



CHARACTER SHEET



PLAYER _____

CHARACTER NAME Gaspar CallièreBACKGROUND SoldierADVANTAGE DoubleSECRET Code of Honor

ATTRIBUTES

STRENGTH	13			
DEXTERITY	11			
ENDURANCE	13			
WIT	13			
CHARM	9			
LUCK	10			

Height
shortBuild
thinEncumbrance Value
12ARMOR Weight
1.5HIT POINTS
13

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
Captaincy	charm	9	
Strategy	wit	13	
Espionage	wit	13	
Tracking	wit	13	
Carousing	endurance	13	
Literacy (French)			

MARTIAL SKILLS

Expertise Checks

Dueling	11			
Firearms	9			
Polearms	9			

MARTIAL TRAINING

French Style

WEAPONS

Expertise Chance to Hit + Weapon Mod. Weapon Damage Parry Weapon Strength Checks

Rapier	15	12+2: 14	2/2/4/2	+1	2			
Main gauche	11	9+0: 9	1/1/2/2	+3	1			
Pistol	9	8+0: 8	2					
Poleaxe	9	8-3: 5	6					

Flintlock arquebus	9	8+0: 8	4	Chance of Opening	Chance of Promotion	Chance of Brilliant Maneuver (Wit/3)
			Current Position	Yearly Pay		

PROFESSION/JOB

CLUB

REGIMENT	Guards/Cardinal's Guard	Subaltern	80	8+	8+	3
ORDER						

SOCIAL RANK 4

YEARLY INCOME 330

EXPENSES 0

RELIGION Catholic

TITLE (IF ANY)

SPECIAL HOLDINGS

POSSESSIONS 33L

NORMAL TAXES 0

NORMAL TITHES 40

INVESTMENTS

Finance Investment

Domestic Commerce

Foreign Commerce

Property

Personal Equipment

Rapier	24L	1.5
Main gauche	16L	1
Cloak	3L	
Fine dress	24L	

Company Equipment

Helmet (heavy)	20L	1
Cuirass (heavy)	60L	4
Padded doublet	18L	1
Epaulets (heavy)	16L	0.5
Gauntlets	8L	
Padded breeches	12L	0.5
Tassets (heavy)	18L	0.5
Boots	5L	
Poleaxe	32L	3.5
Flintlock arquebus	94L	2

Double: A double may be an identical twin separated at birth or a person who has an identical appearance by chance. The character does not know his double at the start of the game. They may meet and make secret deals together, but the double may also attempt to 'take over' the character's life. This advantage is a mixed blessing.

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.

There is a young gentleman you wish to help join the Cardinal's Guard, Etienne Hugon. Should the opportunity arise for him to do a good turn for the Cardinal, you will inform him of it.