Character: Thomas the Poacher

Player: Vesna, Saga: Stranggore, Current Year: 1198, Age: 28 (28), 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

Quickness	Qik	
Virtues a Warrior (Mino	r, General)	
Branded Crimi	nal (Minor, Social Status)	

Abi	ilities	
1 /	ABILITY (SPECIALTY)	SCORE
23	Area Lore: Somerset (8)	2
51	Area Lore: Lincolnshire (game traiils) (1)	4
21	Athletics (climbing) (6)	2
82	Awareness (woodlands) (7)	5
3	Brawl (3)	0
15	Bargain	2
63		4
1	Church Lore (1)	
0	English (Tall tales)	5
11	Guile (6)	1
6	Carouse (1)	1
93	Hunt (deer) (18)	5
3	Order of Hermes Lore (3)	0
51	Stealth (hunting) (1)	4
50	Survival (woodlands)	4
1		

Fatigue Levels					
			Fresh		
	0	2 min.	Winded		
	-1	10 min.	Weary		
	-3	30 min.	Tired		
	-5	1 hr.	Dazed		
		2 hr.	Unconscious		

Arrows (×20)
Survival Kit

Counds	RANGE	NUMBER	PENALTY	Note
Light Wounds	1-5		-1	
Medium Wounds	6-10		-3	
Heavy Wounds	11-15		-5	
Incapacitated	16-20			
Dead	21+			

Soak: 3 = 1 (Sta) + 2 (prot) + 0 (Tough) Heavy Leather Armor*: protection: 2, load: 3

Ceapons	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