

Player: MummyKitty

Setting: Rhine

Ars Magica

Age: 22 (22) Size: 1 Confidence: 1

Effects of Aging:

Effects of Warping:

DESCRIPTION

SCORE

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

Wanderer (Free, Social Status)

Berserk (Bonus: +2 Attack, +2 Soak, -2 Defense) (Minor, General)

Large (Minor, General)

Tough (Soak: +3) (Minor, General)

Protection (Duke) (Minor, General)

Oath of Fealty (Major, Story)

Dutybound (Minor, Personality)

Year Born: 1198

Gender: Male

Race/National

Birth Place:

Religion:

Title:

Height: 190 cm

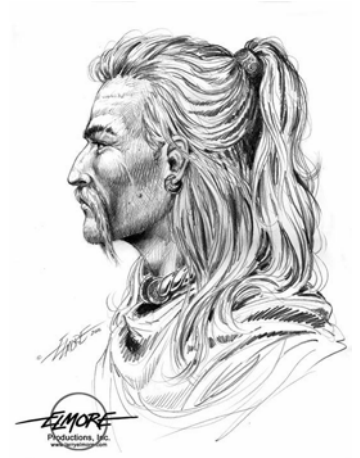
Weight: 95 kg

Hair:

Eyes:

Handedness:

Description: A quiet giant of a man, with long red hair.



Exp. ABILITY (SPECIALTY)

SCORE

0	Danish (specific dialect)	5
15	Athletics (climbing)	2
30	German (Low)	3
15	Slavic (Pomeranian dialect)	2
5	Stealth (natural areas)	1
5	Pomerania Lore	1
30	Awareness (collecting information)	3
50	Brawl (Dodge)	4
75	Single Weapon (Shield, Round)	5
15	Thrown Weapon (Axe, Throwing)	2
15	Survival	2
15	Swim	2
30	Carpentry (ship building)	3

<h2 style="margin: 0;">Personality</h2> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 60%;">Tolerant (Angry)</td> <td style="width: 40%; text-align: right;">SCORE -2</td> </tr> <tr> <td>Brave (Couragous)</td> <td style="text-align: right;">+2</td> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	Tolerant (Angry)	SCORE -2	Brave (Couragous)	+2																	<h2 style="margin: 0;">Reputations</h2> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 60%;">Jarl's Official</td> <td style="width: 40%; text-align: right;">SCORE 3</td> </tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>	Jarl's Official	SCORE 3																		
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Notes

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Weapons	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	0 + 0 + 0 = +0	--	0 + 5 + 0 = +5	--	--	Touch
Axe/Shield, Round	0 + 1 + 0 = +1	1 + 6 + 4 = +11	0 + 8 + 0 = +8	2 + 6 = +8	1	
Axe, Throwing	0 + 0 + 0 = +0	1 + 3 + 2 = +6	0 + 3 + 0 = +3	2 + 6 = +8	1	5
Hatchet	0 + 0 + 0 = +0	1 + 5 + 3 = +9	0 + 5 + 0 = +5	2 + 4 = +6	1	
Fist	0 + 0 + 0 = +0	1 + 4 + 0 = +5	0 + 4 + 0 = +4	2 + 0 = +2	--	Touch
Kick	0 - 1 + 0 = -1	1 + 4 + 0 = +5	0 + 4 - 1 = +3	2 + 3 = +5	--	Touch

Equipment

Hakon is a quiet giant of a man (mainly due to his lack of linguistic skill with German, Slavic or any local languages), with long red hair like many of his Danish countrymen. He tries to stay in the background, observing his surroundings and saying little. However, in combat he can be fearsome as he is a berserker warrior.

Hakon is a skilled woodsman and an excellent carpenter, as he used to help build longships in Denmark, and was recruited for the covenant on this basis. Although he is a pious Christian, investigation has showed that he tolerates the magi and is willing to protect them and work in the convent in exchange for a place to live and the anonymity and seclusion that the convent provides.