

Description:



## CHARACTERISTICS

Dexterity	-1
Quickness	-2

## ABILITIES

ABILITY (SPECIALTY)	SCORE	EXP.
Speak Hebrew	5	0
Speak Latin	3	0
Scribe Latin	1	0
Speak Slavic	5	15
Scribe Slavic	3	6
Scribe Hebrew	3	6
Artes Liberales (Arithmetic)	3	6
Civil and Canon Law	2	3
Lectio	1	1
Disputatio	1	1
Theology (Judaism)	1	1
Charm	1	1
Bargain	3	6
Etiquette	2	3
Folk Ken	3	6
Guile	2	3
Area Lore (Kiev)	2	3
Area Lore (Gormenghast)	2	3

## VIRTUES AND FLAWS

SCORE	VIRTUE OR FLAW AND DESCRIPTION
+1	Petty Merchant
+1	Educated
+1	Close Family Ties
+2	Further Education-2
+2	Gossip
-3	Outsider (jew)-3
-1	Dutybound (jewish religion)
-1	Poor Eyesight (Attack & Defense: -3)
-3	Noncombatant (Attack and Damage: -3)

Confidence	3	Current Score	
Size	0	Decrepitude	0

Unhurt	O	NA	Fresh	O	NA
Hurt	O	NA	Winded	O	NA
Lt Wounds	O	-1	Weary	O	-1
Med Wounds	O	-3	Tired	O	-3
Hvy Wounds	O	-5	Dazed	O	-5
Incapacitated	O	NA	Unconscious	O	NA

## PERSONALITY TRAITS

TRAIT	SCORE	TRAIT	SCORE
Brave	-2		
Dedicated	+1		
Distrustful	+2		

[illegible]

Initiative: Qik+Weapon Skill+Weapon Initiative Bonus + Enc  
Attack: (Dex or Per) + Weapon Skill +Weapon Attack Bonus +Enc  
Defense: Qik + Weapon Skill + Weapon Defense Bonus - Size + Enc  
Damage: (Str + Size) or (Nothing) + Weapon Damage Bonus  
Range: Effective Range of Weapon  
Space: Open paces round you required to properly wield weapon.  
Strength: Minimum Str to use.

# ARMOR

Protection: 0, Load: 0, Type: --

## REPUTATIONS

SCORE	TYPE/TARGET
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## EQUIPMENT

LOAD	ITEM AND NOTES
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0	Fist/Kick (Initiative: -4; Attack: -10; Defense: -8; Damage: -5; Fatigue: -4; Skill: Brawling; Space: 0; Range: Touch)
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## NOTES

Walk: 9+Qik+Enc =	7
Hustle: 15+Qik+Enc =	13
Sprint: 30+Qik+Ath+Enc-Wnd-Fat =	28+
Horseback: 50+Ride =	50

[illegible]