

Character: Volkmar

Player: Nzld

Saga: Theandric

Setting: Rhine Tribunal

Current Year: 1220



House:

Age: 35 (35) Size: 2 Confidence: 1

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Birth Name: Volkmar

Year Born: 1185

Gender: Male

Race/Nationality: German

Birth Place: Unknown

Religion: None

Title: None

Height: 85 cm

Weight: 125 kg

Hair: None

Eyes: Emerald

Handedness: Right



Characteristics

		DESCRIPTION	SCORE
Intelligence	Int	(Tactician)	+2
Perception	Per	(Insightful)	+2
Presence	Pre	(Unnerving)	+1
Communication	Com	(Reserved)	-3
Strength	Str	(Powerful)	+5
Stamina	Sta	(Indefatigable)	+6
Dexterity	Dex		0
Quickness	Qik	(Massive)	-3

Virtues and Flaws

Giant Blood (Major, General)

Great Stamina (Minor, General)

Great Strength (Minor, General)

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

Magic Sensitivity (Minor, Supernatural)

Second Sight (Minor, Supernatural)

Custos (Minor, Social Status)

Martial Abilities (Special)

Magical Air (Major, General)

Wrathful (Major, Personality)

Visions (Minor, Story)

Disfigured (hideously burned) (Minor, General)

Temperate (Minor, Personality)

Motion Sickness (Minor, General)

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
0	German (poetry)	5
30	Latin (hermetic usage)	3
50	Leadership (intimidation)	4
15	Guile (military deceptions)	2
30	Intrigue (alliances)	3
30	Awareness (bodyguarding)	3
15	Stealth (hide)	2
15	Athletics (running)	2
15	Survival (forests)	2
30	Brawl (Fist)	3
105	Great Weapon (Sword, Great)	6
30	Single Weapon (Mace and Chain)	3
15	Durenmar Lore (personalities)	2
5	Order of Hermes Lore (history)	1
5	Black Forest Lore (geography)	1
15	Germany Lore (politics)	2
45	Magic Sensitivity (magical creatures)	4
45	Second Sight (invisible things)	4

Weapons	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Sword, Great	-3 + 2 + 0 = -1	0 + 7 + 5 = +12	-3 + 7 + 2 = +6	5 + 9 = +14	2	
Mace and Chain/Shield, Heater	-3 + 2 + 0 = -1	0 + 4 + 3 = +7	-3 + 7 + 0 = +4	5 + 7 = +12	2	
Sword, Long/Shield, Heater	-3 + 2 + 0 = -1	0 + 3 + 4 = +7	-3 + 6 + 1 = +4	5 + 6 = +11	1	
Dagger	-3 + 0 + 0 = -3	0 + 3 + 2 = +5	-3 + 3 + 0 = +0	5 + 3 = +8	--	Touch
Dodge	-3 + 0 + 0 = -3	--	-3 + 3 + 0 = +0	--	--	Touch
Fist	-3 + 0 + 0 = -3	0 + 4 + 0 = +4	-3 + 4 + 0 = +1	5 + 0 = +5	--	Touch
Kick	-3 - 1 + 0 = -4	0 + 3 + 0 = +3	-3 + 3 - 1 = -1	5 + 3 = +8	--	Touch

HISTORY

Little is known of Volkmar's ancestry. He was born in the lands of Moravia, to a pagan tribe that still practiced the old ways. Volkmar was found as a young child by a magus of Durenmar who, upon sensing the child's magical air and abilities, believed he possessed the Gift and would make a suitable apprentice. Alas, this turned out to be false. Early on, Volkmar was kept as a novelty, and encouraged to develop his particular supernatural abilities. In time, as his body came into its own, and he began to develop the impressive physique not uncommon to the men of his tribe, he was adopted into the turb, where his skill and intellect allowed him to quickly gain recognition as custos.

In one particular battle of note, while facing against minions of Hell, Volkmar was severely burned across his entire body, leaving his flesh a horrid web of scars. All attempts to magically heal the damage proved futile, convincing the magi of Durenmar that the hellfire had burned to his very soul, and thus affected his essential nature. Though he takes efforts to conceal his physical deformities, they do not inhibit his abilities in any way.

Volkmar has served Durenmar faithfully for many years. He has proven to be a remarkable warrior, commander, and tactician. Though he is no longer in the prime of his youth, he can still hold his own against most warriors in the turb, and he often has the ear of senior magi at Durenmar when it comes to matters of security and military concern. His insights into mundane politics have even been presented at Tribunal, perhaps influencing the very policies set forth for the Order in its relations with mundanes.

Volkmar has most been assigned to aid the young magi of Teneo in the establishment of the newly founded covenant. The masters of Durenmar are confident his presence will assure the success of this endeavor.

APPEARANCE

Volkmar is a massive man: tall in stature and powerfully built. He towers over most men, with muscles self-evident of the strength he commands. Many say that Volkmar was a lad of most astonishing beauty. Though few have cause to see it, his entire flesh is now covered in a web of scars caused by burns suffered long ago. These same burns have left him devoid of hair. Volkmar keeps his entire body concealed beneath layers of wraps, clothing, and armor. Over the years, he has learned to adapt this to his advantage, and his ensemble of robes and clothing can be both regal and menacing. Most unnerving of all, however, to those unaccustomed to dealing with him, is the shiny silver mask behind which he keeps his face and its horrid visage concealed; a twisted parody of the Greek masks of Comedy and Tragedy, though Volkmar's mask hints at no emotion. Those daring to look closer into the mask - and few have the nerve to do so - surely notice the exotic quality of his eyes, with green irises as deep as the most magnificent emerald.