **C:** 0 **DM:** 1  
**Range:** 2 **Reload:** - **Size:** Small **Wgt:** 1  
**Melee Dice:** 4 **Ranged Dice:** 5

## AMMUNITION

**Arrows:**                                             