

Player: Andrew M., Saga: Stranggore, Setting: England, Current
Year: 1200, Age: 15 (15), Size: -1, Confidence: 0 (0),
Decrepitude: 0 (0), Warping: 0 (0); Personality Traits: Reckless
+3, Loyal +3, Brave +2



Year Born: 1185, Gender: Male, Height: 3'10", Weight: 60 lbs, Hair: White with Red Ears, Description:

Characteristics		DESCRIPTION	SCORE
Cunning	Cun		0
Perception	Per		+3
Presence	Pre		-3
Communication	Com		0
Strength	Str		-2
Stamina	Sta		+2
Dexterity	Dex		+2
Quickness	Qik		+2

Size: -1 (Special, General); Improved Characteristics (Minor, General); Long-Winded (Fatigue Rolls: +3) (Minor, General); Sharp Ears (Hearing: +3) (Minor, General)
Reckless (Minor, Personality)

Equipment

<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	1-4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-1	
Medium Wounds	5-8	<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	9-12	<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"/> <input type="checkbox"/>	-5	
Incapacitated	13-16	<input type="checkbox"/>		
Dead	17+	<input type="checkbox"/>		

Armor

Soak: 2 = 2 (Sta) + 0 (prot) + 0 (Tough)

Weapons

Bite	$2 + 0 + 0 = +2$	$2 + 4 + 3 = +9$	$2 + 4 + 1 = +7$	$-2 + 1 = -1$	--	Touch
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