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## 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*

*Knifeplay (Novice) - 0/10 skill points and 0/1 peer foes towards the next level of knifeplay*

*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 --

Weapon: Iron Spear

Damage: 1d5 sharp

Weight: Medium

Quality: Shoddy

Range: Medium

-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 Shortsword

Damage: 1d10 sharp

Weight: Light

Quality: Common

Range: Knife/Short

Bonuses: +5 to all stats

Attributes:

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 --

Armor: Iron Helmet

Armor Points: 35

Weight: Heavy (-10 willpower checks)

Quality: Common

Attributes:

Iron: Is brittle and can be penetrated by heavy weapons

Helmet: AP only counts towards blows to the head

Open-Faced: Does not protect against minor wounds

-- 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

-- Encumbrance --

Gear Slots: 5/4 (Falchion, Heater Shield, Crossbow Spear, Shortsword)  
Encumbrance: 35/15, -15 to all stats

-- Currency (Gothyk Mark) --

0 Gold  
67 Silver  
40 Copper

1 Gold = 50 Silver = 500 Copper

-- Fate Points --

3/6 Fate Points  
1/5 towards next Fate Point

-- Piety --

Piety - 7

-- 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.

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