

# Deryni Character Sheet



Character Name Sendai the Magnificent Player Name \_\_\_\_\_

## Character Description and Notes

Sendai the Magnificent (Doral Sendai) is the leader of a troupe of traveling performers. He is Deryni by blood and by training. He is well skilled in mundane legerdemaine, which he uses to conceal the real magic he performs. The troupe includes Larsten and Ancara Sendai, his son and daughter-in-law. Sendai is 46 years old.

### Fudge Trait Values

	EP
Superb . . . . .+3 . . . . .	.8
Great . . . . .+2 . . . . .	.4
Good . . . . .+1 . . . . .	.2
Fair . . . . .0 . . . . .	1
Mediocre . . . . -1 . . . . .	1
Poor . . . . .-2 . . . . .	1
Terrible . . . . -3 . . . . .	1

EP = Raising skills with EPs.  
Most skills begin at Poor.  
Attributes default to Fair.

Fudge Points: 1 EPs:

### Wounds

1-2	3-4	5-6	7-8	9+
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scratch	Hurt (-1)	Very Hurt(-2)	Incapacitated	Near Death

*Note: The GM may add or subtract wound boxes as desired.*

### Attributes

Strength: Fair  
Agility: Fair  
Stamina: Fair  
Perception: Great  
  
Rank: Mediocre (Free Commoner)  
  
Power: Fair

### Gifts

Deryni  
  
Educated  
  
Formal Magical Training

### Skills

Legerdemaine	Great
Performing	Good
Bargaining	Fair
History	Fair
Language (Latin)	Fair
Legend Lore	Fair
Civil Law	Mediocre
Enhance Senses	Fair
Handfire	Fair
Mind Speech	Fair
Shields	Fair
Truth Reading	Fair

### Equipment

Various magical accessories (balls, cards, bowls, scarves, etc.)  
  
ward cubes

### Faults

Overconfident  
  
Secret: Deryni  
  
Code of Honor (help the helpless)

Affect Others	Good
Affect Self	Good
Arcane Lore	Fair
Clairvoyance	Fair
Object Reading	Fair
Warding	Fair
Move Objects	Mediocre
Fire Conjunction	Mediocre

# Deryni Character Sheet



Character Name Alorna Orsaltis Player Name \_\_\_\_\_

## Character Description and Notes

Alorna is a lithe and beautiful dancer whose talents extend beyond what people see in her public performances. 31 years old, Alorna is a contortionist who isn't above usinggarderobes to gain access to places whose owners and occupants would have preferred she didn't enter. Alorna is also a healer.

### Fudge Trait Values

	EP
Superb . . . . .+3 . . . . .	.8
Great . . . . .+2 . . . . .	.4
Good . . . . .+1 . . . . .	.2
Fair . . . . .0 . . . . .	1
Mediocre . . . . -1 . . . . .	.1
Poor . . . . .-2 . . . . .	1
Terrible . . . . -3 . . . . .	1

EP = Raising skills with EPs.

Most skills begin at Poor.

Attributes default to Fair.

Fudge Points: 1 EPs:

### Wounds

1-2	3-4	5-6	7-8	9+
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scratch	Hurt (-1)	Very Hurt(-2)	Incapacitated	Near Death

*Note: The GM may add or subtract wound boxes as desired.*

### Attributes

Strength: Fair  
 Agility: Great  
 Stamina: Fair  
 Perception: Fair

Rank: Mediocre (Free Commoner)

Power: Fair

### Gifts

Deryni  
 Healer

### Skills

Dancing: Great  
 Acrobatics: Good  
 Performing: Good  
 Jumping: Good  
 Animal Handling: Fair  
 Bargaining: Fair  
 Cooking: Fair  
 Needlecraft: Fair  
 Herbalism: Fair  
 First Aid: Fair  
 Riding: Fair

Affect Self: Good  
 Affect Others: Fair  
 Healing: Mediocre  
 Enhance Senses: Fair  
 Handfire: Fair  
 Mind Speech: Fair  
 Shields: Fair  
 Truth Reading: Fair

### Equipment

Dancing outfits, lots of shiny jewelry (nothing truly valuable, though), scarves, veils

Healing kit (folk healing remedies: herbal ointments, balms, teas, etc.)

### Faults

Heavy sleeper  
 Secret: Deryni

# Deryni Character Sheet



Character Name Larsten Sendai Player Name \_\_\_\_\_

## Character Description and Notes

Larsten is an equestrian extraordinaire, as is his wife, Ancara. The son of Doral Sendai, Larsten is a full-blooded Deryni. He hasn't the experience in magic that his father has, but more than makes up for it with his athleticism and physical skills. Larsten is 22 years old.

### Fudge Trait Values

	EP
Superb . . . . .+3 . . . . .	.8
Great . . . . .+2 . . . . .	.4
Good . . . . .+1 . . . . .	.2
Fair . . . . .0 . . . . .	1
Mediocre . . . . -1 . . . . .	.1
Poor . . . . .-2 . . . . .	1
Terrible . . . . -3 . . . . .	1

EP = Raising skills with EPs.

Most skills begin at Poor.

Attributes default to Fair.

Fudge Points: 1 EPs:

### Wounds

1-2	3-4	5-6	7-8	9+
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scratch	Hurt (-1)	Very Hurt(-2)	Incapacitated	Near Death

*Note: The GM may add or subtract wound boxes as desired.*

### Attributes

Strength: Good  
 Agility: Good  
 Stamina: Fair  
 Perception: Fair

Rank: Mediocre (Free Commoner)

Power: Fair

### Gifts

Deryni  
 Educated

### Skills

Riding	Great
Acrobatics	Good
(especially equestrian)	
Melee Weapon (bow)	Good
Melee Weapon (lance)	Good
Melee Weapon (sword)	Fair
Throwing	Fair
Brawling	Fair
Jumping	Fair
Running	Fair
Language (Latin)	Mediocre
Cartography	Mediocre
History	Mediocre
Legend Lore	Mediocre

### Equipment

Performing clothes, riding clothes,  
 Tack (saddles, bridles, harnesses, halters, etc.)  
 short bow, lance (mostly used to display riding skill in performances), sword (mostly used for show in performances)

### Faults

Secret: Deryni  
 Overconfident

# Deryni Character Sheet



Character Name Ancara Sendai Player Name \_\_\_\_\_

## Character Description and Notes

Ancara is an equestrian extraordinaire, as is her husband, Larsten. She is human, but is aware that Larsten and his father are Deryni. Ancara grew up with older brothers who, at her insistence, taught her how to use a variety of weapons. (They never thought she'd use them in actual combat!) She is 20 years old.

### Fudge Trait Values

	EP
Superb . . . . .+3 . . . . .	.8
Great . . . . .+2 . . . . .	.4
Good . . . . .+1 . . . . .	.2
Fair . . . . .0 . . . . .	1
Mediocre . . . . -1 . . . . .	1
Poor . . . . .-2 . . . . .	1
Terrible . . . . -3 . . . . .	1

EP = Raising skills with EPs.

Most skills begin at Poor.

Attributes default to Fair.

Fudge Points: 1      EPs:

### Wounds

1-2	3-4	5-6	7-8	9+
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scratch	Hurt (-1)	Very Hurt(-2)	Incapacitated	Near Death

*Note: The GM may add or subtract wound boxes as desired.*

### Attributes

Strength: Fair  
 Agility: Great  
 Stamina: Fair  
 Perception: Fair

Rank: Mediocre (Free Commoner)

Power: N/A

### Gifts

Educated  
 Well-Traveled

### Skills

Riding	Great
Acrobatics	Good
(especially equestrian)	
Animal Handling	Good
Animal Training	Good
Acting	Fair
Bargaining	Fair
Climbing	Fair
Cooking	Fair
Jumping	Fair
Literacy	Cartography
Melee Weapon (lance)	Fair
Melee Weapon (staff)	Fair
Performing	Fair
Ranged Weapon (throwing knife)	Fair
Dodge	Mediocre

### Equipment

Maps  
 Tack (saddles, bridles, harnesses, halters, etc.)  
 Cooking gear and supplies  
 Staff, lance, knives  
 Performing outfits  
 Clothing, etc.

### Faults

Insomnia  
 Pregnant (not yet aware of this, just starting to get morning sickness)

# Deryni Character Sheet



Character Name Wulfin MacKennin Player Name \_\_\_\_\_

## Character Description and Notes

Wulfin is a musician and storyteller. His twin sister, Renalta, often accompanies his music with her lovely voice. The MacKennins are from Kheldour and sport the plaid clothing and braids of the borderfolk. Wulfin is 29 years old.

### Fudge Trait Values

	EP
Superb . . . . .+3 . . . . .	.8
Great . . . . .+2 . . . . .	.4
Good . . . . .+1 . . . . .	.2
Fair . . . . .0 . . . . .	1
Mediocre . . . . -1 . . . . .	1
Poor . . . . .-2 . . . . .	1
Terrible . . . . -3 . . . . .	1

EP = Raising skills with EPs.

Most skills begin at Poor.

Attributes default to Fair.

Fudge Points: 1 EPs:

### Wounds

1-2	3-4	5-6	7-8	9+
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scratch	Hurt (-1)	Very Hurt(-2)	Incapacitated	Near Death

*Note: The GM may add or subtract wound boxes as desired.*

### Attributes

Strength: Fair  
 Agility: Fair  
 Stamina: Good  
 Perception: Good

Rank: Mediocre (Free Commoner)

Power: N/A

### Gifts

A touch of "The Sight"

Direction sense

### Skills

Musical Instrument  
 (highland stringed instrument, look up)  
 Great

Musical Instrument  
 (Pipes) Good

Musical Instrument  
 (Drums) Good

Performing Good

Musical Instrument  
 (recorder - look up) Fair

Dancing Fair

Singing Fair

Storytelling Fair

### Equipment

Pipes  
 Drums  
 lute (or whatever)  
 recorder (or whatever)  
 Highlander clothing  
 Longbow & arrows

### Faults

Scarred (facial scar marring his otherwise fair looks)

Addiction (to drink)

Weather Sense Good

Ranged Weapon  
 (bow) Good

Animal Handling Fair

Survival (Highlands) Fair

Tracking Fair

Trapping Fair

# Deryni Character Sheet



Character Name Renalta MacKennin Player Name \_\_\_\_\_

## Character Description and Notes

Renalta is a singer and storyteller. Her twin brother, Wulfin, often accompanies her with his musical instruments. The MacKennins are from Kheldour and sport the plaid clothing and braids of the borderfolk. Renalta is 29 years old.

### Fudge Trait Values

	EP
Superb . . . . .+3 . . . . .	.8
Great . . . . .+2 . . . . .	.4
Good . . . . .+1 . . . . .	.2
Fair . . . . .0 . . . . .	1
Mediocre . . . . -1 . . . . .	1
Poor . . . . .-2 . . . . .	1
Terrible . . . . -3 . . . . .	1

EP = Raising skills with EPs.  
Most skills begin at Poor.  
Attributes default to Fair.

Fudge Points: 1      EPs:

### Wounds

1-2	3-4	5-6	7-8	9+
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scratch	Hurt (-1)	Very Hurt(-2)	Incapacitated	Near Death

*Note: The GM may add or subtract wound boxes as desired.*

### Attributes

Strength: Fair  
Agility: Fair  
Stamina: Good  
Perception: Good

Rank: Mediocre (Free Commoner)

Power: N/A

### Gifts

Animal Empathy  
Attractive

### Skills

Singing	Great
Animal Handling	Good
Riding	Good
Storytelling	Good
Animal Mimicry	Fair
Cooking	Fair
Dancing	Fair
Musical Instrument (tamborine)	Fair
Nature Lore	Fair
Performance	Fair
Poetry	Fair
Ranged Weapon (sling)	Fair
Survival (Highlands)	Fair

### Equipment

Tamborines  
Dancing costumes  
Highlander clothing  
Sling (with pouch of stones)

### Faults

Impulsive  
Moody

# Deryni Character Sheet



Character Name Jaksmar Telamon Player Name \_\_\_\_\_

## Character Description and Notes

“Jak” has a bit of a shady past. He was a small time crook before falling in with the Sendais. Despite his willingness to break the law and his propensity for ignoring property rights, Jak has a high code of ethics. He never steals from co-workers or friends, and he will not kill for material gain. He is 32 years old.

### Fudge Trait Values

	EP
Superb . . . . .+3 . . . . .	.8
Great . . . . .+2 . . . . .	.4
Good . . . . .+1 . . . . .	.2
Fair . . . . .0 . . . . .	1
Mediocre . . . . -1 . . . . .	1
Poor . . . . .-2 . . . . .	1
Terrible . . . . -3 . . . . .	1

EP = Raising skills with EPs.  
Most skills begin at Poor.  
Attributes default to Fair.

Fudge Points: 1      EPs:

### Wounds

1-2	3-4	5-6	7-8	9+
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scratch	Hurt (-1)	Very Hurt(-2)	Incapacitated	Near Death

*Note: The GM may add or subtract wound boxes as desired.*

### Attributes

Strength: Fair  
Agility: Great  
Stamina: Fair  
Perception: Fair

Rank: Mediocre (Free Commoner)

Power: N/A

### Gifts

Combat Reflexes  
Contacts

### Skills

Pickpocket Superb  
Disguise Great  
Lockpick Great  
Dodge Good  
Sneak Good  
Streetwise Good  
Acting Fair  
Appraisal Fair  
Brawling Fair  
Climbing Fair  
Forgery Fair  
Melee Weapon (Dagger) Fair

### Equipment

Backpack  
Lockpicking tools  
Disguise supplies (makeup/wigs/clothing)

### Faults

Illegitimate  
Fear of cats

# Deryni Character Sheet



Character Name Lunas Pol Player Name \_\_\_\_\_

## Character Description and Notes

Lunas is the troupe's juggler and jester. His jokes are not the best, but his clowning acrobatics and juggling make for a good show. Lunas is 31 years old.

### Fudge Trait Values

	EP
Superb . . . . .+3 . . . . .	.8
Great . . . . .+2 . . . . .	.4
Good . . . . .+1 . . . . .	.2
Fair . . . . .0 . . . . .	1
Mediocre . . . . -1 . . . . .	.1
Poor . . . . .-2 . . . . .	1
Terrible . . . . -3 . . . . .	1

EP = Raising skills with EPs.  
Most skills begin at Poor.  
Attributes default to Fair.

Fudge Points: 1      EPs:

### Wounds

1-2	3-4	5-6	7-8	9+
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scratch	Hurt (-1)	Very Hurt(-2)	Incapacitated	Near Death

*Note: The GM may add or subtract wound boxes as desired.*

### Attributes

Strength: Fair  
Agility: Good  
Stamina: Good  
Perception: Fair

Rank: Mediocre (Free Commoner)

Power: N/A

### Gifts

Ambidextrous  
Combat Reflexes

### Skills

Juggling	Great
Acrobatics	Good
Throwing Knife	Good
Throwing	Good
Climbing	Fair
Dancing	Fair
Disguise	Fair
Dodge	Fair
Fast Talk	Fair
Jumping	Fair
Knife	Fair
Performing	Fair
Slight of Hand	Fair
Sneak	Fair
Streetwise	Mediocre
Storytelling (jokes)	Mediocre

### Equipment

Throwing knives (brace of 10)  
Belt knife  
Disguise & clowning makeup kit  
Juggling gear (balls, batons, plates, flaming batons, etc.)  
Costumes for performances  
Boots (soft)  
Pants, tunic, vest, belt pouch

### Faults

Easily Distracted  
Overconfident



# Deryni Character Sheet



Character Name \_\_\_\_\_ Player Name \_\_\_\_\_

Character Description and Notes

## Fudge Trait Values

	EP
Superb . . . . .+3 . . . . .	.8
Great . . . . .+2 . . . . .	.4
Good . . . . .+1 . . . . .	.2
Fair . . . . .0 . . . . .	.1
Mediocre . . . . .-1 . . . . .	.1
Poor . . . . .-2 . . . . .	.1
Terrible . . . . .-3 . . . . .	.1

EP = Raising skills with EPs.

Most skills begin at Poor.

Attributes default to Fair.

Fudge Points: 1      EPs:

## Wounds

1-2	3-4	5-6	7-8	9+
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scratch	Hurt (-1)	Very Hurt(-2)	Incapacitated	Near Death

*Note: The GM may add or subtract wound boxes as desired.*

## Attributes

Strength:  
Agility:  
Stamina:  
Perception:

Rank:

Power:

## Gifts

## Skills

## Equipment

## Faults