Character: **Kroll**

Player:

Saga:

Setting:

Current Year: 1220

house: Age: 34 (34)	Size: 0	Qonfidence:
Decrepitude: o		Carping: 0 (0)
Effects of Aging:		Effects of Warping:

Characteristics

		DESCRIPTION	SCORE
Intelligence	Int		0
Perception	Per		+1
Presence	Pre		-1
Communication	Com		-1
Strength	Str		+2
Stamina	Sta		+1
Dexterity	Dex		+1
Quickness	Qik		+2

Virtues and Flaws

Intuition (Minor, General) Luck (Luck Bonus: +1 to +3) (Minor, General) Warrior (50/50) (Minor, General)

Social Handicap (Unpredictable temperament) (Minor, General); Social Dealings: -3

Branded Criminal (Minor, Social Status)

Plagued by Supernatural Entity (Ghost of the Wronged Woman) (Major, Story)

R	
Birth Name: Kroll	
Year Born: 1186	
Gender: Male	
Race/Nationality: Germany	
Birth Place: Aachen	

Gender: Male
Race/Nationality: Germany
Birth Place: Aachen
Religion:
Title:
Height: 5'11"
Weight: 198 lbs
Hair: Brown
Eyes: Brown
Handedness: Right
Description: Kroll



Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
0	German (conversational)	5
15	Area Lore: Germany (hunting grounds)	2
50	Athletics (sprinting)	4
50	Awareness (spotting sentries)	4
5	Bargain (trading game)	1
50	Brawl (dagger)	4
15	Carouse (staying sober)	2
30	Hunt (small game)	3
30	Italian (conversational)	3
30	Stealth (in armor)	3
30	Survival (acquiring food)	3
30	Bows (shortbow)	3
75	Single Weapon (long sword)	5
15	Thrown Weapon (dagger)	2
105	Great Weapon (halberd)	6
	Kroll.chr,	9/26/2012, Page 1

Ars Magica is a trademark of Trident, Inc. All Rights Reserved.

Personality Traits Simple Terse Violent	SCORE +2 +1 +1 +1	E Bad man (I Capable Decent hur	ocal)				SCORE 3 2 1
0 2 min. N -1 10 min. N -3 30 min. N -5 1 hr. I	Fresh Winded Weary Fired Dazed Unconscious		$\frac{11-15}{16-20}$ 21+ ak: +8 = +1 (Sta)	NUMBER	PENALTY Notes -1 -3 -5 -5 ection: 7, load: 3iro	n cap*:	
Clapons Dodge Sword, Long/Shield, Heater Dagger Dagger, Throwing Generic Great Weapon Fist Kick	Qik+Weap-H 2 + 0 + 2 + 2 + 2 + 0 + 2 + 0 + 2 + 0 + 2 + 0 + 2 - 1 +	0 = +4 1 + 0 = +2 1 - 0 = +2 1 - 0 = +4 1 + 0 = +2 1 - 0 = +4 1 + 0 = +2 1 - 0 =	bil+Weap = ATK 6 + 4 = +11 5 + 2 = +8 3 + 2 = +6 7 + 4 = +12 4 + 0 = +5 4 + 0 = +5	Qik+Abil+Weap = DFN 2 + 4 + 0 = +6 2 + 6 + 4 = +12 2 + 5 + 0 = +7 2 + 2 + 1 = +5 2 + 7 + 1 = +10 2 + 4 + 0 = +6 2 + 4 - 1 = +5	Str+Weap = DAM 2 + 6 = +8 2 + 3 = +5 2 + 3 = +5 2 + 10 = +12 2 + 0 = +2 2 + 3 = +5	Load 1 1 	Range Touch Touch 5 Touch Touch
Pack Survival Kit							

The statistics for Kroll present him as the veteran of two Crusades, a no-nonsense warrior disturbed by the spirit which haunts

him, but too callous to consider it more than the wages of a life spent at war. Kroll (pronounced with the umlauts) is quicker, faster, not as bright but almost as deadly as Kukenschabe. A bright pink brand is impossible to miss on Kroll's cheek, the unmistakable mark of a terrible criminal juxtaposed by his ready smile. He does not talk much, and when he does, it is always to the point and uncomplicated. His hands are thick and scar-riddled, and he has a bite out of his right ear. He seems most comfortable on watch, and anxious when not armored. He has a very deadpan sense of humor and an unsettling habit of playing with knives.