

Sigfried Georg Anhalt

Nationality: Eisen

Age:

Height:

Weight:

Advantages

Academy; Able-Drinker: Drinking liquor never affects die rolls;
Dracheneisen (Full Noble); **Noble**

Arcana: Overconfident

Defensive Knacks

Skill	Rank	Passive	Active
H. Weapon Parry	●	15	3k2
Footwork	●●	20	4k2
F. Parry	●	15	3k2
K. Parry	●	15	3k2
P. Parry	●	15	3k2

Skills

Doctor	
Diagnosis ●	
First Aid ●	
Surgery	
Dentist	
Examiner	
Quack	
Veterinarian	
Guide	
Stealth ●	
Survival ●	
Tracking ●	
Direction Sense	
Fishing	
Skinning	
Trail Signs	
Traps	
Ambush	
Animal Training	
Wrestling	
Grapple ●	4k3
Head Butt ●	4k3
Bear hug	
Break	

Traits

Brawn ●●●○○

Finesse ●●●○○

Wits ●●○○○

Resolve ●●○○○

Panache ●●○○○

Drama Dice	●●
Reputation	

Experience	??
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Offensive Knacks

Skill	Rank	Att	Dmg
Fencing	●	4k3	5k2
H. Weapon	●●	5k3	6k2
Knife	●	4k3	4k2
Polearm	●	4k3	5k2
grapple	●	4k3	
Head Butt	●	4k3	6k1/4k1

Action Dice ●●

Flesh Wounds	Dramatic Wounds
Wounds Check. 3k3	Crippled: (no explode) 2 Knocked Out. 4

Equipment and Income

Dracheneisen: Arm guards, Leg guards; Breastplate, gauntlet

Estate: Back in Eisen

Curiosities**Costs****Funds**

Income (Monthly):

500/guilders

Languages:

N. Eisen R/W

H. Eisen R/W

Avalon R/W

Notes

Recovering from Illness for first Story: all Brawn
TNs: +5

Miracles do happen, as you shall see

Allies**Contacts****Enemies****Description**