

Character: Slayton

Player: Jerry (Companion of Brandon), Saga: Mysteries Albion,
 Setting: Southern England, Current Year: 1221, Age: 31 (31),
 Size: 0, Confidence: 1 (3), Decrepitude: 0 (0), Warping: 0 (0);
 Personality Traits: Calculating +3, Careful +2, Frivolous +1



Birth Name: Bertram, Year Born: 1190, Gender: Male,
 Race/Nationality: English, Birth Place: Nottingham, Religion:
 Christian, Height: 5'4", Weight: 130 lbs, Hair: Blond, Eyes: Blue,
 Handedness: Right, Description:

Characteristics		DESCRIPTION	SCORE
Intelligence	Int		0
Perception	Per		0
Presence	Pre		+1
Communication	Com		-2
Strength	Str		-2
Stamina	Sta		+2
Dexterity	Dex		+4
Quickness	Qik		+4

Virtues and Flaws

Great Dexterity (Minor, General); Shapeshifter (Bear, Falcon, Grey Tabby) (Major, Supernatural); Puissant Legerdemain (Minor, General); Puissant Stealth (Minor, General); Light Touch (Subtle Manipulation: +1) (Minor, General); Perfect Balance (Avoid Falling and Tripping: +6) (Minor, General); Great Quickness (Minor, General); Improved Characteristics (Minor, General)
 Dark Secret: Murder (Major, Story) [. Murdered a gang leader in London]; Enemies (Band of outlaws) (Major, Story); Avaricious (*Major, Personality) [. Art]; Lecherous (*Major, Personality)

Equipment

Black Theiving Outfit
 Lock Picks
 Pack

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
0	English	5
25	Shapeshifter (Falcon)	3
47	Area Lore (personalities - Southern England) (17)	3
5	Athletics (acrobatics)	1
15	Etiquette (court)	2
30	Awareness (searching)	3
15	Survival (Urban)	2
75	Brawl (Dagger)	5
15	Carouse (games of chance)	2
30	Charm (first impressions)	3
30	Guile (fast talk)	3
75	Legerdemain (filching)	5+2
75	Stealth (sneak)	5+2

Fatigue Levels

<input 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 hr.	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"/> <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"/> <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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-5	
Incapacitated	16-20	<input type="checkbox"/>		
Dead	21+	<input type="checkbox"/>		

Armor Soak: +2 = 2 (Sta) + 0 (prot) + 0 (Tough)
 Generic Armor*: protection: 0, load: 0

Weapons

	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	4 + 0 + 0 = +4	--	4 + 5 + 0 = +9	--	--	Touch
Dagger	4 + 0 + 0 = +4	4 + 6 + 2 = +12	4 + 6 + 0 = +10	-2 + 3 = +1	--	Touch
Fist	4 + 0 + 0 = +4	4 + 5 + 0 = +9	4 + 5 + 0 = +9	-2 + 0 = -2	--	Touch
Kick	4 - 1 + 0 = +3	4 + 5 + 0 = +9	4 + 5 - 1 = +8	-2 + 3 = +1	--	Touch

Slayton, once named Bertram likes his art, his passion is paintings, having tried to learn once it seemed much easier to steal them than paint them. He had planned to steal a painting in London, but a gang of thieves beat him to and stole it first. Bertram planned to steal it from the gang, during the break in he stumbled upon a gentleman purchasing the painting from the gang leader. Although he did attempt to sneak out, he was discovered and it ended in a short battle, with the gentleman dead and the gang leader, named Alor, who Bertram thought was dead surviving. He managed to escape without being seen with the painting.

The family of the gentleman retaliated against the gang, and had most arrested and much of their turf taken over by rival gangs. Aldor however was not killed and has a very good idea of what Bertram looks like.