Character: Phil Harding

Player:

Saga: Setting:

Current Year: 1220

house:			
Age: 32 (31)	Size: 0	Confidence: "	
Decrepitude: 0 Effects of Aging:		Carping: 0 (0) ffects of Warping:	
Characteristics			
	DESCRI	PTION SCC	ORE

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

Virtues and Flaws

Peasant (Free, Social Status)



Birth Name:	
Year Born: 1188	
Gender: Male	
Race/Nationality: English	
Birth Place:	
Religion: Christian	
Title:	
Height: 170 cm	
Weight: 75 kg	
Hair: Brown	
Eyes: Brown	
Handedness: Right	

Abilities

	Exp.	ABILITY (SPECIALTY)	SCORE
	105	Animal Handling (Farm animals)	6
	50	Area Lore: Area (legends)	4
	30	Athletics (running)	3
_	50	Awareness (alertness)	4
_	30	Bargain (Farm produce)	3
	15	Brawl (Fist)	2
	30	Carouse (drinking songs)	3
	0	English (Rural)	5
	105	Farming (Arable)	6
	15	Folk Ken (peasants)	2
	5	Guile (lying to authority)	1
	15	Hunt (Vermin)	2
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Personality Traits	SCORE +1 +1 +1						SCORE
0 2 min. -1 10 min. -3 30 min. -5 1 hr. 2 hr. 1	Fresh I Winded ^M Weary I Tired I Dazed	Counds Light Wounds Medium Wounds Heavy Wounds Incapacitated Dead Soak: +2	RANGE 1-5 6-10 11-15 16-20 21+ 2 = +2 (Sta) -	NUMBER	PENALTY Notes -1 -3 -5		
CCCapons Dodge Bludgeon Fist	Qik+Weap-En 0 + 0 + 0 0 + 0 + 0 0 + 0 + 0	=+0 1+2+	2 = +5	Qik+Abil+Weap = DFN 0 + 2 + 0 = +2 0 + 2 + 0 = +2 0 + 3 + 0 = +3	Str+Weap = DAM 2 + 2 = +4 2 + 0 = +2	Load 1 	Range Touch Touch Touch

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Innocuous, invisible and taken for granted by the nobles and magi around them, the humble farmer actually makes up the bulk of the population in medieval times. They toil away in the fields from dawn until dusk, barely scraping together enough of a living to feed themselves and their family. Yet when magi visit an unfamiliar area, following rumours of strange goings on near the old ruins, this invisible character suddenly becomes oh so interesting. They usually have a vast knowledge of all the local goings on, and are usually quite willing to stop for a chat, especially if it is accompanied by a tankard of strong ale down the *Dog & Duck*. They are a superstitious lot though, and faced with a group of strongly gifted individuals, the response might involve pitchforks and torches. It is best to send the grogs in first.

Being close to the land, the humble farmer will often be the best source of information on any local faeries. If they did not have such understanding on how to deal with the "good folk", their lives would be made much harder. Given that magi are often interested in obscure places off of the beaten track, it is often the local farmers who would start the sort of rumours that so often reach the ears of the magi. These rumours will of course be filtered through the mind of the average peasant, which means that the nuances of a dedicated Perdo Herbam vis manifestation becomes a *gert stinkin pile a rotten loiks a what I never no smelt so baaaad*. Comedy rural accents are a must when playing such a grog.