

Character: Randolph

Current Year: 1195, Age: 21 (21), Size: -1, Confidence: --,
Decrepitude: 0 (0), Warring: 0 (0)



Year Born: 1200, Gender: Male, Height: 4'1", Weight: 110 lbs,
Description:

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

Virtues and Flaws
Warrior (Minor, General); Privileged Upbringing (Minor, General)
Oversensitive (small) (Minor, Personality); Small Frame (Minor, General)

Equipment

Abilities		SCORE
Exp.	ABILITY (SPECIALTY)	
0	English (swearing)	5
30	Athletics	3
15	Awareness	2
77	Animal Handling (2)	5
15	Area Lore: Aberdeenshire	2
15	Bargain	2
15	Brawl	2
15	Carouse	2
15	Etiquette	2
15	Leadership	2
30	Ride	3
15	Survival	2
5	Area Lore: Somerset	1
2	Faerie Lore (2)	0
15	Stealth	2
30	Bows	3
28	Single Weapon (13)	2
5	Thrown Weapon	1
54	Hunt (4)	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	1-4	<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"/>	-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"/>	-5	
Incapacitated	13-16	<input type="checkbox"/>		
Dead	17+	<input type="checkbox"/>		
Armor	Soak: 3 = 1 (Sta) + 2 (prot) + 0 (Tough) Partial Metal Reinforced Leather Armor*: protection: 2, load: 2			

Weapons	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	2 + 0 + 0 = +2	--	2 + 2 + 0 = +4	--	--	Touch
Sword, Short/Shield, Buckler	2 + 1 - 1 = +2	1 + 2 + 3 = +6	2 + 2 + 1 = +5	1 + 5 = +6	1	
Bow, Short	2 - 1 - 1 = +0	1 + 3 + 3 = +7	2 + 3 + 0 = +5	1 + 6 = +7	2	15
Dagger	2 + 0 + 0 = +2	1 + 2 + 2 = +5	2 + 2 + 0 = +4	1 + 3 = +4	--	Touch
Knife	2 + 0 + 0 = +2	1 + 2 + 1 = +4	2 + 2 + 0 = +4	1 + 2 = +3	--	Touch
Knife, Throwing	2 + 0 + 0 = +2	1 + 1 + 1 = +3	2 + 1 + 0 = +3	1 + 2 = +3	--	5