

The Enemy Within

Character Details

Name **Gerhart Schneider**
Player **Febs**
Nationality **Saxon / German**
Profession **Gunsmith / Engineer**
Religion **Protestant**
Sex **M** Age **33** DoB **17 Aug 1668**

Statistics

Strength [STR] **6**
Constitution [CON] **4**
Agility [AGL] **4**
Size [SIZ] **4**
Dexterity [DEX] **6**
Senses [SEN] **7**
Intelligence [INT] **8**
Wits [MT] **4**
Personality [PER] **6**

Reactions

Perception (SEN+INT) **+15**
Reflexes (AGL+SEN) **+11**
Resilience (STR+CON) **+10**
Willpower (WIT+PER) **+10**

Derived Statistics

Damage Modifier (STR+SIZ-6)/2 **+2**
Major Trauma (10+PER) **16**
Major Wound (10+CON) **14**

Body and Mind

Hit Points (10+STR+CON+SIZ)	24
Major Wound ☐	
Fatigue	
	Min (ENC-STR)
Sanity (10+INT+WIT+PER)	24
	Max 28
Stress	

Armour

Location	Melee	Range	Armour Type	Arm	X	ENC
Left Leg	01-04	01-03	Hard Leather	3	02	0.6
Right Leg	05-08	04-06	Hard Leather	3	02	0.6
Abdomen	09-11	07-10	Hard Leather	3	01	0.3
Chest	12	11-15	Hard Leather	3	02	0.6
Left Arm	13-15	16-17	Hard Leather	3	01	0.3
Right Arm	16-18	18-19	Hard Leather	3	01	0.3
Head	19-20	20	None	0	01	0.0
Total Armour Encumbrance						27

Common Skills

Boat	6	Drive	4
Evaluate	10	Games	4
Housecraft	5	Socialise	5
Swim	5		

Athletics (10+AGL+STR) 45 **+9** ☐
Deceit (10+PER+WIT) 19 **+3** ☐
Entertainment (10+PER+WIT) 19 **+3** ☐
Influence (10+PER+WIT) 30 **+6** ☐
Insight (10+INT+WIT) 34 **+6** ☐
Riding (10+DEX+AGL) 41 **+8** ☐
Sleight (10+DEX+SEN) 30 **+6** ☐
Stealth (10+AGL+SEN) 54 **+10** ☐
Survival (10+INT+WIT) 33 **+6** ☐
Treat Wounds (10+DEX+INT) 23 **+4** ☐

Advanced Skills

Gunsmith (DEX+INT) 70 **+14** ☐
Metal Working (PER+WIT) 65 **+13** ☐
Engineering (PER+WIT) 45 **+9** ☐
Pursuit (SEN+AGL) 18 **+3** ☐

Knowledge Skills

Literacy (INT+WIT) 33 **+6** ☐
Lore, World (10+INT+WIT) 20 **+4** ☐
Chemistry (INT+WIT) 45 **+9** ☐
Physics (INT+WIT) 37 **+7** ☐

Language Skills

German (INT+WIT)x4 70 **+14** ☐
French (INT+WIT) 30 **+6** ☐
Spanish (INT+WIT) 45 **+9** ☐
English (INT+WIT) 12 **+2** ☐
Dutch (INT+WIT) 12 **+2** ☐

Combat Skills

Brawl (10+AGL+DEX) 47 **+9** ☐
Simple Weapons (10+AGL+DEX) 44 **+8** ☐
Shield (10+AGL+DEX) 20 **+4** ☐
Throw (10+DEX+SEN) 22 **+4** ☐
Bow (DEX+SEN) 12 **+2** ☐
Gun (10+DEX+SEN) 77 **+15** ☐
Sword (10+AGL+DEX) 20 **+4** ☐



Advantages

Jury Rig
Fast Re-Loader
Spiritual Quest (+2)
Good Memory

Drawbacks

Curious
Phobia - Water

Equipment

Blunderbuss (Reload ☐☐☐) 5d6
Pistol, Flintlock (☐☐) 3d6
Pistol, Flintlock (☐☐) 3d6
Mace 2d6

Wooden Cross
Holy Water
Dagger (Round)
Magnetic Hex Bar / Key
Diary
Travelling and Sleeping Equipment

Encumbrance Cost **3**

Money

Gold Marks **0**
Shillings **14**
Pennies **1**

Style Points	
Experience Points	