Character: Randolph

Player: Andrew M, Saga: Stranggore, Current Year: 1196, Age: 22 (22), Size: -1, Confidence: --, Decrepitude: 0 (0), Warping: 0 (1); Personality Traits: Brave +2, Loyal +2, Persistent +2

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

Exp.	ABILITY (SPECIALTY)	SCORE
0	English (swearing)	5
30	Athletics	3
15	Awareness	2
79	Animal Handling (4)	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
13	Area Lore: Somerset (8)	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

❑			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	1-4	❑❑❑❑❑❑❑	-1	
Medium Wounds	5-8	❑❑❑❑❑❑❑	-3	
Heavy Wounds	9-12	❑❑❑❑❑❑❑	-5	
Incapacitated	13-16	❑		
Dead	17+	❑		

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

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