

Griffith Alder - Knight of Queen Elaine

Nationality: Avalon

Age:

Height: 6'5"

Weight:

Advantages

University; **Linguist** (all languages cost 3 xp less); **Academy;**
Large: +1k0 damage and intimidation; **Above-Average**
Appearance: +1k0 on all Social rolls; **Swordsman Guild:** can legally challenge someone to a duel, Rank 0 in all Exploit (SCHOOL) Weakness knacks, cost to increase is -1 XP if school is sanctioned

Arcana: *Loyal*

Defensive Knacks

Skill	Rank	Passive	Active
<i>Parry buckler</i>	●●●	20	5k2+5
<i>Parry sword</i>	●	10	3k2
<i>footwork</i>	●●●	20	5k2
<i>balance</i>	●	10	3k2

Skills

Sailor	
<i>Climbing</i> ●●	4k2
<i>Rigging</i> ●	4k3
<i>Knotwork</i> ●	4k3
<i>Cartography</i>	
<i>Leaping</i>	
<i>Navigation</i>	
<i>Sea Lore</i>	
<i>Swimming</i>	
<i>Weather</i>	
Guide	
<i>Street Nav.</i> ●●	Varies
<i>Riding</i> ●	4k3
<i>Tracking</i> ●	3k2
<i>Direction Sense</i>	
<i>Stealth</i>	
<i>Survival</i>	
<i>Trail Signs</i>	
Wrestling	
<i>Grapple</i> ●	4k3
<i>Bear hug</i>	
<i>Break</i>	
<i>Escape</i>	

Traits

Brawn ●●○○○
Finesse ●●●○○
Wits ●●○○○ ○
Resolve ●●○○○
Panache ●●●○○

Drama Dice	●●
Reputation	

Experience	10?
-------------------	-----

Offensive Knacks

Skill	Rank	Att	Dmg
<i>Bind</i>	●	4k3	
<i>Riposte</i>	●●		
<i>Disarm</i>	●	4k3	
<i>Exploit</i>	●		
<i>Fencing</i>	●●●	6k3	5k2
<i>Grapple</i>	●	4k3	
<i>Fist</i>	●	4k3	3k1
<i>Jab</i>	●	4k3	3k1

Action Dice ●●●
Donovan School:
Apprentice: no off hand penalty buckler, +5 when using buckler

Flesh Wounds	Dramatic Wounds
<i>Wounds Check.</i> 2k2	<i>Crippled:</i> (no explode) 2 <i>Knocked Out.</i> 4

Equipment and Income

Estate

Curiosities

Costs

Funds

Income (Monthly):

Languages:

N. Avalon: R/W

N. Eisen: R/W

Castille: R/W

Montaigne: R/W

Notes

Code of Honor-2:

Never harm a child

Never harm a Mother

You will soon be helped by an enigmatic figure

Allies

Contacts

Enemies

Description