
Joseph of Saintswood

-- Basic Information --

Code: Code of the Common Man (Intuitive Morality)

Culture: Gothyk

Rank: Novice

Build: Average, for a peasant

Background: Commoner

Skin Color: Pale

Hair Color: Black

Eye Color: Brown

Other Features

- Spiky hair

- 'Brutal' features

- Scar on thumb

-- Stats --

Strength (str) - 15

Agility (agi) - 10

Dexterity (dex) - 10

Toughness (tou) - 25

Intelligence (int) - 10

Perception (per) - 15

Charisma (cha) - 20

Willpower (wil) - 25

-- Unique Attributes --

Butcher's Hide

+5 AP against light, edged weapons

- Fast healing from wounds from edged and sharp weapons

-- Skills --

Weapon Proficiencies

Swordplay (Skilled) - 0/20 skill points and 0/2 peer foes towards the next level of swordsmanship

Knifepplay (Novice) - 0/10 skill points and 0/1 peer foes towards the next level of knifepplay

Crossbows (Novice) - 0/10 skill points and 0/1 peer foes towards the next level of marksmanship

Languages

Spoken Gothyk - native proficiency (+5 cha when speaking Gothyk outside of Central Westerndom)

Written Illian Figures

Spoken Common (Central Westerndom) - fluent proficiency (accented)

Trades

Butcher

Lores

Common Lore (Gothyk)

Sellsword Lore (Gothyk)

Common Lore (Central Westerndom) (+20 int)

Common Lore (Westerndom)[/i] (int)

Common Lore (Gothyk Folk Religion) (int)

Common Lore (Holy Church) (-10 int)

Story Lore (Cha)

-- Weapons --

-Iron Falchion-

Damage: 1d10 Cleaving

Weight: Medium

Quality: Common

Range: Short

Bonuses: +10 str

Attributes

Cleaving Weapon

- Increased chance for decapitations on crits

+5 damage against lightly armored targets, - 5 dex

Commoner's Weapon

+10 buff for novice swordsmen

Iron Blade - Cannot be sharpened further

-Iron Cleaver-

Damage: 1d5 Cleaving

Weight: Light

Quality: Common

Range: Knife

Bonuses: +10 str

Attributes

Cleaving Weapon (see Falchion)

Unwieldy - Initiative cannot be retained on a round this weapon is used

Highly Modular - This weapon can support an unlimited number of modifications

-Iron Hunting Dagger-

Damage: 1d5 Sharp

Weight: Pocket

Quality: Common

Range: Grappling/Knife

Bonuses: None

Attributes

Working Tool - +10 to out-of-combat rolls where it is used

Iron Blade - Cannot be sharpened further

-Wooden Heater Shield-

Defense: 10 AP with successful action without initiative

Damage: 1d5 Blunt

Weight: Medium

Quality: Common

Range: Short

Bonuses: +10 without initiative

Attributes

Parrying Weapon - Parrying with this weapon cedes you the initiative the next turn

Nonlethal Weapon - Cannot critical wound with this weapon

-Missile Weapon: Hand-spanning Crossbow-

Damage: 1d5 Sharp

Weight: Light

Quality: Common

Range: Medium

Attributes:

Intuitive Weapon - Can be fired using base stat with no penalty (dex)

Slow Loader - Takes 1 half-action to load

Crossbow

- Uses quarrels to fire

- Can be used from behind cover

-- Armor --

Aketon - Destroyed

-- Gear --

Extra Garments x1

Firestarting Kit x1

Meal Kit x1

Sleeping Roll x1

Traveling Cloak x1

-- Personal Effects --

Wooden Idol (No Effect) [spoiler]yet[/spoiler]

Pipe and Pipeweed

-- Currency (Gothyk Mark) --

0 Gold

67 Silver

40 Copper

1 Gold = 50 Silver = 500 Copper

-- Fate Points --

3/5 Fate Points

1/2 towards next Fate Point

-- Piety --

Piety - 5

-- Current Statuses --

Joseph is WOUNDED (Stab Wound in abdomen)
-5 *toughness*

Joseph is not rested
[i]14/25 *toughness*[/i]

Wounds heal at the end of every arc. Some actions can aggravate the wounds.

=====