



# CHARACTER SHEET

PLAYER \_\_\_\_\_

CHARACTER NAME First Mate Louis Armoir

BACKGROUND Gentleman

ADVANTAGE Wealth/Filthy Rich

SECRET Secret Identity

ATTRIBUTES					
STRENGTH	6				
DEXTERITY	12				
ENDURANCE	16				
WIT	8				
CHARM	13				
LUCK	18				

Height avg	Build stk	Encumbrance Value 10
ARMOR Weight 2		HIT POINTS 14

Types		Damage Saved
Head		
Chest	leather jerkin	2
Flank	leather jerkin	2
Right Arm	gauntlet/sleeves	2
Left Arm	gauntlet/sleeves	2
Right Leg	breaches/boots	2
Left Leg	breaches/boots	2

SKILLS	Basic Attribute	Value	Checks
Etiquette	charm	13	
Captaincy	charm	13	
Espionage	wit	8	
Languages (French)	wit	8	
Strategy	wit	8	
Pilot	wit	8	
Signals	charm	13	
Seamanship (master/+3)			

MARTIAL SKILLS	Expertise	Checks	MARTIAL TRAINING
Dueling	11		Italian Style
Archery	11		

WEAPONS	Expertise	Chance to Hit + Weapon Mod.	Weapon Damage	Parry	Weapon Strength	Checks
Rapier+1	12	10+2: 12	2/2/4/2	+1	2	
Main gauche	11	9+0: 9	1/1/2/2	+3	1	
Crossbow	11	9	3			

	Current Position	Yearly Pay	Chance of Opening	Chance of Promotion	Chance of Brilliant Maneuver (Wit/3)
PROFESSION/JOB					
CLUB					
REGIMENT <u>l'Enterprenante</u>	Company	First Mate 20L/mon			3
ORDER					

SOCIAL RANK	7
YEARLY INCOME	1,750
EXPENSES	21
RELIGION	Church of England
TITLE (IF ANY)	

SPECIAL HOLDINGS	
POSSESSIONS	1,772
NORMAL TAXES	130.5
NORMAL TITHES	70

INVESTMENTS
Finance Investment
Domestic Commerce
Foreign Commerce
Property

## Personal Equipment

Rapier	24L	1.5
Main-Gauche	16L	1
Crossbow	32L	2.5
16 Crossbow Bolts	1L	0.5
Fine Dress	24L	
Cloak	3L	
Padded Doublet	18L	1
Leather Jerkin	26L	1.5
Gauntlets	8L	
Padded Sleeves	6L	
Padded Breaches	12L	0.5
Boots	5L	
Pen, Paper and Ink	2L	

## Company Equipment

None.

You are the First Mate of the Marine Royale Frigate l'Entreprenante. You are on patrol in the Mediterranean, mostly between Spain and Corsica, in this year of our Lord 1705 fighting England, Austria, and the Dutch Republic to place Philip, Duke of Anjou, on the throne of Spain instead of the Habsburg Archduke Charles of Austria.

As First Mate you are second in command. Your duties include signing sailors onto the ship, assigning duties, performing administrative tasks, and keeping discipline, though the latter is usually handled by the Master-At-Arms and the First Officer.

You receive three shares of any prize moneys for captured enemies.

Italian Style: +1 thrust and lunge.

Secret Identity: "If a Secret Identity is revealed, there will usually be someone who wants the character dead."

That's definitely true in your case. You are a spy for the British and Queen Anne. It has made you a lot of money, and it is just possible that you haven't been smart enough to hide that fact. But your luck and charm—and a background as a bit of a fop—seem to have kept you safe so far. If you can safely do so, you will ensure that in any confrontation with a British ship surrender is obviously the best option.

Wealth/Filthy Rich: As a spy, you are occasionally privy to details that allow you to engage in blackmail. On this very ship, for example, you know that the Chief Gunner... You mostly just use this information to convince Lupian to back you in any disputes with the Captain or the crew.