

Player:

Setting:

Current Year: 1220



Age: 37 (37) Size: 0 Confidence: ..

Effects of Aging:

Effects of Warping:

[illegible]

SCORE

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

Gossip (Minor, General)

Covenant Upbringing (Minor, Personality)

SCORE

75	Area Lore: Area (geography)	5
75	Awareness (keeping watch)	5
50	Brawl (Fist)	4
30	Carouse (staying sober)	3
5	Climb (trees)	1
75	Covenant Lore: Covenant (personalities)	5
0	English (slang)	5
75	Folk Ken (visitors to the covenant)	5
50	Great Weapon (Spear, Long)	4
30	Latin (hermetic usage)	3
30	Leadership (intimidation)	3
30	Order of Hermes Lore (personalities)	3
50	Single Weapon (Shield, Round)	4

Personality Traits	SCORE	Reputations	SCORE
Loyal to The Covenant	+3		
Brave	+2		
Knows his Place	+2		

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: +4 = +2 (Sta) + 2 (prot) + 0 (Virtues)

Heavy Leather Armor*: protection: 2, load: 3

Weapons	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	0 + 0 - 3 = -3	--	0 + 3 + 0 = +3	--	--	Touch
Spear, Long	0 + 3 - 4 = -1	1 + 4 + 3 = +8	0 + 4 + 1 = +5	0 + 7 = +7	3	
Axe/Shield, Round	0 + 1 - 4 = -3	1 + 4 + 4 = +9	0 + 4 + 2 = +6	0 + 6 = +6	1	
Fist	0 + 0 - 3 = -3	1 + 4 + 0 = +5	0 + 4 + 0 = +4	0 + 0 = +0	--	Touch
Kick	0 - 1 - 3 = -4	1 + 3 + 0 = +4	0 + 3 - 1 = +2	0 + 3 = +3	--	Touch

Equipment

Having been born into service, the covenant is all that Lester really knows. His father was custos to one of the early magi and so young Lester was never destined for a farmer's life. He took up axe and shield as soon as he could manage them and even accompanied an apprentice on his guantlet.

However, the life of a grog is an unpredictable one. While out escorting supplies one spring, Lester and the turb were set upon by robbers. No ordinary men, these were enemies of the covenant who had bargained with evil forces. Lester was the first to fall with an arrow through his leg. He nearly died upon the road that day.

When the turb returned to the covenant, the magus attempted to heal the wound, but it was corrupted by infernal magic and the ritual failed. While the wound appeared healed, a lingering malady turned Lester lame. He has been that way for nearly twenty years.

Unsuitable for service beyond the covenant, Lester is now just a watchman. He stands guard at the gates and upon the walls. He often stands watch through the night, in rain or snow, and his loyalty to the covenant permits no complaint or dereliction of duty.

Playing Lester

Lester is always respectful and always knows his place. He has watched younger men than he gain favor with the magi and understands that his lameness makes him fit for little more than watch duty.

It is not that the other grogs disrespect him, but more that they often barely notice him. He is simply the man who greets strangers and visitors to the covenant, the man who limps along to rous the magi from their council when trouble is brewing at the gates, and the man who ends up holding the horses for the grogs and companions who return from the outside world.

Stories for Lester

Stories that take place wholly within the covenant are a fine place to take advantage of Lester. Having been brought up in the covenant he knows a little of Latin and as the gateman he usually hears news before anyone else.

He would dearly love his chance to shine just one more time, to serve his covenant and make a difference. So stories that rely on knowledge of covenant personalities, of comings and goings, and of rumors from the outside, play to his strengths. He is less able in combat than others but his Leadership allows him to take command of perhaps a number of younger and inexperienced grogs and even apprentices.

Place Within the Saga

Most saga has them, those nameless grogs at the covenant gates who enter stories simply to tell the magi of trouble approaching, and then go just as quickly. Lester provides a ready-made cipher to add a little character to these most forgotten of grogs.