

Character Sir Armen Armstrong Company

Mission

Duty Don't destroy anything of beauty
only equal trades

Craving Greed

Problems

XP:

XP:

XP:



BODY 3

Athletics

Endurance

Fight 3

Parry 2

Run

Vigor

SENSE 2

Direction

Eerie

Empathy

Hearing

Scrutinize

Sight

CHARM 2

Fascinate

Graces 2

Lie 1

Jest

Plead

ADVANTAGES AND ESOTERIC DISCIPLINES

Name	Effect	Page
2 Status		
2 Wealth		
1 follow threat 1 (Spire Lonesome)		
1 animal companion		

COORDINATION 3

Climb

Dodge 1

Perform

Ride 1

Stealth

Weapon: 3

COMMAND 3

Haggle

Inspire 3

Intimidate 1

Perform:

KNOWLEDGE 4

Counterspell

Healing

Language:

Lore

Strategy 4

Tactics 3+FD

Student:

High Speech +WD

ATTUNEMENT EFFECTS

SORCERY

Spell	Effect	Pool	Intensity	Page
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WEAPONS (Page 186)

Weapon	Dmg.	Attack Pool	Range/Notes
Long sword	wtLK		
Long bow	wk		
Long metal shield		4 or 6, & choice	(3 armor)

2 5-6
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3 10
00000

2 7-9
00000
00000

2 3-4
00000

1 2
00000

1 1
00000

Sande
bastian
Lucan
Pact

Description/Personal History

MORE SPELLS

Spell	Effect	Pool	Intensity	Page
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Grudges and Enemies

Dirty Secrets (Own and Others)

PREFERRED MOVES

School of perpetual vidiners

Move	Rank	Effect	Page
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Pg4 {	Basic Mobility	Know + Tactics	Minions can keep 4x or 5x sets
	Bring fear	Known Tactics	Moral attack first roll
	Improvised arms	Know + Tactics	Threat +1

Property

helmbloom front piece 745 gold coins

MORE WEAPONS

Weapon	Dmg.	Attack Pool	Range/Notes
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Reinforced steel helmet	3	Armor	
Breast plate	2	Armor	
Steel gauntlets	2	Armor	
Cavalry boots	1	Armor	
Large metal shield			4 or 6 and choice 3
Long sword	Wt1 inh		
Long bow	W in h		

MARTIAL PATHS

-2d climb run

Technique	Path	Level	Effect	Page
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