

Personality Traits	SCORE

Reputations	SCORE

Notes	
History Autumn 1190: Experience, Exp: 5 Summer 1191: Story: A Covenant Denied, Exp: 0 Autumn 1191: Experience, Exp: 4 Autumn 1190: Experience: Area Lore, Exp: 1 Autumn 1190: Experience: Athletics, Exp: 1 Autumn 1190: Experience: Bargain, Exp: 1 Autumn 1190: Experience: Guile, Exp: 1 Autumn 1190: Experience: Order of Hermes Lore, Exp: 1 Autumn 1190: Practice: Hunt, Exp: 5 Autumn 1190: Story - "Godwyn Sets Out", Exp: 0 Winter 1190: Experience, Exp: 5	Winter 1190: Experience: Athletics, Exp: 2 Winter 1190: Experience: Guile, Exp: 2 Winter 1190: Experience: Stealth, Exp: 1 Winter 1190: Practice: Area Lore-0 to 1, Exp: 7 Spring 1191: Exposure: Bargain, Exp: 2 Summer 1191: Story "The Black Beast of the Weld", Exp: 0 Autumn 1191: Story "The Terror of Wookey Hole", Exp: 0 Autumn 1191: Experience, Exp: 5 Summer 1191: Experience: Athletics, Exp: 1 Summer 1191: Experience: Hunt, Exp: 1 Autumn 1191: Experience, Exp: 4 Summer 1191: Experience: Stealth, Exp: 1 Summer 1191: Experience: Guile, Exp: 1

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"/> <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 (Virtues)
	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 + 4 + 3 = +8	1 + 4 + 0 = +5	0 + 6 = +6	2	15
Dodge	1 + 0 - 2 = -1	--	1 + 0 + 0 = +1	--	--	Touch
Fist	1 + 0 - 2 = -1	1 + 0 + 0 = +1	1 + 0 + 0 = +1	0 + 0 = +0	--	Touch
Kick	1 - 1 - 2 = -2	1 + 0 + 0 = +1	1 + 0 - 1 = +0	0 + 3 = +3	--	Touch

Equipment	
Arrows (x20)	
Survival Kit	

Notes

Summer 1191: Experience: Area Lore, Exp: 1
Summer 1191: Experience: Area Lore, Exp: 3
Summer 1191: Experience: Order of Hermes Lore, Exp: 1
Autumn 1191: Experience: Guile-0 to 1, Exp: 2
Autumn 1191: Experience: Carouse, Exp: 2