

Character: Thomas the Hunter

Player: Vesna, Saga: Strangore, Current Year: 1203, Age: 33 (33), Size: 0, Confidence: --, Deceit: 0 (0), Waring: 0 (0); Personality Traits: Acquisitive +1, Loyal +2, Underhanded +2



Year Born: 1170, Gender: Male, Height: 5'6", Weight: 150 lbs, Description:

Characteristics		DESCRIPTION	SCORE
Intelligence	Int		0
Perception	Per		+3
Presence	Pre		-1
Communication	Com		-1
Strength	Str		0
Stamina	Sta		+1
Dexterity	Dex		+1
Quickness	Qik		+1

Virtues and Flaws	
Warrior (Minor, General)	
Branded Criminal (Minor, Social Status)	

Equipment	
Arrows (x20)	
Survival Kit	

Abilities		
Exp.	ABILITY (SPECIALTY)	SCORE
27	Area Lore: Somerset (12)	2
51	Area Lore: Lincolnshire (game trails) (1)	4
23	Athletics (climbing) (8)	2
85	Awareness (woodlands) (10)	5
10	Brawl (5)	1
15	Bargain	2
78	Bows (shooting from cover) (3)	5
5	Faerie Lore	1
11	Church Lore (6)	1
9	Latin (4)	1
0	English (Tall tales)	5
11	Guile (6)	1
11	Carouse (6)	1
99	Hunt (deer) (24)	5
3	Order of Hermes Lore (3)	0
61	Stealth (hunting) (11)	4
54	Single Weapon (Sword, Short) (4)	4
50	Survival (woodlands)	4

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"/>	-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"/>	-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"/>	-5	
Incapacitated	16-20	<input type="checkbox"/>		
Dead	21+	<input type="checkbox"/>		
Armor Soak: 3 = 1 (Sta) + 2 (prot) + 0 (Tough)				
Heavy Leather Armor*: protection: 2, load: 3				

Weapons	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Bow, Short	1 - 1 - 2 = -2	1 + 5 + 3 = +9	1 + 5 + 0 = +6	0 + 6 = +6	2	15
Sword, Short	1 + 1 - 2 = +0	1 + 5 + 3 = +9	1 + 5 + 1 = +7	0 + 5 = +5	1	
Dodge	1 + 0 - 2 = -1	--	1 + 1 + 0 = +2	--	--	Touch
Fist	1 + 0 - 2 = -1	1 + 1 + 0 = +2	1 + 1 + 0 = +2	0 + 0 = +0	--	Touch
Kick	1 - 1 - 2 = -2	1 + 1 + 0 = +2	1 + 1 - 1 = +1	0 + 3 = +3	--	Touch