

Konrad of Breckendorf (Grog)

Descriptive text detailing the character, his appearance, background, motivation and role.

Size: 0
Age: 24
Confidence: 0

Decrepitude: 0
Warping: 0

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CHARACTERISTICS

Intelligence (Int)	0	Presence (Pre)	-1
Perception (Per)	+1	Communication (Com)	-1
Strength (Str)	+2	Dexterity (Dex)	+1
Stamina (Sta)	+2	Quickness (Qik)	+1

VIRTUES & FLAWS

Brave	+2
Practical	+3

PERSONALITY TRAITS

Angry	+3
Brave	+3
Loyal	+1
Obedient	+1

REPUTATIONS

none

ABILITIES

Ability	Specialty	Score	Exp
Athletics	running	2	[15]
Brawl	punches	2	[15]
Language (German)		5	[75]
Swim	diving	2	[15]
Area lore			
Survival	forests		
Awareness	ambush		
Single weapon	spear		
Animal handling			
Stealth			
Carouse	games of chance		

COMBAT

Weapon	Init	Attack	Defense	Damage
Pole Axe	+2	+13	+7	+14
Kick	+0	+6	+4	+6

Soak: +9

Fatigue Levels: OK, 0, -1, -3, -5, Unconscious

Wound Penalties:

1-5	6-10	11-15	16-20	21+
-1	-3	-5	Incapacitated	Dead

Equipment: Pole axe, full metal scale armor, pack containing gear to care for weapons and armor and establish camps when traveling.

Encumbrance: 3

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