

The Enemy Within

Character Details

Name **Bartholomaeus Aich**
Player **Michael**
Nationality **Romanian**
Profession **Tradesman / Thief**
Religion **Muslim**
Sex **M** Age **28** DoB **13 Jul 1668**

Statistics

Strength [STR] **5**
Constitution [CON] **4**
Agility [AGL] **7**
Size [SIZ] **3**
Dexterity [DEX] **7**
Senses [SEN] **7**
Intelligence [INT] **4**
Wits [WT] **5**
Personality [PER] **4**

Reactions

Perception (SEN+INT) **+11**
Reflexes (AGL+SEN) **+14**
Resilience (STR+CON) **+9**
Willpower (WT+PER) **+9**

Derived Statistics

Damage Modifier (STR+SIZ-6)/2 **+1**
Major Trauma (10+PER) **14**
Major Wound (10+CON) **14**

Body and Mind

Hit Points (10+STR+CON+SIZ)	26
Major Wound ☐	
Fatigue	
Min (ENC-STR)	
Sanity (10+INT+WT+PER)	19
Max 23	
Stress	

Armour

Location	Loc	Loc	Location	Loc	Lo	Loca
Left Leg	Left	Left	Left Leg	Left	Le	Left
Right Leg	Rig	Rig	Right Leg	Right	Ri	Right
Abdomen	Abd	Abd	Abdomen	Abdo	A	Abdom
Chest	Che	Che	Chest	Chest	Ch	Chest
Left Arm	Left	Left	Left Arm	Left	Le	Left
Right Arm	Rig	Rig	Right Arm	Right	Ri	Right
Head	Hea	Hea	Head	Head	H	Head
Total Armour Encumbrance						Total

Common Skills

Boat	7	Drive	11
Evaluate	9	Games	12
Housecraft	4	Socialise	6
Swim	5		

Athletics (10+AGL+STR) **56 +11** ☐
Deceit (10+PER+WT) **76 +15** ☐
Entertainment (10+PER+WT) **19 +3** ☐
Influence (10+PER+WT) **54 +10** ☐
Insight (10+INT+WT) **57 +11** ☐
Riding (10+DEX+AGL) **24 +4** ☐
Sleight (10+DEX+SEN) **86 +17** ☐
Stealth (10+AGL+SEN) **76 +15** ☐
Survival (10+INT+WT) **19 +3** ☐
Treat Wounds (10+DEX+INT) **22 +4** ☐

Advanced Skills

Lock Picking (DEX+INT) **71 +14** ☐
Streetwise (PER+WT) **68 +13** ☐
Exhort (PER+WT) **41 +8** ☐
Disguise (DEX+WT) **70 +14** ☐
Culture (PER+WT) **40 +8** ☐
Intrusion (INT+DEX) **57 +11** ☐
Pursuit (SEN+AGL) **37 +7** ☐
Escapology **20 +4** ☐

Knowledge Skills

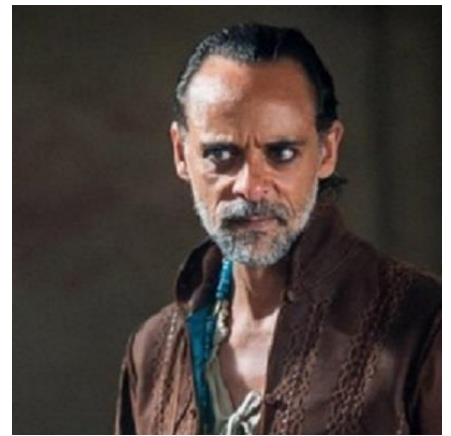
Literacy (INT+WT) **21 +4** ☐
Lore, World (10+INT+WT) **22 +4** ☐

Language Skills

Romanian (INT+WT)x4 **70 +14** ☐
German (INT+WT) **60 +12** ☐
French (INT+WT) **14 +2** ☐
Spanish (INT+WT) **9 +1** ☐
English (INT+WT) **9 +1** ☐

Combat Skills

Brawl (10+AGL+DEX) **65 +13** ☐
Simple Weapons (10+AGL+DEX) **58 +11** ☐
Shield (10+AGL+DEX) **14 +2** ☐
Throw (10+DEX+SEN) **16 +3** ☐
Bow (DEX+SEN) **48 +9** ☐
Gun (10+DEX+SEN) **24 +4** ☐
Sword (10+AGL+DEX) **14 +2** ☐



Advantages

Friend of Beggars
Survive on Less Sleep
Spiritual Quest (+2)

Drawbacks

Superstitious
Afraid of Abandonment
Unsure of Crime

Equipment

Hunters Bow (Reload ☐) **2d6+2**
Sword **3d6**
Dagger **2d6**
Pocket Watch (Nice)
Seal of Imperial Tax Collector
Lock Picks
Travelling / Sleeping Equipment

Encumbrance Cost **0**

Money

Gold Marks **8**
Shillings **96**
Pennies **77**

Style Points	
Experience Points	