

Current Year: 1220



House:

Age: 34 (34) Size: 0 Confidence: --

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Birth Name:	Kroll
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Year Born: 1186

Gender: Male

Race/Nationality: Germany

Birth Place: Aachen

Religion:

Title:

Height: 5'11"

Weight: 198 lbs

Hair: Brown

Eyes: Brown

Handedness: Right

Description: Kroll



Characteristics

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

Virtues and Flaws

Intuition (Minor, General)

Luck (Luck Bonus: +1 to +3) (Minor, General)

Warrior (50/50) (Minor, General)

Social Handicap (Unpredictable temperament) (Minor, General);

Social Dealings: -3

Branded Criminal (Minor, Social Status)

Plagued by Supernatural Entity (Ghost of the Wronged Woman)
(Major, Story)

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
0	German (conversational)	5
15	Area Lore: Germany (hunting grounds)	2
50	Athletics (sprinting)	4
50	Awareness (spotting sentries)	4
5	Bargain (trading game)	1
50	Brawl (dagger)	4
15	Carouse (staying sober)	2
30	Hunt (small game)	3
30	Italian (conversational)	3
30	Stealth (in armor)	3
30	Survival (acquiring food)	3
30	Bows (shortbow)	3
75	Single Weapon (long sword)	5
15	Thrown Weapon (dagger)	2
105	Great Weapon (halberd)	6

[illegible]

Fatigue Levels		
☐		Fresh
☐	0 2 min.	Winded
☐	-1 10 min.	Weary
☐	-3 30 min.	Tired
☐	-5 1 hr.	Dazed
☐	2 hr.	Unconscious

Wounds	RANGE	NUMBER	PENALTY	Notes
Light Wounds	1-5	☐ ☐ ☐ ☐ ☐ ☐ ☐	-1	
Medium Wounds	6-10	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	-3	
Heavy Wounds	11-15	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	-5	
Incapacitated	16-20	☐		
Dead	21+	☐		

Armor
Soak: +8 = +1 (Sta) + 7 (prot) + 0 (Virtues)
mail hauberk with plate&mail jambs *: protection: 7, load: 3iron cap*:

Weapons	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	2 + 0 + 0 = +2	--	2 + 4 + 0 = +6	--	--	Touch
Sword, Long/Shield, Heater	2 + 2 + 0 = +4	1 + 6 + 4 = +11	2 + 6 + 4 = +12	2 + 6 = +8	1	
Dagger	2 + 0 + 0 = +2	1 + 5 + 2 = +8	2 + 5 + 0 = +7	2 + 3 = +5	--	Touch
Dagger, Throwing	2 + 0 + 0 = +2	1 + 3 + 2 = +6	2 + 2 + 1 = +5	2 + 3 = +5	--	5
Generic Great Weapon	2 + 2 + 0 = +4	1 + 7 + 4 = +12	2 + 7 + 1 = +10	2 + 10 = +12	1	
Fist	2 + 0 + 0 = +2	1 + 4 + 0 = +5	2 + 4 + 0 = +6	2 + 0 = +2	--	Touch
Kick	2 - 1 + 0 = +1	1 + 4 + 0 = +5	2 + 4 - 1 = +5	2 + 3 = +5	--	Touch

[illegible]

The statistics for Kroll present him as the veteran of two Crusades, a no-nonsense warrior disturbed by the spirit which haunts him, but too callous to consider it more than the wages of a life spent at war. Kroll (pronounced with the umlauts) is quicker, faster, not as bright but almost as deadly as Kukenschabe. A bright pink brand is impossible to miss on Kroll's cheek, the unmistakable mark of a terrible criminal juxtaposed by his ready smile. He does not talk much, and when he does, it is always to the point and uncomplicated. His hands are thick and scar-riddled, and he has a bite out of his right ear. He seems most comfortable on watch, and anxious when not armored. He has a very deadpan sense of humor and an unsettling habit of playing with knives.