

Character: Kukenschabe

Player:

Saga:

Setting:

Current Year: 1220

House:

Age: 35 (35) Size: 0 Confidence: --

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Characteristics

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

Virtues and Flaws

Puissant Great Weapon (Minor, General)

Warrior (50/50) (Minor, General)

Mercenary Captain (Minor, Social Status)

Disfigured (Facial scars) (Minor, General)

Pessimistic (Minor, Personality)

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



Birth Name: Klaus
Year Born: 1185
Gender: Male
Race/Nationality: German
Birth Place: Aachen
Religion:
Title:
Height: 6'2"
Weight: 207 lbs
Hair: Black
Eyes: Brown
Handedness: Right
Description: Kukenschabe



Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
0	German (conversation)	5
5	Area Lore: Egypt (Damietta)	1
15	Area Lore: Western Mediterranean (ports)	2
30	Athletics (climbing)	3
50	Awareness (spotting ambushes)	4
30	Bargain (setting contract terms)	3
30	Brawl (dodge)	3
15	Carouse (staying sober)	2
30	Folk Ken (determining morale)	3
30	Intimidation (keeping troops in line)	3
30	Leadership (small groups)	3
5	Greek (conversational)	1
50	Italian (conversational)	4
15	Survival (acquiring food)	2
105	Great Weapon (halberd)	6+2
75	Single Weapon (mace)	5
30	Bows (shortbow)	3

Personality Traits	SCORE	Reputations	SCORE
Leader	+2	Effective (local)	2
Pessimistic	+3	Mercenary (regional)	2
Focused	+2	Survivor	2
Clever	+1		
Pragmatist	+1		

Notes

Fatigue Levels				Wounds	RANGE	NUMBER	PENALTY	Notes
☐			Fresh	Light Wounds	1-5	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	-1	
☐	0	2 min.	Winded	Medium Wounds	6-10	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	-3	
☐	-1	10 min.	Weary	Heavy Wounds	11-15	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	-5	
☐	-3	30 min.	Tired	Incapacitated	16-20	☐		
☐	-5	1 hr.	Dazed	Dead	21+	☐		
☐		2 hr.	Unconscious					

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

Weapons	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	1 + 0 + 0 = +1	--	1 + 4 + 0 = +5	--	--	Touch
Mace/Shield, Heater	1 + 1 - 1 = +1	2 + 6 + 3 = +11	1 + 6 + 3 = +10	2 + 8 = +10	2	
halberd	1 + 2 + 0 = +3	2 + 9 + 4 = +15	1 + 9 + 1 = +11	2 + 10 = +12	2	
Dagger	1 + 0 + 0 = +1	2 + 3 + 2 = +7	1 + 3 + 0 = +4	2 + 3 = +5	--	Touch
Fist	1 + 0 + 0 = +1	2 + 3 + 0 = +5	1 + 3 + 0 = +4	2 + 0 = +2	--	Touch
Kick	1 - 1 + 0 = +0	2 + 3 + 0 = +5	1 + 3 - 1 = +3	2 + 3 = +5	--	Touch

Equipment

Survival Kit	
Pack	

The statistics for Kukenschabe show him as a seasoned mercenary who knows the battlefield but barely qualifies as a "captain." He plans for the worst, and makes that quite clear while outlining his plans. Fortunately, most of his group know and enjoy this attitude, expecting it and becoming concerned when he doesn't express it-if Kukenschabe's not grumbling, then things are serious. He seems most concerned with the safety of his cousins and Falco, enough to abandon a failing enterprise if it seems like the time is appropriate. The whole right side of Kukenschabe's face is a twisted, puckered pink scar, the color of a faded rose. He tends to keep to the background, letting Falco do most of the talking, but he's always right in the thick of things once battle begins-clear, distinct baritone voice guiding tactics and holding the center. He prefers the night shift, if only because the dim lights tend to hide the botched job his cousins managed, trying to conceal his criminal brand. It did the trick, however, and he claims to have been hit in the face with lit lantern.