

Character: Brian the Mad

Saga: Stranggore, Current Year: 1193, Age: 58 (58), Size: 0,
Confidence: --, Decrepitude: 1 (2), Warping: 0 (0); Personality
Traits: Talkative +1, Practical +2, Loyal +2; Reputations: Mad
4



Birth Name: Brian Thomas, Year Born: 1135, Gender: Male,
Race/Nationality: English, Height: 5'8", Weight: 170 lbs, Description:

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

Virtues and Flaws

Custos (Minor, Social Status); Arcane Abilities (Special); Educated
(50/50) (Minor, General); Second Sight (Minor, Supernatural)
Infamous (Minor, General); Delusion (Can predict the future)
(Minor, Personality); Arthritis (Repetitive Movement: -3) (Minor,
General) [Joint Lock Up: -6 after movement or combat botch]

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

	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"/> <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"/> <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"/> <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: +1 = 1 (Sta) + 0 (prot) + 0 (Tough)

Weapons

	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	0 + 0 + 0 = +0	--	0 + 0 + 0 = +0	--	--	Touch
Fist	0 + 0 + 0 = +0	1 + 0 + 0 = +1	0 + 0 + 0 = +0	0 + 0 = +0	--	Touch
Kick	0 - 1 + 0 = -1	1 + 0 + 0 = +1	0 + 0 - 1 = -1	0 + 3 = +3	--	Touch

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
0	English (record-keeping)	5
70	Second Sight (ghosts)	5
50	Bargain (provisions)	4
15	Carouse	2
75	Area Lore: Somerset (ghost stories)	5
50	Folk Ken (peasants)	4
50	Guile (lying to authority)	4
50	Latin (hermetic usage)	4
50	Norman French (poetry)	4
30	Leadership (servants)	3
5	Teaching	1
15	Faerie Lore	2
15	Common Law	2
15	Philosophiae	2
15	Church Lore	2
15	Etiquette	2
30	Intrigue (rumormongering)	3
75	Magic Lore (creatures)	5
30	Artes Liberales	3
50	Autocrat (bookkeeping)	4
30	Scribe (copying)	3
105	Covenant Lore: Stranggore	6