

# Character: Rosemonde

Player:

Saga:

Setting:

Current Year: 1220

House:

Age: 21 (21)    Size: 0    Confidence: 1 (3)

**Decrepitude: 0**

Effects of Aging:


**Warping: 0 (0)**

Effects of Warping:


## Characteristics

		DESCRIPTION	SCORE
Intelligence	Int	(bright)	+1
Perception	Per	(sharp)	+2
Presence	Pre	(helpful)	+1
Communication	Com	(friendly)	+1
Strength	Str	(weak)	-2
Stamina	Sta		0
Dexterity	Dex	(dextrous)	+2
Quickness	Qik	(quick)	+1

## Virtues and Flaws

Magical Human (Minor, General)
Magical Covenfolk (Free, Social Status)
Magic Might: 10 (Mentem) (Might, 0)
Natural Appearance (Major, General)
Clear Thinker (Bonus: +3 to resist lies, confusion, subterfuge) (Minor, General)
Educated (50/50) (Minor, General)
Light Touch (Subtle Manipulation: +1) (Minor, General)
Second Sight (Minor, Supernatural)
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Greater Power (Major, General)
Personal Power (x3) (Minor, General)
Improved Abilities (x2) (Minor, General). +100xp
Improved Powers (Minor, General)
Lesser Power (x1) (Minor, General)
Meddler (Minor, Personality)
Ability Block (Martial) (Minor, General)
Magical Ghostly Companion (Mother, Size: 0, Might: 10) (Minor, Story); Size: 0
Noncombatant (Minor, Personality)
Offensive to Animals (Minor, General)
Social Handicap (Translucency) (Minor, General); Social Dealings: -3
Visions (Minor, Story)



Rosemonde

Birth Name: Rosemonde
Year Born: 1180
Gender: Female
Race/Nationality: French (Ghost Born)
Birth Place:
Religion: Christian
Title:
Height: 160 cm
Weight: 55 kg
Hair: White
Eyes: Black
Handedness: Right

## Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
30	Anjou Lore (geography)	3
20	Artes Liberales (logic) (5)	2
30	Awareness (searching)	3
30	Charm (first impressions)	3
30	Concentration (maintaining powers)	3
5	Covenant Lore (people)	1
5	Etiquette (nobility)	1
75	French (expansive vocabulary)	5
30	Guile (lying to authority)	3
30	Intrigue (gossip)	3
30	Latin (academic usage)	3
50	Legerdemain (filching)	4
5	Magic Lore (creatures)	1
15	Magical Meditation (recover Might)	2
50	Norman French (storytelling)	4
45	Second Sight (ghosts)	4
30	Stealth (shadows)	3

## Powers

Call to Slumber, Points: 1, Initiative: 0, Form: Mentem, Initiative: -3: Call a person into drowsiness then sleep. R: Voice, D: Mom, T: Ind. (ReMe 10, Lesser Power 10 levels, -1 Might)
Ghostly form/Physical form, Points: 0, Initiative (constant): 0, Form: Mentem: You can interact with ghostly beings as if also ghostly, or corporeal beings as if corporeal. (ReMe(Co) 15 (base 3, +2 Sun, +1 const, +1 req.) Personal Power 15 lvls, -2 Might). If incorporeal, you may be selective in what you affect by making a Concentration test.
Incorporeal Form, Points: 1, Initiative: 0, Form: Mentem, Initiative: -3: Become as intangible as a ghost (can pass through walls, ignore physical damage) while you concentrate. (MuCo(Me) 35 (base 30+1 conc) Personal Power 35 lvls, -3 Might)
Snap of Awakening, Points: 1, Initiative: 0, Form: Mentem, Initiative: -3: Snap your fingers to instantly awaken the target to alertness from sleep (not unconsciousness). R: Voice, D: Mom, T: Ind, (ReMe 10, Lesser Power 10 lvl, -1 Might)
Vision of the Haunting Spirit, Points: 2, Initiative: 0, Form: Mentem,

[illegible]

Personality Traits	SCORE	Reputations	SCORE
Ghostlike Human	+3		
Essential Trait			
Meddlesome	+3		
Compassionate	+1		

## Notes

Rosemonde is Orphan Born - her mother died while pregnant, but returned as a ghost. At the end of 9 months, a live, healthy baby appeared, which the mother's ghost claimed was hers... She was apparently breast-fed by her mother, too...

As she grew older it became obvious she had inherited something from her mother's fate: she has not aged since she grew up, has slowly become somewhat translucent, and found that she make herself become positively ghostly.

The covenant makes her welcome despite the way her appearance is changing - indeed they take advantage of her special abilities to pass unnoticed and to "recover" items, though she feels

guilty if it involves actual theft. She likes to help people (even if they don't always want her to).

Her mother still interferes in Rosemonde's life, trying to influence her to behave "properly", but now much set in her ghostly ways and given to some odd notions. Fortunately her mother mostly interferes around home, and does not usually accompany her on her travels.

## 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	1-5	<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	6-10	<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	11-15	<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	16-20	<input type="checkbox"/>		
Dead	21+	<input type="checkbox"/>		

## Armor

Soak: 0 = 0 (Sta) + 0 (prot) + 0 (Virtues)

## Weapons

	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	1 + 0 + 0 = +1	--	1 + 0 + 0 = +1	--	--	Touch
Fist	1 + 0 + 0 = +1	2 + 0 + 0 = +2	1 + 0 + 0 = +1	-2 + 0 = -2	--	Touch
Kick	1 - 1 + 0 = +0	2 + 0 + 0 = +2	1 + 0 - 1 = +0	-2 + 3 = +1	--	Touch

## Equipment