

# Character: Pardus

Player:

Saga:

Setting:

Current Year: 1220

House:

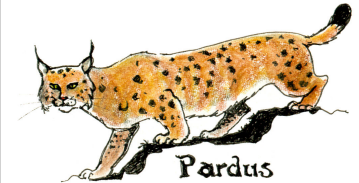
Age: 26 (3)    Size: -1    Confidence: 1 (3)

**Decrepitude: 0**

Effects of Aging:

**Warping: 0 (0)**

Effects of Warping:



Birth Name:

Year Born: 0

Gender: Male

Race/Nationality: Lynx

Birth Place:

Religion: ?

Title:

Height: 110 cm

Weight: 30 kg

Hair: Lynx fur

Eyes: Yellow

Handedness:

## Characteristics

		DESCRIPTION	SCORE
Intelligence	Int		0
Perception	Per	(sharp)	+2
Presence	Pre	(beast)	-2
Communication	Com	(beast)	-3
Strength	Str	(mighty)	0
Stamina	Sta	(mighty)	+2
Dexterity	Dex	(fast)	+3
Quickness	Qik	(fast)	+2

## Virtues and Flaws

Magical Animal (Minor, General)

Magical Master of Cats (Major, General). Felines recognise the special nature of Pardus, and defer to him. Others fail to see anything more than a (magical) Beast.

Magic Might: 10 (Animal) (Might, 0)

Size: -1 (Special, General)

Soak: 1 (Special, General)

Essential Virtue (gemstone urine) (Minor, General)

Affinity with Brawl (Minor, General)

Keen Vision (Sight: +3) (Minor, General)

Perfect Balance (Avoid Falling and Tripping: +6) (Minor, General)

Puissant Brawl (Minor, General)

Sharp Ears (Hearing: +3) (Minor, General)

Tough (Soak: +3) (Minor, General)

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Personal Power (x3) (Minor, General)

Ways of the Forest (Major, General)

Animal Ken (Minor, Supernatural)

Gift of Speech (Minor, General)

Improved Claws (Minor, General). +3 Dam

Unaffected by Gift (Minor, General)

Warrior (50/50) (Minor, General)

Magical Friend (Minor, General). Must be a Magical Character.

Considered less than human, but favoured by 1 or more humans or similar. With those who know those associates, he is treated better than otherwise, perhaps as a pet or bodyguard. Others treat him as a dumb beast or monster.

Wanderlust (Major, General). Feels compelled to travel, Can only spend 2 (non-consecutive) seasons each year in the same Magic Aura, and must spend intervening seasons travelling to new

## Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
25	Animal Ken (felines)	3
30	Anjou Lore (geography)	3
5	Aquitaine Lore (geography)	1
30	Athletics (jumping)	3
30	Awareness (at night)	3
	+3 vision/hearing	
5	Covenant Lore (people)	1
70	Brawl (claws)	6+2
5	Charm (grogs)	1
5	Concentration (maintain powers)	1
50	French (slang)	4
5	Guile (begging food)	1
50	Hunt (tracking)	4
15	Magical Meditation (recover Might)	2
50	Stealth (stalking)	4
30	Survival (mountains)	3
5	Swim (distance)	1

## Powers

Aura of Ennobled Presence, Points: 1, Initiative: 0, Form: Imaginem, Initiative: 1: Appear more forceful, authoritative and lordly, until Sunset or dismissed. Subtle changes in appearance bring this about, making the Lynx more Leonine. Gain +3 on rolls to influence lead or convince others. (slow: +1r activate). MuLm 3 +2 Sun=L5, 1 Might, Init Qik-1

Aura of Fearful Presence, Points: 1, Initiative: 0, Form: Imaginem, Initiative: 1: Appears more fearsome and frightening, until sunset or dismissed. Subtle changes in appearance make him appear larger, louder, sharper and more dangerous (slow: +1r activate). MuLm 3 +2 Sun=L5, 1 Might, Init Qik-1

Gift of the Lion, Points: 1, Initiative: 0, Form: Animal: Grow to Lion size (+2), add +6 Str (+6 Dam), -3 Qik (-3 Init), increase wounds to 7/14/21/28/35+. Growth lasts until sunset or dismissed. (slow: +1r activate) MuAn5+2 Sun=L15, 2 Might-1, Init = Qik-2. (1 MP reduce cost.)

Eyes of the Cat, Points: 0, Initiative: 0, Form: Animal: Constant power. MuAn2+3 const = L5, 1 Might-1, (1MP reduce cost)

locales.

Obsessed (Cleanliness) (Minor, Personality)

Proud (Minor, Personality)

Reckless (Bravery) (Minor, Personality)

Reduced Might (Minor, General)

Slothful (cat-like) (Minor, Personality). Possessed of a cat-like approach to leisure vs. effort

Slow Power (Minor, General). Gift of the Lion takes 1 r

Susceptible to Deprivation (Minor, General). Unlike other magical beings, the character cannot survive without air, food and water, and suffers all normal consequences of going without. (Still immune to aging).

[illegible]

Personality Traits	SCORE
Lynx	+3
Proud	+3
Reckless	+3

Reputations	SCORE

Notes

Pardus is a Lynx of Virtue, a perfect lynx whose urine really does crystallise to gems. He is far stronger and faster than a normal lynx, with sharper claws, and can swell into a lion-sized Lynx (Size+2).

[characteristics: mental characteristics as PC, not beast. Size -1 (Str-2, Qik+1) applied after purchase]

Fatigue Levels			
<input type="checkbox"/>			Fresh
<input type="checkbox"/>	0	2 min.	Winded
<input type="checkbox"/>	-1	10 min.	Weary
<input type="checkbox"/>	-3	30 min.	Tired
<input type="checkbox"/>	-5	1 hr.	Dazed
<input type="checkbox"/>		2 hr.	Unconscious

Wounds	RANGE	NUMBER	PENALTY	Notes
Light Wounds	1-4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-1	
Medium Wounds	5-8	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-3	
Heavy Wounds	9-12	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-5	
Incapacitated	13-16	<input type="checkbox"/>		
Dead	17+	<input type="checkbox"/>		
<b>Armor</b> Soak: +6 = 2 (Sta) + 0 (prot) + 4 (Virtues)				

Weapons	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Claws	2 - 1 + 0 = +1	3 + 9 + 2 = +14	2 + 9 + 3 = +14	0 + 5 = +5	--	Touch
Bite	2 + 0 + 0 = +2	3 + 8 + 3 = +14	2 + 8 + 1 = +11	0 + 0 = +0	--	Touch

Equipment