

Character: Amadan

Player: Andrew M.

Saga: Stranggore

Setting: England

Current Year: 1200



House:

Age: 15 (15) Size: -1 Confidence: 0 (0)

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Characteristics

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

Qualities and Inferiorities

Domesticated (Quality)

Keen Sense of Smell (Quality)

Pack Animal (Quality)

Pursuit Predator (Quality)

Vocal (Quality)

Faerie Might: 11 (Animal)

Birth Name: _____

Year Born: 1185

Gender: Male

Race/Nationality: _____

Birth Place: _____

Religion: _____

Title: _____

Height: 3'10"

Weight: 60 lbs

Hair: White with Red Ears

Eyes: _____

Handedness: _____

Abilities

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

The Inexorable Hunter: Points: 2, Initiative: 0, Form: Animal

Personality Traits	SCORE
Reckless	+3
Loyal	+3
Brave	+2

Reputations	SCORE

Notes

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"/>	-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 (Virtues)

Weapons

	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Bite	2 + 0 + 0 = +2	2 + 4 + 3 = +9	2 + 4 + 1 = +7	-2 + 1 = -1	--	Touch

Equipment

Vis (1 Pawn of Animal Vis; Pawns: 1; Art: Animal; Physical Form;
Location: Tongue)