

Character: Amadan

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



Year Born: 1185, Gender: Male, Height: 4'0", Weight: 60 lbs, Hair: White with Red Ears, 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

Virtues and Flaws

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

Abilities, Powers

Exp.	ABILITY (SPECIALTY)	SCORE
30	Athletics (distance running)	3
30	Awareness (keeping watch)	3
30	Brawl (bite)	3
50	Hunt (track by scent)	4

Powers

Faerie Might: 11 (Animal)
 The Inexorable Hunter, Points: 2, Initiative: 0, Form: Animal

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	1-4	<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"/>	-5	
Incapacitated	13-16	<input type="checkbox"/>		
Dead	17+	<input type="checkbox"/>		

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

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