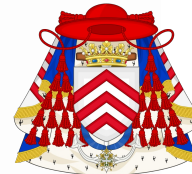




# CHARACTER SHEET



PLAYER \_\_\_\_\_

CHARACTER NAME Armand Bequel, Baron de la Fère

BACKGROUND Nobleman/Academy

ADVANTAGE Nobleman

SECRET Code of Honor

ATTRIBUTES					
STRENGTH	13				
DEXTERITY	11				
ENDURANCE	19				
WIT	8				
CHARM	6				
LUCK	9				

Height avg	Build sto	Encumbrance Value 13
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ARMOR Weight 1.5	HIT POINTS 15
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Types		Damage Saved
Head		
Chest	padded doublet	1
Flank	padded doublet	1
Right Arm	gauntlets	1
Left Arm	gauntlets	1
Right Leg	breeches/boots	2
Left Leg	breeches/boots	2

SKILLS	Basic Attribute	Value	Checks
Carousing	endurance	19	
Gambling	luck	9	
Horsemanship	dexterity	11	
Literacy (French)			

MARTIAL SKILLS	Expertise	Checks	MARTIAL TRAINING
Dueling	9		French Style
Firearms	7		

WEAPONS	Expertise	Chance to Hit + Weapon Mod.	Weapon Damage	Parry	Weapon Strength	Checks
Rapier	12	10+2: 12	2/2/4/2	+1	2	
Main gauche	9	8+0: 8	1/1/2/2	+3	1	
Flintlock arquebus	7	6+0: 6	4			
2-Handed Sword	2	3-1: 2	4	+0	5	

	Current Position	Yearly Pay	Chance of Opening	Chance of Promotion	Chance of Brilliant Maneuver (Wit/3)
PROFESSION/JOB					
CLUB					
REGIMENT (Guards/Cardinal's Guard)					
ORDER					

SOCIAL RANK	10
YEARLY INCOME	400
EXPENSES	30
RELIGION	Catholic
TITLE (IF ANY)	Baron

SPECIAL HOLDINGS	
POSSESSIONS	30L
NORMAL TAXES	70
NORMAL TITHES	100

INVESTMENTS
Finance Investment
Domestic Commerce
Foreign Commerce
Property

## Personal Equipment

Rapier	24L	1.5
Fine dress	24L	
Cloak	3L	
Main gauche	16L	1
2-Handed Sword	30L	3
Scabbard for Sword	2L	
Set of dice and cards	2L	
Grappling hook	4L	1
Padded Doublet	18L	1
Leather Jerkin	26L	1.5
Gauntlets	8L	
Padded Sleeves	6L	
Padded Breaches	12L	0.5
Boots	5L	
Flintlock Arquebus	94L	2
Flintlock Dueling Pistol	62L	1
Powder Horn (holds 60 shots)	2L	1.5
Powder (20 shots)	5L	
Show (20 balls)	1L	

## Company Equipment

None

Code of Honor: A character with a Code of Honor will not stab enemies in the back, trip them, stomp them while they're down, use dirty fighting techniques, etc.

Honorable characters will challenge enemies to duels, allow them to draw their weapons before attacking, allow them to pick up dropped weapons, etc.

With a Charm of 6, Armand cannot learn Captaincy, and is completely unsuited to being an officer. To join the guards, he not only needs to learn Polearms, he needs to improve his Charm, or he will never rise above Sergeant.