Character: George the Bastard

Player: Andrew G., Saga: Stranggore, Setting: England, Current Year: 1196, Age: 35 (35), Size: 0, Confidence: --, Decrepitude: 0 (0), Warping: 0 (0); Personality Traits: Wrathful +3, Brave +1, Loyal +2

Year Born: 1160, Gender: Male, Height: 5'6", Weight: 158 lbs,
Description:

Characteristics

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

Virtues and Flaws

Custos (Minor, Social Status); Martial Abilities (Special); Relic (Minor, General)
Weak Characteristics: -3 (Minor, General); Wrathful (Minor, Personality)

Equipment

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
30	Athletics	3
15	Bargain	2
75	Brawl (Fist)	5
30	Carouse	3
0	English	5
5	Etiquette	1
30	Folk Ken	3
30	French	3
30	Hunt	3
15	Intrigue	2
32	Leadership (2)	3
15	Music	2
2	Order of Hermes Lore (2)	0
30	Ride	3
89	Single Weapon (Spear, Short) (14)	5
5	Stealth	1
15	Survival	2
2	Church Lore (2)	0
50	Thrown Weapon (Javelin)	4

Fatigue Levels

❑			Fresh
❑	0	2 min.	Winded
❑	-1	10 min.	Weary
❑	-3	30 min.	Tired
❑	-5	1 hr.	Dazed
❑		2 hr.	Unconscious

Wounds

	RANGE	NUMBER	PENALTY	Notes
Light Wounds	1-5	❑❑❑❑❑❑❑	-1	
Medium Wounds	6-10	❑❑❑❑❑❑❑	-3	
Heavy Wounds	11-15	❑❑❑❑❑❑❑	-5	
Incapacitated	16-20	❑		
Dead	21+	❑		

Armor

Soak: 7 = 1 (Sta) + 6 (prot) + 0 (Tough)
Partial Chain Mail*: protection: 6, load: 4

Weapons

	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	0 + 0 - 1 = -1	--	0 + 5 + 0 = +5	--	--	Touch
Sword, Long/Shield, Heater	0 + 2 - 2 = +0	0 + 5 + 4 = +9	0 + 5 + 4 = +9	1 + 6 = +7	1	
Spear, Short/Shield, Heater	0 + 2 - 2 = +0	0 + 6 + 2 = +8	0 + 6 + 3 = +9	1 + 5 = +6	1	
Fist	0 + 0 - 1 = -1	0 + 6 + 0 = +6	0 + 6 + 0 = +6	1 + 0 = +1	--	Touch
Axe/Shield, Heater	0 + 1 - 2 = -1	0 + 5 + 4 = +9	0 + 5 + 3 = +8	1 + 6 = +7	1	
Kick	0 - 1 - 1 = -2	0 + 5 + 0 = +5	0 + 5 - 1 = +4	1 + 3 = +4	--	Touch

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