

# Character: Baldermar

Player: any

## Saga:

Setting: Rhine Tribunal

Current Year: 1220



## House:

Age: 18 (18) Size: 0 Confidence: --

### Decrepitude: 0

Effects of Aging:


### Warping: 0 (0)

Effects of Warping:


Birth Name: Baldemar

Year Born: 1202

Gender: Male

Race/Nationality: German

Birth Place: Freiberg

Religion: Christianity

Title: None

Height: 165 cm

Weight: 65 kg

Hair: Brown

Eyes: Brown

Handedness: Left



## Characteristics

	DESCRIPTION	SCORE
Intelligence	Int	0
Perception	Per (Observant)	+2
Presence	Pre (Handsome)	+2
Communication	Com	0
Strength	Str	0
Stamina	Sta	0
Dexterity	Dex (Nimble)	+2
Quickness	Qik (Swift)	+1

## Virtues and Flaws

Affinity with Legerdemain (Minor, General)

Improved Characteristics (Minor, General)

Privileged Upbringing (50/50) (Minor, General)

Branded Criminal (Minor, Social Status)

Carefree (Minor, Personality)

Afflicted Tongue (Minor, General); Spells Using Words: Extra botch die


## Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
0	German (slang)	5
30	Thrown Weapon (Knife, Throwing)	3
30	Athletics (acrobatics)	3
30	Awareness (searching)	3
5	Bargain (hard sell)	1
30	Brawl (Dodge)	3
15	Bows (Bow, Short)	2
5	Carouse (games of chance)	1
15	Charm (being witty)	2
5	Folk Ken (townsfolk)	1
15	Guile (fast talk)	2
70	Legerdemain (picking pockets)	6
5	Ride (speed)	1
30	Stealth (sneak)	3
5	Swim (underwater maneuvering)	1


Weapons	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dagger	1 + 0 - 1 = +0	2 + 3 + 2 = +7	1 + 3 + 0 = +4	0 + 3 = +3	--	Touch
Knife, Throwing	1 + 0 - 1 = +0	2 + 4 + 1 = +7	1 + 4 + 0 = +5	0 + 2 = +2	--	5
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Bow, Short	1 - 1 - 2 = -2	2 + 3 + 3 = +8	1 + 3 + 0 = +4	0 + 6 = +6	2	15
Fist	1 + 0 - 1 = +0	2 + 3 + 0 = +5	1 + 3 + 0 = +4	0 + 0 = +0	--	Touch
Kick	1 - 1 - 1 = -1	2 + 3 + 0 = +5	1 + 3 - 1 = +3	0 + 3 = +3	--	Touch
Dodge	1 + 0 - 1 = +0	--	1 + 4 + 0 = +5	--	--	Touch

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## **HISTORY**

Baldermar is a thief, and his cheek bears the brand to prove it. Born in the city of Freiberg to a well-to-do craftsman, Baldermar enjoyed a pleasant childhood, with little demands on his time or person. When his family was ruined by the machinations of a business rival, Baldermar was forced to live on the streets, begging and stealing to his surprise. He soon found he had a knack for such exploits and began seeking greater returns, robbing the houses of his father's former friends and associates, and picking the pockets of wealthy merchants and nobles.

Though successful in his endeavors, Baldermar's luck was bound to run out. He was caught pilfering the purse of a lesser noble and brought before a magistrate. Though he was fortunate enough to keep his hands, the mark of the thief was permanently branded into his flesh. Baldermar is undaunted by his punishment, feeling it adds a certain mystique to his demeanor.

## **APPEARANCE**

Baldermar is a handsome lad; both athletic and nimble. With his pleasant features, lean physique, and scoundrel's charm, he has no difficulty in winning the affection of female companionship, despite the brand on his cheek (or, sometimes, because of it),