

Personality Traits	SCORE	Reputations	SCORE
Pious	+3	Pious Knight (Tours region)	2
Chivalrous	+2		
Compassionate	+1		

Notes

When Julianne was young she was a tomboy; her parents had her tutored, learning charm and etiquette, to speak and write Latin, and the basics of Law, hoping this would make her more ladylike.

When she was 9 her parents and twin brother were killed in a freak accident, and her older brother Roger became Lord. He had never liked his annoying young sister, with her impertinent questions about arms and horses, and lordship. Roger sent her to live with her elderly and somewhat befuddled uncle Jean, never to return to her parents (his!) estate. On the journey to Jean's estates, Julianne made a bold decision to fool her uncle, and claim to be Christophe...

Jean looked briefly puzzled, then welcomed his "nephew" ... his

men trained the young "lad" in knightly ways, as their lord directed.

When she was 15 she had another life-changing experience, when she had a vision of the Archangel Michael in his glory and might, slaying the dragon. When she woke she was clutching a sliver of wood which she concluded was a fragment of the True Cross granted to her by the Angel, a sign that she should dedicate her life to fighting to defeat evil beasts and devils wherever they may be.

Sir Jean smiled at her story, and let her carry on...

When she was 18 she made pilgrimage to Mont St. Michel and took a vow to fight for right, and set out into the world as a Knight Errant.

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"/> <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"/> <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: +10 = 1 (Sta) + 9 (prot) + 0 (Virtues)
Full Chain Mail*: protection: 9, load: 6

Weapons

	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	2 + 0 + 0 = +2	--	2 + 4 + 0 = +6	--	--	Touch
Sword, Long/Shield, Heater (mounted)	2 + 2 + 0 = +4	2 + 11 + 4 = +17	2 + 11 + 4 = +17	3 + 6 = +9	1	
Sword, Long (mounted)	2 + 2 + 0 = +4	2 + 11 + 4 = +17	2 + 11 + 1 = +14	3 + 6 = +9	1	
Sword, Long/Shield, Heater	2 + 2 + 0 = +4	2 + 8 + 4 = +14	2 + 8 + 4 = +14	3 + 6 = +9	1	
Sword, Long	2 + 2 + 0 = +4	2 + 8 + 4 = +14	2 + 8 + 1 = +11	3 + 6 = +9	1	
Lance (mounted)	2 + 2 + 0 = +4	2 + 10 + 4 = +16	2 + 10 + 0 = +12	3 + 5 = +8	2	
Mace/Shield, Heater	2 + 1 - 1 = +2	2 + 7 + 3 = +12	2 + 7 + 3 = +12	3 + 8 = +11	2	
Mace/Shield, Heater (mounted)	2 + 1 - 1 = +2	2 + 10 + 3 = +15	2 + 10 + 3 = +15	3 + 8 = +11	2	
Warhammer	2 + 0 + 0 = +2	2 + 3 + 6 = +11	2 + 3 + 0 = +5	3 + 12 = +15	3	
Dagger	2 + 0 + 0 = +2	2 + 5 + 2 = +9	2 + 5 + 0 = +7	3 + 3 = +6	--	Touch

Equipment

Horse

Pack 0

Knight's clothes

Assorted expensive items (×6). It is traditional for a noble to offer a gift to a host, according to status and degree of impostion.

Assorted items (×6). Less expensive gift items, e.g. a pouch of coins, cloth, fur...

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Notes

Perhaps fortunately, she almost immediately came across a magus from Turres Geminae battling a wyrm (no less!), and charge, and slew the beast. In the aftermath, she learned of the magus' own quest to slay such beasts (... for Vis.. but he did not elaborate on that), and agreed to follow the dragon-slayer magus to his "castle", and so joined Turres Grandi as an independent companion. (She still claims income from Sir Jean's estate)

She has since learned that the magi are not so perfect as she first assumed, but that they do indeed battle foul beasts on occasion, and that her talents are well suited to this. In between battles, she tries to persuade the turb warriors to follow her own example and way of life.

The covenfolk are well aware of her true nature, but largely speaking don't care - she is one of the less wierd companions, and not nearly as creepy as the magi...

Weapons

	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Knife, Throwing	2 + 0 + 0 = +2	2 + 3 + 1 = +6	2 + 3 + 0 = +5	3 + 2 = +5	--	5
Fist	2 + 0 + 0 = +2	2 + 4 + 0 = +6	2 + 4 + 0 = +6	3 + 0 = +3	--	Touch
Kick	2 - 1 + 0 = +1	2 + 4 + 0 = +6	2 + 4 - 1 = +5	3 + 3 = +6	--	Touch

Equipment