

Custos Požáří Libor Hlídač

Custos in Exercitio

Bohemian Rhapsody 1260 AD



Fifth Edition

Size 0 Dexter

Male, Czech, Catholic Age 17

Characteristics		Description	Score
Intelligence	Int	()	0
Perception	Pe	(alert)	1
Strength	Str	(fit)	1
Stamina	Sta	(fit)	2
Presence	Pr	(ears)	-1
Communication	Co	()	0
Dexterity	De	(agile)	3
Quickness	Qi	()	0

Virtues & Flaws	
0	Social Status: Covenfolk
-1	Covenant Upbringing
1	Improved Characteristics

Personality	
30	Covenant Upbringing 3

Abilities		
5	Animal Handling (dogs)	1
30	Athletics (running)	3
28	Awareness (alertness)	2
30	Brawl (dodge)	3
9	Charm (girls)	1
6	Chirurgy (binding wounds)	1
75	Czech (PG dialect)	5
5	Durenmar Lore (places)	1
5	Etiquette (Hermetic)	1
9	Folk Ken (covenfolk)	1
5	Guile (fast talk)	1
30	Latin (academic usage)	3
11	Ordo Hermei Lore (customs)	1
15	Porta Germania Lore (people)	2
15	Profession: Soldier (watches)	2
97	Single Weapon (sword)	5
5	Survival (forest)	1
5	Swim (river)	1
15	Thrown Weapon (javelin)	2

Partial Metal Scale & Heater Shield (Superior)				Soak: 6 Encumbrance: 2 (Total Load: 8)			
Fatigue Levels		Wounds		Range	Number	Penalty	Notes
<input type="checkbox"/>	0 2 min	Winded	Light Wounds	1-5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-1	
<input type="checkbox"/>	-1 10 min	Weary	Medium Wounds	6-10	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-3	
<input type="checkbox"/>	-3 30 min	Tired	Heavy Wounds	11-15	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-5	
<input type="checkbox"/>	-5 1 hr	Dazed	Incapacitated	16-20	<input type="checkbox"/>		
<input type="checkbox"/>	2 hrs	Unconscious	Dead	21+	<input type="checkbox"/>		

Weapons	Qik+Wpn-Enc	Dex+Abl+Wpn	Qik+Abl+Wpn	Str+Wpn	Damage	Range / Span	Load / Str	Notes
	Initiative	Attack	Defense					
Dodge	0		2 / 6				0	
Long Sword	2	12	6 / 10	7			1 0	
Dagger	0	8	3 / 7	4			0 -3	
Javelin	0	8		6		10	1 0	
Grapple	-1	6	2	1			0	
Scuffling	0	6	3 / 7	1			0	