

Saga: Strangore, Current Year: 1196, Age: 15 (15), Size: -1,  
Confidence: 0 (0), Decrepitude: 0 (0), Warping: 0 (0);  
Personality Traits: Reckless +3, Loyal +3, Brave +2



Year Born: 1181, Gender: Male, Height: 4'0", Weight: 60 lbs,  
Description:

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

Size: 0 (Special, General); Improved Characteristics (Minor, General); Long-Winded (Fatigue Rolls: +3) (Minor, General); Sharp Ears (Hearing: +3) (Minor, General)  
Reckless (Minor, Personality); Small Frame (Minor, General)

## Equipment

## 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

| 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"/> <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:  $2 = 2 \text{ (Sta)} + 0 \text{ (prot)} + 0 \text{ (Tough)}$ 

## Weapons

| Weapons | Qik+Weap-Enc = INIT | Dex+Abil+Weap = ATK | Qik+Abil+Weap = DFN | Str+Weap = DAM | Load | Range |
|---------|---------------------|---------------------|---------------------|----------------|------|-------|
| Bite    | 2 + 0 + 0 = +2      | 1 + 4 + 3 = +8      | 2 + 4 + 1 = +7      | 0 + 1 = +1     | --   | Touch |