

# PERSONAL INFO

NAME: Eronð the Dane  
 AGE: 22 RACE: Northman SEX: Male HT: 5' 10" WT: 13 Stone  
 EYES: Brown SKIN: White HAIR: Blond  
 CODE: Honor, Loyalty to the king, protection of the weak  
 NOTES: Goals: Discover the threat, Defeat it and aid the king

# KARMA & FATIGUE

KARMA: 2 ( )  
1/2 LUC

FATIGUE: 13 ( )  
CON + PIE

# STATISTICS

STRENGTH	10
AGILITY	8
CONSTITUTION	8
DEXTERITY	7
INTELLIGENCE	7
WISDOM	7
CHARISMA	4
APPEARANCE	4
LUCK	3
PIETY	5
WILL	8

# LOCATION CHART

### VITALS

DEFENSE STR + AGL **18**

BASE FORTITUDE STR + CON + WIL **26**

### ARMOR WORN

AR MOD

Scale Armor

# SKILLS

	STAT	APT.	RANK	TOTAL
Armor Use (Scale)	10	+5	+3	=18
Axe Use	7	5	4	16
Bow Use	7	5	1	13
Horsemanship	8	1	2	11
Parry Axe	7	5	3	15
Search	7	0	3	11
Shield Use	10	5	1	16
Tracking	7	5	3	15

# APTITUDES

ASSIGN 6 POINTS

INTELLECT	0
MOVEMENT	1
CRAFT	0
FIGHTER	5
THIEF	0
PERFORMER	0

# WEAPONS

	+TO HIT	+TO DAM	# ATT	DAMAGE	CAPACITY	RANGE	NOTES	WT.
Broad Sword	4	10	2	3d10	--	Melee		2 (6s.)
Short Bow	1	10	3	2d10	20	20		3 (6s.)

# EQUIPMENT

	WT.		WT.
Scale Armor	25	Broad Sword	2
Bow with 20 Arrows	3	Courtly Clothes	5
Finder Box	.5	Two Torches	2
30 ft. Rope	4	Bag of Oats	4
Bastogne, War Horse			

WEALTH:

42 Pieces of Silver

# POWERS

COST	POWER	STAT	RANK	SKILL	TOTAL
1*	Might	10	1	4	15

Costs 1 fatigue per target. Causes fear when enacted in combat. Targets receive a save vs. Will - amount Total is made by.

# BACKGROUND

Born in the North, Eronð was fostered with King Charles court since the age of 12. There he learned the ways of the knight and eventually earned his spurs. He hopes to return soon to his father's kingdom in Svealand. He has little trust of the Church but understands the danger that open defiance represents.

Profession: Knight



# PERSONAL INFO

NAME: **Father Guillaume Di Genti**  
 AGE: **31** RACE: **Italian** SEX: **Male** HT: **5' 6"** WT: **10 Stone**  
 EYES: **Brown** SKIN: **White** HAIR: **Black**  
 CODE: **God, Church, and Glory**  
 NOTES: **Goals: Discover the threat, Defeat it and Save the Priests**

# KARMA & FATIGUE

KARMA: **2** ( )  
1/2 LUC

FATIGUE: **16** ( )  
CON + PIE

# STATISTICS

STRENGTH	5
AGILITY	6
CONSTITUTION	6
DEXTERITY	5
INTELLIGENCE	7
WISDOM	8
CHARISMA	5
APPEARANCE	8
LUCK	3
PIETY	10
WILL	8

# LOCATION CHART

**VITALS**  
 DEFENSE STR + AGL: **11**  
 BASE FORTITUDE STR + CON + WIL: **19**

**ARMOR WORN**  
 AR MOD: **Chain Armor**

**1- HEAD** ARMOR: **32** FORTITUDE: **10**

**2- RIGHT ARM** ARMOR: **32** FORTITUDE: **38**

**3- Rt SHOULDER** ARMOR: **32** FORTITUDE: **38**

**4- CHEST** FORTITUDE: **10**

**5- Lt SHOULDER** ARMOR: **32** FORTITUDE: **38**

**6- Lt ARM** ARMOR: **32** FORTITUDE: **38**

**7- STOMACH** ARMOR: **32** FORTITUDE: **19**

**8- GROIN** ARMOR: **32** FORTITUDE: **19**

**9- Rt LEG** ARMOR: **32** FORTITUDE: **38**

**10- Lt LEG** ARMOR: **32** FORTITUDE: **38**

# SKILLS

Skill	INT + WIS			
	STAT	APT.	RANK	TOTAL
Armor Use (Chain)	5	+0	+2	=7
Bludgeon Use	5	0	2	7
Christianity	10	4	2	16
First Aid	8	2	2	12
Knowledge - Demons	7	2	1	10
Knowledge - Pagans	7	2	1	10
Latin	7	2	2	11
Oratory	5	4	2	11
Parry (Mace)	5	0	2	7
Search	7	0	1	8

# APTITUDES

ASSIGN 6 POINTS

INTELLECT	2
MOVEMENT	0
CRAFT	0
FIGHTER	0
THIEF	0
PERFORMER	4

# WEAPONS

Weapon	+TO HIT	+TO DAM	# ATT	DAMAGE	CAPACITY	RANGE	NOTES	WT.
Mace	2	5	2	3d12	--	Melee		8 lbs.

# EQUIPMENT

Item	WT.	Item	WT.
Chain Armor	15	Footman's Mace	8
Cassock	3	Lantern	2
Tinder Box	.5	Two bottles Lantern Oil	2
40 ft. Rope	5	Bag of Oats	4
Ink, Pen, Parchment	.5	Tent	5
Pony			

# WEALTH:

31 Pieces of Gold, 20 Pieces of Silver

# POWERS

Cost	Power	STAT	RANK	SKILL	TOTAL
1	Adoration	10	+1	+2	=13
*	Imposition of Hands	10	2	4	16

\* Imposition costs 5 Fatigue to heal all wounds, 3 to heal disease, and 1 to heal insanity

# BACKGROUND

Born to Roman Nobles, Guillaume never was claimed by his father. His mother died when he was young and he has been raised by the Church. He had studied faithfully while advancing himself. It came as a great surprise when God Himself called upon Guillaume for this mission.

Profession: Priest



# PERSONAL INFO

NAME : Elaine Auf Rattisbonne  
 AGE : 19 RACE : German SEX : Female HT : 5' 1" WT : 6.5 Stone  
 EYES : Grey SKIN : White HAIR : Red  
 CODE : God, King, Family  
 NOTES : Goals: Keep her secret, Destroy the Evil, Save the peasants

# KARMA & FATIGUE

KARMA : 3 ( )  
1/2 LUC  
 FATIGUE : 18 ( )  
CON + PIE

# STATISTICS

STRENGTH   
 AGLITY   
 CONSTITUTION   
 DEXTERITY   
 INTELLIGENCE   
 WISDOM   
 CHARISMA   
 APPEARANCE   
 LUCK   
 PIETY   
 WILL

# LOCATION CHART

1- HEAD  
 ARMOR FP 22 DAM  
 FORTITUDE FP 9 DAM

2- RIGHT ARM  
 ARMOR FP 22 DAM  
 FORTITUDE FP 36 DAM

3- Rt SHOULDER  
 ARMOR FP 22 DAM  
 FORTITUDE FP 36 DAM

4- CHEST  
 FORTITUDE FP 9 DAM

5- Lt SHOULDER  
 ARMOR FP 22 DAM  
 FORTITUDE FP 36 DAM

6- Lt ARM  
 ARMOR FP 22 DAM  
 FORTITUDE FP 36 DAM

7- STOMACH  
 ARMOR FP 22 DAM  
 FORTITUDE FP 18 DAM

8- GROIN  
 ARMOR FP 22 DAM  
 FORTITUDE FP 18 DAM

9- Rt LEG  
 ARMOR FP 22 DAM  
 FORTITUDE FP 36 DAM

10- Lt LEG  
 ARMOR FP 22 DAM  
 FORTITUDE FP 36 DAM

VITALS  
 DEFENSE STR + AGL   
 BASE FORTITUDE STR + CON + WIL



ARMOR WORN  
 AR MOD  
Leather Armor

# SKILLS

Skill	INT + WIS			
	STAT	APT.	RANK	TOTAL
Acting	5	+1	+1	=7
Anatomy (Swallow)	7	5	3	15
Armor Use (Leather)	4	0	1	5
Deception	5	1	4	10
First Aid	7	5	4	16
Investigation	7	5	1	13
Oratory	5	1	2	8
Parry Sword	6	0	2	8
Sword Use	6	0	2	8

# APTITUDES

Assign 6 Points

INTELLECT   
 MOVEMENT   
 CRAFT   
 FIGHTER   
 THIEF   
 PERFORMER

# WEAPONS

Weapon	+TO HIT	+TO DAM	# ATT	DAMAGE	CAPACITY	RANGE	NOTES	WT.
Short Sword	2	4	3	2010	--	Melee		1 (6s.)

# EQUIPMENT

Item	WT.	Item	WT.
Leather Armor	10	Short Sword	1
Dress	4	Blanket	3
Finder Box	.5	Two Torches	2
20 ft. Rope	2	Bag of Oats	4
Heavy Cloak	2	Ewain, the White Horse	

WEALTH:

12 Pieces of Gold, 8 Pieces of Silver

# POWERS

Cost	Power	STAT	RANK	SKILL	TOTAL
4	Transform	10	+1	+3	=14
1	Persuasion	10	1	2	13
*	Illusion	10	1	4	15

Illusion cost: 3 for a moving illusion, 1 for a static illusion, 4 for cloaking self in illusion

# BACKGROUND

Elaine was born a pagan and has secretly lived worshipping Isis, the Mother goddess. She was adopted by King Charles and has come to love the king as a father and his court as her family. This is a great conflict and she has lived with the secret of her magic for all her young life. She now accompanies Father Guillaume to aid the kingdom.  
 Profession : Sorcerer



# PERSONAL INFO

NAME: Henri the Rat  
 AGE: 15 RACE: Frankish SEX: Male HT: 5' 0" WT: 7 Stone  
 EYES: Brown SKIN: White HAIR: Blond  
 CODE: Self, Silver, Friends  
 NOTES: Goals: Gain Wealth, Gain his freedom, Survive

# KARMA & FATIGUE

KARMA: 3 ( )  
1/2 LUC

FATIGUE: 8 ( )  
CON + PIE

# STATISTICS

STRENGTH	4
AGILITY	8
CONSTITUTION	4
DEXTERITY	10
INTELLIGENCE	4
WISDOM	8
CHARISMA	6
APPEARANCE	9
LUCK	6
PIETY	4
WILL	6

# LOCATION CHART

**VITALS**

DEFENSE STR + AGL: 12  
 BASE FORTITUDE STR + CON + WIL: 14

**ARMOR WORN**

AR MOD  
**Padded Armor**  
**Ringed L. Helm**  
**Bracers**

1- HEAD	ARMOR	FP 25	DAM
2- RIGHT ARM	ARMOR	FP 23	DAM
3- Rt SHOULDER	ARMOR	FP 15	DAM
4- CHEST	ARMOR	FP 7	DAM
5- Lt SHOULDER	ARMOR	FP 15	DAM
6- Lt ARM	ARMOR	FP 23	DAM
7- STOMACH	ARMOR	FP 15	DAM
8- GROIN	ARMOR	FP 15	DAM
9- Rt LEG	ARMOR	FP 15	DAM
10- Lt LEG	ARMOR	FP 15	DAM

Fortitude values for each location: 1-25, 2-28, 3-28, 4-7, 5-28, 6-28, 7-14, 8-14, 9-28, 10-28.

# SKILLS

	STAT	APT.	RANK	TOTAL
Acrobatics	8	+6	+1	=15
Armor Use (Leather)	4	0	1	5
Backstab	10	6	2	18
Climbing	8	0	2	10
Crossbow Use	10	0	1	11
Dagger Use	10	0	2	12
Deception	6	0	1	7
Detect Traps	8	6	1	15
Disarm Traps	10	6	1	17
Move Silent	8	6	2	16
Open Locks	10	6	1	17
Search	8	6	2	16
Stealth	8	6	1	15

# APTITUDES

ASSIGN 6 POINTS

INTELLECT	0
MOVEMENT	0
CRAFT	0
FIGHTER	0
THIEF	6
PERFORMER	0

# WEAPONS

	+TO HIT	+TO DAM	# ATT	DAMAGE	CAPACITY	RANGE	NOTES	WT.
Dagger	2	4	4	1d8	--	Melee	Carries 8 on his person. +2 to hit with backstab, 2 extra d8s	2 (6s)
Crossbow	1	0	1	4d12	20	70 yds	+2 to hit with backstab, 2 extra d12s	8 (6s)

# EQUIPMENT

	WT.		WT.
Padded Armor	10	Daggers	16
Tunic and hose	2	Blanket	3
Finder Box	.5	Two Torches	2
20 ft. Rope	2	Bag of Oats	4
Cloak	2	Destiny tie mule	

WEALTH:

# POWERS

COST	POWER	STAT	RANK	SKILL	TOTAL
3*	Invisibility	8	+1	+2	=11

3 fatigue per 10 minutes employed. Invisibility will make the user not visible to the naked eye. Drawing attention to oneself or being hit, jarred or distracted from concentration will make the user visible again. The user's shadow is visible.

# BACKGROUND

Henri has always been poor. His family was poor and when his father took sick, Henri was to be sold into slavery but ran off before the deal could be made. He lived on the streets of Marseilles until a plague struck and he fell ill. He stumbled into a Church, delirious and "accidentally" stole from the poor box. Upon discovery they threw him to prison where Father Guillaume found him and recruited him to his cause, the mission to rid the valee of Evil. Henri has a bad feeling about this. Profession: Thief



# PERSONAL INFO

NAME: Pepin of Burgundy  
 AGE: 24 RACE: Frankish SEX: Male HT: 5' 4" WT: 10 Stone  
 EYES: Blue SKIN: White HAIR: Blond  
 CODE: Kingdom, Good, The Church  
 NOTES: Goals: Destroy the Evil, Aid the Church, Protect Elaine

# KARMA & FATIGUE

KARMA: 2 ( )  
1/2 LUC

FATIGUE: 14 ( )  
CON + PIE

# STATISTICS

STRENGTH	4
AGILITY	8
CONSTITUTION	5
DEXTERITY	9
INTELLIGENCE	5
WISDOM	5
CHARISMA	10
APPEARANCE	9
LUCK	8
PIETY	9
WILL	6

# LOCATION CHART

**ARMOR WORN**  
 Leather Armor  
 Bonnie Beret  
 (WORKS AS A HELM)

# SKILLS

Skill	INT + WIS			
	STAT	APT.	RANK	TOTAL
Acrobatics	8	+2	+1	=11
Acting	10	4	1	15
Armor Use (Leather)	4	0	1	5
Bow Use	9	0	1	10
Climbing	8	0	2	10
Dancing	8	4	1	13
Flute	9	4	1	14
Move Silent	8	2	1	11
Oratory	10	4	3	17
Search	5	2	1	8
Seduction	9	4	1	14
Singing	10	4	1	15
Bludgeon Use	9	0	1	10

# VITALS

DEFENSE STR + AGL 12  
 BASE FORTITUDE STR + CON + WIL 15



# APTITUDES

ASSIGN 6 POINTS

INTELLECT	0
MOVEMENT	0
CRAFT	0
FIGHTER	0
THIEF	2
PERFORMER	4

# WEAPONS

Weapon	+TO HIT	+TO DAM	# ATT	DAMAGE	CAPACITY	RANGE	NOTES	WT.
Bow	1	4	2	2D10	20	100 yds		3 (6s)
Shod Staff	1	4	2	3D10	--	Melee		6 (6s)

# EQUIPMENT

Item	WT.	Item	WT.
Leather Armor	10	Shod Staff	6
Tunic & Hose	3	Blanket	3
Tinder Box	.5	2 Torches	1
Bow & Arrows	3	Bag of Oats	4
Heavy Cloak	2	Flute	1
Ink & Paper	1	Ointment of Aileos*	1

\* Healing ointment (2D8, 25 doses)

Pouf, a white palfrey

WEALTH:

40 Silver Deniers, 1 small opal

# POWERS

Power	COST	POWER	STAT	RANK	SKILL	TOTAL
1* Dance of the Fae	10	+1	+3	=14		

Cost: 1 per person affected. Target receives a save vs. WIL - the amount Total is made by on a d20.

1/3 Mesmerize 10 1 3 14  
 Cost: 1 per 3 people affected. The target receives a save vs. WIL - the rank of Mesmerize when first effected and when-ever wounded. The may be moved and will follow the Bard.

# BACKGROUND

Pepin was born to a carpenter in Burgundy. He grew up learning his fathers trade but it was apparent he had little aptitude for wood working. He did show skill in the choir and was quickly noticed by several priests and friars. At an early age he began to train as a musician and slowly his work as a carpenter faded away. He was befriended by Alain Guisempe, a Bard who had been trained both by the church but also in the classical arts. He took Pepin under his wing and eventually brought him to Charles court. Pepin quickly won favor and began chronicling the adventures of Charles' peers.



# PERSONAL INFO

NAME: Theudemund  
 AGE: 31 RACE: Frankish SEX: Male HT: 5' 8" WT: 13 Stone  
 EYES: Green SKIN: White HAIR: Black  
 CODE: Kingdom, Good, The Church  
 NOTES: Goals: Destroy the Evil, Aid the Church, Protect Elaine

# KARMA & FATIGUE

KARMA: 3 ( )  
1/2 LUC  
 FATIGUE: 9 ( )  
CON + PIE

# STATISTICS

STRENGTH	6
AGILITY	8
CONSTITUTION	8
DEXTERITY	9
INTELLIGENCE	6
WISDOM	6
CHARISMA	10
APPEARANCE	3
LUCK	3
PIETY	5
WILL	6

# LOCATION CHART

**VITALS**  
 DEFENSE STR + AGL: 14  
 BASE FORTITUDE STR + CON + WIL: 20

**ARMOR WORN**  
 Scale Armor  
 Steel Shield

**WEAPONS**

	+TO HIT	+TO DAM	# ATT	DAMAGE	CAPACITY	RANGE	NOTES	WT.
Broad Sword	2	6	2	3d10	--	Melee		3 lbs.
Horseman's Bow	1	6	3	1d10	20	50 yds		2 lbs

# SKILLS

	STAT	APT.	RANK	TOTAL
Armor Use (Scale)	6	+4	+2	=12
Bow Use	9	4	1	14
Diplomacy	10	2	1	13
Horsemanship	8	0	2	10
Investigation	6	0	1	7
Latin	6	0	1	7
Oratory	10	2	5	17
Parry Shield	9	4	2	15
Shield Use	6	4	1	11
Sword Use	6	4	2	12

# APTITUDES

ASSIGN 6 POINTS

INTELLECT	0
MOVEMENT	0
CRAFT	0
FIGHTER	4
THIEF	0
PERFORMER	2

# WEAPONS

	+TO HIT	+TO DAM	# ATT	DAMAGE	CAPACITY	RANGE	NOTES	WT.
Broad Sword	2	6	2	3d10	--	Melee		3 lbs.
Horseman's Bow	1	6	3	1d10	20	50 yds		2 lbs

# EQUIPMENT

	WT.		WT.
Scale Armor	15	Broad Sword	3
Tunic & Hose	3	Blanket	3
Finder Box	.5	Lantern & 2 flasks oil	5
30 ft. Rope	3	Bag of Oats	4
Heavy Cloak	2	Ink and Paper	2
Small Chest	8		

Deurge, Heavy War Horse

# WEALTH:

800 Silver Deniers, 4 small pieces of amber

# POWERS

COST	POWER	STAT	RANK	SKILL	TOTAL
1*	Courage	10	+1	+5	=16

Courage cost: 1 per person affected. This power will give a +1 per rank of the Power to skills, to hit and damage and stat checks. Courage will also allow the knight to "Suggest" a course of action for those affected. The person affected may make a save vs. WILL at a minus equal to the amount the knight makes his roll at. If the target resists, they lose the benefits of the power as well.

# BACKGROUND

Theudemund was born to a Frankish noble family who had gained its status as skilled military men for three generations. He now holds title to land in Aquitaine but his family is on hard times. Loses in trading with a Venetian pepper merchant has crippled the families finances and put their noble standing in jeopardy. He hopes to keep this a secret long enough to raise favor (and possibly cash) at court and thus secure his family's position for some time longer. He secretly has loved Elaine auf Rattisbonne since she grew into a beautiful woman. It is his hope, upon gaining status, to ask father Guillaume for her hand in marriage.

