

Player: any

## Saga:

Setting: Rhine Tribunal

Current Year: 1220



House:

Age: 23 (23) Size: 0 Confidence: --

Decrepitude: 0

### Effects of Aging:

Warping: 0 (0)

### Effects of Warping:

## Characteristics

		DESCRIPTION	SCORE
Intelligence	Int		0
Perception	Per	(Acute)	+2
Presence	Pre	(Unkempt)	-1
Communication	Com	(Loner)	-2
Strength	Str		0
Stamina	Sta	(Athletic)	+2
Dexterity	Dex	(Agile)	+3
Quickness	Qik	(Cautious)	-1

# Virtues and Flaws

### Animal Ken (Minor, Supernatural)

### Wilderness Sense (Minor, Supernatural)

Warrior (50/50) (Minor, General)

Wanderer (Free, Social Status)

### Compassionate (Major, Personality)

Birth Name:	Lukas
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Year Born: 1197

Gender: Male

Race/Nationality: German

Birth Place: Hamburg

Religion: Christianity

Title:

Height: 165 cm
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Weight: 65 kg

Hair: Brown

Eyes: Hazel

Handedness: Right

## Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
0	German (specific dialect)	5
25	Wilderness Sense (resources)	3
25	Animal Ken (birds)	3
50	Bows (Bow, Short)	4
15	Single Weapon (Sword, Short)	2
5	Brawl (Fist)	1
30	Folk Ken (peasants)	3
30	Animal Handling (falconry)	3
30	Athletics (running)	3
15	Swim (long distances)	2
30	Awareness (alertness)	3
30	Hunt (tracking)	3
15	Stealth (natural areas)	2
30	Survival (forests)	3
30	Germany Lore (geography)	3
5	Pommerania Lore (geography)	1

Weapons	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	-1 + 0 - 2 = -3	--	-1 + 1 + 0 = +0	--	--	Touch
Bow, Short	-1 - 1 - 2 = -4	3 + 5 + 3 = +11	-1 + 5 + 0 = +4	0 + 6 = +6	2	15
Sword, Short	-1 + 1 - 2 = -2	3 + 3 + 3 = +9	-1 + 3 + 1 = +3	0 + 5 = +5	1	
Dagger	-1 + 0 - 2 = -3	3 + 1 + 2 = +6	-1 + 1 + 0 = +0	0 + 3 = +3	--	Touch
Fist	-1 + 0 - 2 = -3	3 + 2 + 0 = +5	-1 + 2 + 0 = +1	0 + 0 = +0	--	Touch
Kick	-1 - 1 - 2 = -4	3 + 1 + 0 = +4	-1 + 1 - 1 = -1	0 + 3 = +3	--	Touch

[illegible]

Lukas has wandered the forests and woodlands of Germany for most of his life. Born with an uncanny ability to commune with animals - a gift never understood or accepted by his family or the villagers of his home village - and with a most intuitive sense of the forest ways, Lukas would often disappear for weeks at a time before returning to his home. His absences were little spoken of, nor was there much joy shown upon his return, though his family did - with no show of gratification - greedily accept the meat and furs he would invariably return with. At a point in his early teens, Lukas left once again, and this time did not return.

More the next many years Lukas lived off his own wits and the bounty of the forests, hunting and fishing for his needs, and only going into town or village when absolutely necessary. He was discovered by a resident member of Fengheld who initially hired him on merely as a guide for a few weeks of service, but upon learning of his impressive aptitudes, offered him a home within the covenant. There, Lukas found acceptance within the turb, despite his peculiar gifts, which no one seemed to mind and, in fact, proved quite useful on more than one occasion. He remained with Fengheld through the intervening years, though his wanderer nature occasionally distracted him back to the forests for weeks at a time.

Lukas was chosen to accompany the Fengheld contingent in the formation of the covenant of Teneo.