

Bestiarius Ventura de Dolceacqua

Custos Fortuniae

Ryan B Bohemian Rhapsody 1275 AD

Male, Genoese, Catholic Age 42

Size 0 66 in, 150 lbs, Dexter, brown hair, brown eyes



Fifth Edition

Confidence 1 | 9

Characteristics

Intelligence	Int	2	(smart)	Presence	Pre	1	(commanding)
Perception	Per	0	()	Communication	Co	1	(clear)
Strength	Str	0	()	Dexterity	De	1	(agile)
Stamina	Sta	1	(resolute)	Quickness	Qik	0	()

Abilities

0 <i>(Area) Lore (TBD)</i>	0	1 <i>Ordo Hermei Lore (Tribunalia)</i>	0
1 <i>Al-Warit Lore (places)</i>	0	7 <i>Porta Germania Lore (places)</i>	1
145 <i>Animal Handling (hounds)</i>	7 ^{Aff}	40 <i>Profession: Fisher (weirs)</i>	3
76 <i>Animal Ken (hounds)</i>	7	35 <i>Profession: Master of Kennels (health)</i>	3
9 <i>Artes Liberales (grammar)</i>	1	30 <i>Ride (proper seat)</i>	3
15 <i>Arx Caeles Lore (places)</i>	2	30 <i>Single Weapon (sword)</i>	3
30 <i>Athletics (running)</i>	3	1 <i>Stara Vatra Lore (places)</i>	0
30 <i>Awareness (alertness)</i>	3	30 <i>Stealth (stalking)</i>	3
1 <i>Bargain (animals)</i>	0	73 <i>Summon Animals</i>	6 ^{Aff}
50 <i>Bows (bow)</i>	4	30 <i>Survival (weather)</i>	3
32 <i>Brawl (grapple)</i>	3	15 <i>Swim (surf)</i>	2
15 <i>Charm (first impressions)</i>	2	19 <i>Teaching (Animal Handling)</i>	2
1 <i>Chirurgy (bind wounds)</i>	0	1 <i>Thule Lore (wastes)</i>	0
15 <i>Concentration (Share Animal Senses)</i>	2	1 <i>Tríozeria Lore (places)</i>	0
1 <i>Coventry Lore (places)</i>	0	15 <i>Tuscan (slang)</i>	2
50 <i>Czech (PG dialect)</i>	4	5 <i>Tuscany Lore (geography)</i>	1
5 <i>Etiquette (nobility)</i>	1		
15 <i>Faerie Lore (sea faeries)</i>	2		
15 <i>Folk Ken (nobility)</i>	2		
15 <i>Fortuniae Lore (places)</i>	2		
15 <i>Gomahara Lore (places)</i>	2		
75 <i>Guan (síbilo)</i>	5		
50 <i>Hunt (tracking)</i>	4		
1 <i>Insula Valaamis Lore (places)</i>	0		
1 <i>Insulae Fortunatae Lore (geography)</i>	0		
1 <i>Intrigue (alliances)</i>	0		
85 <i>Latin (academic)</i>	5		
1 <i>Leadership (children)</i>	0		
5 <i>Liguria Lore (geography)</i>	1		
75 <i>Ligurian (Genoese)</i>	5		
83 <i>Magic Lore (beasts)</i>	7 ^{Aff}		
1 <i>Moravia Lore (geography)</i>	0		

Personality

105	<i>Overconfident</i>	6
30	<i>Magical Fascination</i>	3
30	<i>Weakness for Young Animals</i>	3

Reputation and Devotion

1	<i>Bestiarus (Local, Arx Caeles)</i>	0
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Virtues & Flaws

0	<i>Mythic Animal Master</i>	¹ <i>Social Status: Master of Kennels</i>
1	<i>Affinity with Animal Handling</i>	¹ <i>Affinity with Magic Lore</i>
1	<i>Affinity with Summon Animals</i>	<i>Animal Ken</i>
-3	<i>Dependent Animals</i>	¹ <i>Educated</i>
	<i>Greater Power (Share Animal Senses)</i>	¹ <i>Independent Study</i>
-1	<i>Magical Fascination</i>	<i>Master of Aquam Creatures</i>
	<i>Master of Aquam Creatures</i>	<i>Master of Auram Creatures</i>
	<i>Master of Terram Creatures</i>	
1	<i>Puissant Animal Ken</i>	¹ <i>Overconfident: major</i>
-1	<i>Restricted Power (Share Animal Senses)</i>	¹ <i>Puissant Summon Animals</i>
1	<i>Student of Magic</i>	⁻¹ <i>Slow Power (Share Animal Senses)</i>
1	<i>Unaffected by The Gift</i>	<i>Summon Animals</i>
		⁻¹ <i>Weakness</i>

Decrepitude 0

Age Roll Modifier +3

Warping 0

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Combat Profile



Protection *Quilted Jerkin & No Shield*
Encumbrance: 2 (**Total Load:** 4)

Tactical Movement	<i>Walk 9 paces</i>	Combat Modifiers
	<i>Hurry 18 paces</i>	
	<i>Run 36 paces (Fatigue ck)</i>	

Soak Total: 2

Fatigue Levels		
<input checked="" 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 hrs	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"/>	-1	
Medium Wounds	6-10	<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"/>	-5	
Incapacitated	16-20	<input type="checkbox"/>		
Dead	21+	<input type="checkbox"/>		

Weapons

Weapon	Qik+Wpn-Enc	Dex+Abl+Wpn	Qik+Abl+Wpn	Str+Wpn	Initiative	Attack	Defense	Damage	Range / Span	Load / Str	Notes
<i>Dodge</i>			-2			1				0	
<i>Bow</i>		-3	9			6		15	2	-1	
<i>Sword</i>		-1	8	5		5				1	-1
<i>Dagger</i>		-2	6	3		3				0	-3
<i>Grapple</i>		-3	5	3		0				0	
<i>Scuffling</i>		-2	4	3		0				0	

Missle Attack Modifier: -3 per Range increment beyond the first

Notes

*Courser Alvarado; Segussi hound Corrado
2L silver ingots from Arx Caelis*

Powers of Ventura de Dolceacqua

Magic

Share Animal Senses

Animal 50 (Greater, Sun, -5 Initiative, pts)

By expending a Fatigue Level, Ventura can establish a link with a qualifying animal for Sun Duration, allowing him to sense what that animal senses by concentrating for at least two rounds (one round to activate the link, and then may begin sensing what the animal does during the second and any successive rounds); during this time, he is at a -6 penalty to use his own senses, but may use the animal's Per + Awareness (and any special Qualities or Virtues that apply) to sense what the animal might sense from its location

This power has a base Penetration of 15 points, plus any additional Penetration bonus; only one link with one specific animal may be in effect at any one time; activating a new link with a different animal cancels any previous link

For a given animal to qualify for this Power, it must have a positive Loyalty Trait towards Ventura