Character:	Thomas	the	Poacher
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Player: Vesna

Saga: Stranggore Setting:

Setting: Current Year: 1191



Age: 21 (21) Size: 0 Confidence: ~

Decrepitude: o	Carping: o (o)
Effects of Aging:	Effects of Warping:

Characterist	ics		
		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)			



Birth Name:	
Year Born: 1170	
Gender: Male	
Race/Nationality:	
Birth Place:	
Religion:	
Title:	
Height: 5'6"	
Weight: 150 lbs	
Hair:	
Eyes:	
Handedness:	

Exp. ABILITY (SPECIALTY) SCORE 11 Area Lore: Somerset (6) 1 51 Area Lore: Lincolnshire (game traiils) (1) 4 19 Athletics (climbing) (4) 2 75 Awareness (woodlands) 5 3 Bargain (3) 0 50 Bows (shooting from cover) 4 0 English (Tall tales) 5 6 Guile (1) 1 2 Carouse (2) 0 81 Hunt (deer) (6) 5 2 Order of Hermes Lore (2) 0 17 Stealth (hunting) (2) 2 50 Survival (woodlands) 4			
11 Area Lore: Somerset (6) 1 51 Area Lore: Lincolnshire (game traiils) (1) 4 19 Athletics (climbing) (4) 2 75 Awareness (woodlands) 5 3 Bargain (3) 0 50 Bows (shooting from cover) 4 0 English (Tall tales) 5 6 Guile (1) 1 2 Carouse (2) 0 81 Hunt (deer) (6) 5 2 Order of Hermes Lore (2) 0 17 Stealth (hunting) (2) 2	Abi	líties	
51 Area Lore: Lincolnshire (game traiils) (1) 4 19 Athletics (climbing) (4) 2 75 Awareness (woodlands) 5 3 Bargain (3) 0 50 Bows (shooting from cover) 4 0 English (Tall tales) 5 6 Guile (1) 1 2 Carouse (2) 0 81 Hunt (deer) (6) 5 2 Order of Hermes Lore (2) 0 17 Stealth (hunting) (2) 2	Exp.	ABILITY (SPECIALTY)	SCORE
51 Area Lore: Lincolnshire (game traiils) (1) 4 19 Athletics (climbing) (4) 2 75 Awareness (woodlands) 5 3 Bargain (3) 0 50 Bows (shooting from cover) 4 0 English (Tall tales) 5 6 Guile (1) 1 2 Carouse (2) 0 81 Hunt (deer) (6) 5 2 Order of Hermes Lore (2) 0 17 Stealth (hunting) (2) 2	11	Area Lore: Somerset (6)	1
75 Awareness (woodlands) 5 3 Bargain (3) 0 50 Bows (shooting from cover) 4 0 English (Tall tales) 5 6 Guile (1) 1 2 Carouse (2) 0 81 Hunt (deer) (6) 5 2 Order of Hermes Lore (2) 0 17 Stealth (hunting) (2) 2	51		4
75 Awareness (woodlands) 5 3 Bargain (3) 0 50 Bows (shooting from cover) 4 0 English (Tall tales) 5 6 Guile (1) 1 2 Carouse (2) 0 81 Hunt (deer) (6) 5 2 Order of Hermes Lore (2) 0 17 Stealth (hunting) (2) 2		Athletics (climbing) (4)	
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0 English (Tall tales) 5 6 Guile (1) 1 2 Carouse (2) 0 81 Hunt (deer) (6) 5 2 Order of Hermes Lore (2) 0 17 Stealth (hunting) (2) 2			
6 Guile (1) 1 2 Carouse (2) 0 81 Hunt (deer) (6) 5 2 Order of Hermes Lore (2) 0 17 Stealth (hunting) (2) 2			
2 Carouse (2) 0 81 Hunt (deer) (6) 5 2 Order of Hermes Lore (2) 0 17 Stealth (hunting) (2) 2			
81 Hunt (deer) (6) 5 2 Order of Hermes Lore (2) 0 17 Stealth (hunting) (2) 2			
2 Order of Hermes Lore (2) 0 17 Stealth (hunting) (2) 2			
17 Stealth (hunting) (2) 2			
	-50	Survivar (woodiands)	

Personality Train	t s scori	E Reputati	ons			SCORE
Notes						
				190: Experience: Athletic		
History				190: Experience: Guile, I		
Autumn 1190: Experience,		0		190: Experience: Stealth,		
Summer 1191: Story: A Co Autumn 1191: Experience,		U		190: Practice: Area Lore- 91: Exposure: Bargain,		
Autumn 1190: Experience:			Summer	1191: Story "The Black I	Beast of the Weld".	Exp: 0
Autumn 1190: Experience:	Athletics, Exp: 1		Autumn	191: Story "The Terror	of Wookey Hole", E	
Autumn 1190: Experience:	Bargain, Exp: 1		Autumn	1191: Experience, Exp: 5	,	
Autumn 1190: Experience:		Г 1		1191: Experience: Athlet		
Autumn 1190: Experience: Autumn 1190: Practice: Hu		re, Exp: I	Summer	1191: Experience: Hunt, 1191: Experience, Exp: 4	Exp: I	
Autumn 1190: Story - "Goo		0	Summer	1191: Experience; Exp. 4	h Exp: 1	
Winter 1190: Experience, I		0		1191: Experience: Guile,		
•	•			•	•	
Patigue Levels		Counds	DANCE	NHIMDED	DENIALTY Massa	
, -		· ·	RANGE	NUMBER	PENALTY Notes	
	Fresh	Light Wounds	1-5			
\Box 0 2 min.	Winded	Medium Wounds Heavy Wounds	6-10 11-15			
-1 10 min.	Weary	Incapacitated	16-20		-3	
□ -3 30 min.	Tired	Dead	21+			
□ -5 1 hr.	Dazed					
□ 2 hr.	Unconscious			+ 2 (prot) + 0 (Virtues)	_	
		Heavy	Leather Arm	or*: protection: 2, load:	3	
Monning	Oile Ween I	E INUE D ALSI	M ATIZ	O'le Al-T-Ween DEN	Can Was DAM	I and Dames
Cleapons		Enc = INIT Dex+Abil-		Qik+Abil+Weap = DFN	=	Load Range
Bow, Short	1 - 1 -		+ 3 = +8	1 + 4 + 0 = +5	0 + 6 = +6	2 15
Dodge Fist	1 + 0 - 1 + 0 -		+0=+1	1 + 0 + 0 = +1 $1 + 0 + 0 = +1$	0 + 0 = +0	Touch
Kick	1 - 1 -		+0=+1	1 + 0 + 0 = +1 1 + 0 - 1 = +0	0+3=+3	Touch
Maninmant						
Equipment						
Arrows (×20)						
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	
Summer 1191: Experience: Area Lore, Exp. 3	
Autumn 1191: Experience: Order of Hermes Lore, Exp. 1 Autumn 1191: Experience: Guile-0 to 1. Exp. 2	
Autumn 1191: Experience: Carouse, Exp: 2	