

# Character: Thomas the Poacher

Player: Vesna, Saga: Strangore, Current Year: 1195, Age: 25 (25), Size: 0, Confidence: --, Decrepitude: 0 (0), Warping: 0 (0); Personality Traits: Acquisitive +1, Loyal +2, Underhanded +2



Year Born: 1170, Gender: Male, Height: 5'6", Weight: 150 lbs, Description:

Characteristics	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)


### Equipment

Arrows (×20)

Survival Kit


### Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
23	Area Lore: Somerset (8)	2
51	Area Lore: Lincolnshire (game trails) (1)	4
19	Athletics (climbing) (4)	2
77	Awareness (woodlands) (2)	5
10	Bargain (5)	1
53	Bows (shooting from cover) (3)	4
0	English (Tall tales)	5
6	Guile (1)	1
6	Carouse (1)	1
91	Hunt (deer) (16)	5
2	Order of Hermes Lore (2)	0
42	Stealth (hunting) (12)	3
50	Survival (woodlands)	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	1-5	<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"/>	-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"/>	-5	
Incapacitated	16-20	<input type="checkbox"/>		
Dead	21+	<input type="checkbox"/>		

**Armor** Soak: 3 = 1 (Sta) + 2 (prot) + 0 (Tough)  
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