Name: Melancthe	Player:
Profession: Spinster / Enchantress / Runaway	Income / Savings: 25 / 5

Characteristics	Combat Fa	History				Appearance			
Strength	43	Hits	137	Nationalit	Nationality		Welsh		Female
Endurance	84	Shock	46	Social Cla	SS	Poor (1)		Age	20
Dexterity	92	Morale	61	Siblings		1st of 2		Height	5' 2"
Intuition	65	Winded	84	Birth Date	;	Dec. 10,	1101	Weight	105
Self Discipline	95	Exhausted	168	Birthplace		Gwynned		Skin	Cauc.
Reasoning	64	Burnout	252	Residence		Droghed	a, Oriel	Hair	Black
Ego	88	Power	10	Religion		Christian		Eyes	Black
Awareness	64	Fate	5	Movemen	ıt	Encumbr	ance	Saving Throws	
Presence	44	Luck	11	0 Walk	2	Light	20	Ceremonia	ıl 21
Attractiveness	98	Piety	-75	1 Jog	4	Medium	40	Natural	25
Extra Damage	-	Spirit	70	2 Run	5	Heavy	80	Extrasenso	ory 17
Speed Bonus	+3	Initiative	- 1	5 Sprint	11	Extreme	200	Black Mag	gic 17

Possessions

		=
Weaver's Loom		
Bedroll		
	Weaver's Loom Bedroll	

Melee Weapons

Weapon	Skill %	Н	Throw	Wt.	Mat.	Break %	Sharp.	I	F	Parry	Parry %	Damage
Kledyv	68%	1	-12	3	Steel	8%		-2	3	+3	37%	3d6 P E
Gladius	68%	1	-6	2	Steel	5%		-1	2	+5	39%	3d6 P E
Dagger	48%	1	-2	1	Iron	8%		0	1	+2	26%	1d6 P E

Missile Weapons

Weapon	Skill %	Ammo	Wt.	Pull	Load	I	F	S	М	L	Х	Damage
Sling	32%	20	.25	-	1	-2	1	25	50	75	100	3d6 B
Dagger	12%	4	1	-	1	0	1	3	5	10	15	1d6 P
	•		•									

-0% | -25% | -50% | -75%

Armour

Name & Material	Wt.	Hits	Да	mag	ie	Locat	ion	Valu	e Loca	tion		Value
Overtunic	.5	15				Skul	1		Sho	oulder		3
Tunic, Long	1	20				Eye			Arr	npit		3
Chainse	.5	15				Ears			Up	per Arm		3
Stockings	.25	10				Nos	e		Ins	ide Arm		3
Shoes	.25	10				Face	;		Elb	ow		2
						Mou	ıth		For	earm		2
						Chir	1		Wr	ist		
						Thro	at		Ha	nd		
						Necl	ζ.		Thi	gh		3
						Ches	st	3	Kn	ee		3
						Abd	omen	3	Shi	n		2
						Bacl	ζ	3	Cal	f		2
						Hip		3	Foo	ot		2
						Groi	n	3				
Shield B S E	Wt.	Materi	al	I	F	Turn	Missiles	Hits	Damage	Parry	P	Parry %

Total 11

SP	Skill	Base	%
	Acrobatics	DX	
5	Acting	SD	67%
	Administration	RE	
	Agriculture	EN	
	Alchymy Script	RE	
5	Ambush	AW	63%
5 5 2	Animalcraft	SD	67%
2	Astrology	IN	33%
	Astronomy	RE	
5	Bargaining	PR	59%
	Brewery	RE	
	Bribery	IN	
2	Business	RE	43%
2	Candlemaking	AW	33%
	Carpentry	EN	
	Cartography	AW	
	Ceramics	DX	
	Chemistry	RE	
3	Climbing	EN	47%
3	Cooking	IN	43%
	Counterfeiting	AW	
	Cryptography	RE	
3	Dancing	PR	39%
5	Disguise	AW	68%
	Diving	DX	
	Drawing	AW	
2	Eloquence	PR	29%
	Embalming	SD	
	Engineering	RE	
2	Etiquette	PR	29%

SP	Skill	Base	%
3	First Aid	RE	43%
	Fishing	IN	
	Fletching	DX	
5	Foraging	AW	63%
	Fortunetelling	IN	
	Forgery	DX	
	Gambling	SD	
	Glassworking	DX	
2	Heraldry	RE	33%
3	Herbology	RE	43%
	Hideworking	SD	
	History	RE	
	Interrogation	IN	
	Intrigue	AW	
	Juggling	DX	
2	Jumping	ST	28%
	Legerdemain	DX	
	Locksmith	DX	
	Masonry	EN	
	Mathematics	RE	
	Metallurgy	RE	
	Milling	RE	
	Mineralogy	RE	
	Mountaineering	EN	
	Mythology	RE	
	Painting	AW	
2	Perfumery	AW	33%
	Physician	RE	
	Piloting	AW	
5	Reconnaissance	AW	63%

SP	Skill	Base	%
	Religion	IN	
3	Riding	IN	43%
	Sculpture	DX	
	Seamanship	SD	
5	Seduction (PR)	AT	70%
5 2 5	Sensuality	IN	33%
5	Sewing (hand)	SD	69%
	Shipwright	RE	
5	Singing	PR	59%
	Skiing	DX	
2	Song Lore	RE	33%
5	Stealth	SD	69%
5 5 3	Storytelling	PR	59%
3	Streetwise	EG	48%
	Strategy	RE	
	Survival:		
	Arctic	RE	
	Desert	RE	
5	Forest	RE	63%
	Jungle	RE	
1	Marine	RE	23%
	Steppe land	RE	
3	Swimming	EN	47%
	Tactics	RE	
5	Textiles	RE	63%
	Timberwright	ST	
	Tracking	AW	
	Trapping	DX	
	Weaponcraft	RE	
	Weatherlore	AW	

SP	Languages	Base	%
0	Welsh	IN	80%
5	Irish Gaelic	IN	64%
		IN	

SP	Writing	Base	%
		RE	

SP	Music	Base	%
	Drum	PR	
	Dulcimer	PR	
	Flute	PR	
	Harp	PR	
	Lute	PR	
	Lyre	PR	
	Mandolin	PR	
	Pipes	PR	
		PR	
		PR	
		PR	·

SP	Miscellaneous	Base	%

SP	Miscellaneous	Base	%

SP	Miscellaneous	Base	%
5	Weaving	DX	63%
3	Spinning	DX	33%
	_		

SP	Edged Weapons	Base	%
3	Knife	DX	48%
	Hand Axe	DX	
	Axe	ST	
5	Short Sword	DX	68%
	Saber	DX	
	Sword	ST	
	Hand & Half S.	ST	
	Two-Handed S.	ST	
	Rapier	DX	
	Cut & Thrust S.	DX	

SP	Non-edged Wpns	Base	%
	Ball & Chain	DX	
	Club	ST	
	Staff	DX	
	Mace	ST	
	Warhammer	ST	
	Whip	DX	

SP	Polearm Wpns	Base	%
	Bill	DX	
	Guisarme	DX	
	Halberd	ST	
	Lance	SD	
	Military Flail	DX	
	Military Fork	DX	
	Partisan	ST	
	Pike	ST	
	Poleaxe	ST	
	Spear	DX	

SP	Missile Weapons	Base	%
	Aclys, Dart	DX	
	Axe	DX	
	Hammer	ST	
	Javelin	DX	
3	Knife	DX	48%
	Spear	DX	
	Spearthrower	DX	
5	Sling	DX	68%
	Staff Sling	DX	
	Shortbow	ST	
	Longbow	ST	
	Composite Bow	ST	
	Crossbow	SD	

SP	Moving in Armour	Level
	Leather(-1 initiative)	
	Ring (–2 initiative)	
	Scale (–3 initiative)	
	Mail (–4 initiative)	
	Plate (–5 initiative)	

SP	Shield Parry	Base	
	Buckler	DX	
	Round Shield	DX	
	Heater	DX	
	Oval Shield	ST	
	Viking Shield	ST	
	Kite Shield	DX	
	Legionaire	ST	
	Tower Shield	ST	

SP	Unarmed Combat	Base	%
	Boxing	ST	
	Wrestling	DX	
3	Street Fighting	ST	38%
	Close Combat	ST	
	Groundfighting	ST	
	Unarmed Cmbt	DX	
	Restraints	DX	
3	Falling	DX	48%

SP	Firearms	Base	%
	Handgonnes	SD	
	Arquebus	SD	
	Wheel-Lock P.	SD	
	Flint-Lock P.	SD	
	Muskets	SD	
	Blunderbus	SD	
	Bomb, Grenade	DX	

SP	Siege Weapons	Base	%
	Battering Ram	ST	
	Oxybeles	RE	
	Catapult	RE	
	Ballistae	RE	
	Trebuchet	RE	
	Trebuchet (cp)	RE	
	Greek Fire	RE	
	Cannons	RE	
	Sapper	RE	

Notes	
Initiative w/ Sling: -2	

SP	Ceremonial	Base	%
	Acquisition	(10 po	ints)
	Alchymy	IN+SD	
	Conjuration	IN+SD	
	Ritualism	IN+SD	
	Spiritualism	IN+SD	

SP	Natural	Base	%
10	Acquisition	(10 po	
3	Deceiver	RE+EG	45%
5	Enchantment	RE+EG	65%
2	Elementalism	RE+EG	35%
5	Sorcery	RE+EG	65%

SP	Extrasensory	Base	%
	Acquisition	(10 po	ints)
	Mysticism	AW+PR	
	Psychic	AW+PR	
	Seer	AW+PR	
	Talismanic	AW+PR	

SP	The Black Arts	Base	%
	Acquisition	(10 po	ints)
	Black Magic	Best	

Wed	ipon I	Exper	tise		
	_				

Initiative						
Location	Item	-/+				
Left Hand		-				
Right Hand	Gladius	-1				
Armour		-				
Mounted						
Initiative Ra	-1					

Backstory

Actions – How does he/she act towards & treat others?	A character is defined by what he does.
Distant, but friendly towards others.	
Goals – What does he/she want?	Desires will affect a character's actions.
Goal: To find a safe home.	
Motivation: Survival.	
Inner Need & Main Character Flaw – What is he/she missing?	The flaw will block a character's need.
Inner Need: To be accepted by others.	
Character Flaw: Wandering attention, shallow personality.	
History — What happened in the past?	Where is the character from?
Born in a forest in the kingdom of Gwynneth.	
Received a gift from a mysterious stranger: Silver amulet with	carved rose petals.
Father had gone on the Crusade, where his knee was horribly in	njured in battle. Walks with a limp.
Mother is very religious.	
Apprenticed to a spinster, learning the art of spinning and weav	ving.
Befriend elves and gain talents in singing and storytelling.	
Accused of witchcraft and fled a sentence of death.	
Become involved with criminals, begin to steal for a living.	
Take a holy relic (a golden chalice) from a church, but it is stol	en by the Egyptian, Ishaq.
Reputation & Stereotypes – What do others think of him/her?	These affect how others treat the character.
Thought to be a witch, most people fear her.	
Rumored to be a changeling.	
Special Talents, Habits, & Preferences – What does he/she like?	Favorite things.
Talents: Singing, storytelling, spinning.	
Habits: Prefers to keep away from others.	
Preferences: Collect seashells and rocks.	
Appearance – What does he/she look like?	Physical traits, distinctive features, clothes.
Likes wearing perfume (the scent of violets is her favorite).	
Long black hair and dark eyes. Petite figure. Quiet and shy.	
Once fine clothes are now tattered and worn.	
Although not unintelligent, has a drifting attention span.	

Magick

Discipline	Skill %		Discipline		%	Discipline	Skill %	
Enchantment	659	%	Enchantment	65%		Sorcery	65%	
Spell	TimeL	evelSpe	a	Time	Level	Spell	Time	level
Seduction	1 day	5	Attention	1 sec	1	Bladeturn	10 s.	6
Love	1 day	9	Suggestion	3 sec.	1	Deflection	10 s.	6
Binding	2 Sec.	1	Spinning & Weaving	10 s.	1c	Counterspell	1 sec.	1+
Familiar	1 Wk	10	Clothesmaking	10 s.	2c			
Summon Familiar	1 Wk	10	Charm	5 sec.	2			
Spirit			Holding	3 sec.	5c			

Discipline	Skill %	Discipline	Skill	%	Discipline	Skill %	
Spell	TimeLe	velSpell	Time	Level	Spell	Time	level