HârnMaster Core

Character Profile

PLAYER NAME: Andreas H. Nicoletti

CHARACTER NAME: Caius of Weijik

OCCUPATION/TITLE: Milities Primus, Fobin I:I:I:2

BIRTH/FAMILY

SPECIES	Human
SEX	M
BIRTHDATE	4 Savor, 698
SUNSIGN	Tai-Tarel
BIRTHPLACE	Coranan City
CULTURE	Feu-Imp
SOCIAL CLASS	Freeman
SIBLING RANK	5 of 9
PARENT	F: BodyGuard
ESTRANGEMENT	Popular
CLANHEAD	Cousin

APPEARANCE

HEIGHT	6'2"
FRAME	11
WEIGHT	181lbs
COMLINESS	15
OTHER APPEARANCE	White Hair, Grey Eyes, Medium Complexion
MEDICAL	Rare Allergy Scar - Center Thorax

PHYSICAL

STRENGTH	(1d6) 20
STAMINA	12
DEXTERITY	14
AGILITY	11
EYESIGHT	12
HEARING	10
SMELL	13
VOICE	12

PERSONALITY

INTELLIGENCE	12
AURA	13
WILL	14
MORALITY	12
PSYCHE	None
DIETY/RELIGION	Halea Peoni Kotan
PIETY	25 33
NOTES	Faith 13

PHYSICAL SKILLS

SKILL	SB	ML
CLIMBING	15	60
JUMPING	15	60
STEALTH	14	56
THROWING	16	64
riding	13	13
swimming	15	15

COMMUNICATION

SKILL	SB	ML
AWARENESS	13	96
ORATORY	14	29
RHETORIC	14	51
SINGING	11	45
intrigue	13	52
mental conflict	14	42
lovecraft	12	51
RITUAL (Kotan)	13	1
RITUAL (Peoni)	13	26
RITUAL (Halea)	13	26

CRAFT/LORE

SKILL	SB	ML
cooking	12	36
engineering	13	65
foraging	12	36
masonry	15	77
metalsmith	15	16
mo:legion	15	45
physician	12	50
sw:Coranan	15	60
tactics	14	23
tracking	12	24
survival	13	33
heraldry	13	33

COMBAT SKILLS

NAME	SB	ML
INITIATIVE	16	70
UNARMED	15	52
MA: Kotan	16	54
DAGGER	13	80
dagger : Taburi	13	80
axe : matchet	16	80
axe : sickle	16	82
spear : pike	15	90
spear : javelin	15	90
shield : tower	18	92
sword: short	16	93
bow : long	16	35

PSIONICS

SKILL	SB	ML
sensitivity	14	71

LANGUAGE/SCRIPT

SKILL	SB	ML
Thardic (s)	14	74
Harnic (s)	14	74
Lakise (w)	14	84
Sindaring (s)	14	34

CHARACTER NOTES

HârnMaster Core

PLAYER NAME: Andreas H. Nicoletti

Combat Profile

CHARACTER NAME: Caius of Weijik

OCCUPATION/TITLE: Milities Primus, Fobin I:I:I:2

COMBAT STATS	
INITIATIVE	70
EDURANCE	15
DEXTERITY	14
AGILITY	11
MOVE	11
DODGE (aglx3)	55

INJURIES		
LOCATION	HR	ILs

WEAPON	WGT	WQ	A/D	HM	B	E	P	AML	DML	NOTES
UNARMED										
Dagger	1	10	1/4	0	1	2	4	+5	+10	
dagger : taburi										
axe : matchet										
axe : sickle										
spear : pike										
spear : javelin	3	10	3/1	0	2	*	6	+15	+5	
shield : tower	8	14	1/5	0	3	*	(3)	+5	+15	
sword : short	2	12	2/1	0	2	4	4	+10	+5	
bow : heart/long	2	13	1/1	0	1	*	*	+5	+25	

PENALTIES	
A. Injury Levels	
B. Fatigue Levels	
UNIVERSAL (A+B)	
C. Encumbrance	
PHYSICAL	

SPECIAL PENALTIES	
TOTAL	

LOAD (Items Worn/Carried)	
Armour (Worn)	25.00
Weapons (Total)	15.00
Legion Pack (Total)	22.80
Armour (Carried)	
Others (Total)	

GRAND TOTAL	62.80

	COMPOUND LAYERS	AQ	B	E	P	F
SKULL	Haulberk (Ring) : Quilt Padding : Cloth		8	12	8	6
FACE						
NECK	Haulberk (Ring) : Quilt Padding : Cloth		8	12	8	6
SHOULDER	Haulberk (Ring) : Quilt Padding : Cloth		8	12	8	6
UPPER ARM	Haulberk (Ring) : Quilt Padding : Cloth		8	12	8	6
ELBOW	Haulberk (Ring) : Quilt Padding : Cloth		8	12	8	6
FOREARM	Haulberk (Ring) : Quilt Padding : Cloth		8	12	8	6
HAND			8	12	8	6
THORAX	Haulberk (Ring) : Quilt Padding : Cloth		8	12	8	6
ABDOMEN	Haulberk (Ring) : Quilt Padding : Cloth		8	12	8	6
HIP	Haulberk (Ring) : Quilt Padding : Cloth		8	12	8	6
GROIN	Haulberk (Ring) : Quilt Padding : Cloth		8	12	8	6
THIGH	Haulberk (Ring) : Quilt Padding : Cloth		8	12	8	6
KNEE	Haulberk (Ring) : Quilt Padding : Cloth		8	12	8	6
CALF	Kneeboots		4	4	5	3*
FOOT	Kneeboots		4	4	5	3*
OTHER	Hooded Cloak (Leather)		4	4	5	3*

ITEMS CARRIED