

Character: Eoin the Clothier

Player:

Saga:

Setting:

Current Year: 1220

House:

Age: 34 (34) Size: 0 Confidence: 1 (3)

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Characteristics

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

Virtues and Flaws

Vernacular Education (50/50) (Minor, General)

Craftsman (Free, Social Status)

Unaffected by The Gift (Minor, General)

Well-Traveled (50/50) (Minor, General)

Clear Thinker (Bonus: +3 to resist lies, confusion, subterfuge) (Minor, General)

Luck (Luck Bonus: +1 to +3) (Minor, General)

Weakness (Gambling) (Minor, Personality)

Susceptible to Warping (Minor, Supernatural). A per Grog, page 84.
The first time in a year that the character gains a Warping Point from a given Realm, he gains an additional Warping Point from that same Realm. This additional Warping Point is not counted towards any checks or triggers for Twilight or similar.

Enemies (His Wife and her Lover) (Major, Story)



Birth Name:
Year Born: 1186
Gender: Male
Race/Nationality:
Birth Place:
Religion:
Title:
Height: 168 cm
Weight: 72 kg
Hair: Brown
Eyes: Green
Handedness: Right
Description: A good-looking man with a broad smile and a well-trimmed beard. With a little wash here and there and a change of clothes, he would easily pass in most walks of life.



Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
30	Area Lore: Connacht (geography)	3
5	Artes Liberales (arithmetic)	1
15	Athletics (running)	2
30	Awareness (alertness)	3
30	Bargain (hard sell)	3
30	Brawl (Bludgeon)	3
30	Carouse (games of chance)	3
30	Charm (first impressions)	3
30	Chirurgy (binding wounds)	3
5	Climb (trees)	1
75	Clothiery	5
	Category: Consumables	
50	English (slang)	4
30	Folk Ken (townsfolk)	3
30	Guile (lying to authority)	3
30	Intrigue (plotting)	3
0	Irish (slang)	5
30	Latin (academic usage)	3
30	Leadership (inspiration)	3
5	Music (sing)	1
15	Order of Hermes Lore (personalities)	2
15	Organization Lore: Carrick Clothier's Guild (personalities)	2
5	Swim (underwater maneuvering)	1
30	Teaching (Clothiery)	3

[illegible]

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: +2 = 0 (Sta) + 2 (prot) + 0 (Virtues)	
Heavy Leather Armor*: protection: 2, load: 3	

Equipment

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