

Character: Bloody Bill

Player: Vesna, Saga: Stranggore, Setting: England, Current Year: 1196, Age: 27 (27), Size: 0, Confidence: --, Deceit: 0 (0), Warping: 0 (0); Personality Traits: Pessimistic +3, Brave +3, Relentless +2; Reputations: Bloodthirsty (Butcher of Blackbury) (local) 1



Birth Name: William Forester, Year Born: 1168, Gender: Male, Height: 5'8", Weight: 170 lbs, Description:

Characteristics		DESCRIPTION	SCORE
Intelligence	Int		0
Perception	Per		-1
Presence	Pre		+1
Communication	Com		0
Strength	Str		+2
Stamina	Sta		+2
Dexterity	Dex		0
Quickness	Qik		+1

Virtues and Flaws	
Wanderer (Free, Social Status); Warrior (Minor, General); Tough (Soak: +3) (Minor, General)	
Pessimistic (Minor, Personality); Disfigured (Burn scars from flaming pitch) (Minor, General)	

Equipment	

Abilities		
Exp.	ABILITY (SPECIALTY)	SCORE
15	Area Lore: Northamptonshire	2
8	Area Lore: Somerset (3)	1
30	Athletics	3
37	Awareness (bodyguarding) (7)	3
5	Bows	1
50	Brawl (Fist)	4
50	Carouse (with soliders)	4
34	Chirurgy (4)	3
0	English (swearing)	5
19	Folk Ken (4)	2
5	Guile	1
15	Leadership	2
2	Order of Hermes Lore (2)	0
93	Single Weapon (Axe) (18)	5
52	Stealth (2)	4
30	Survival (countryside)	3

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"/>	-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: 14 = 2 (Sta) + 9 (prot) + 3 (Tough)
Full Chain Mail*: protection: 9, load: 6

Weapons	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	1 + 0 - 1 = +0	--	1 + 4 + 0 = +5	--	--	Touch
Fist	1 + 0 - 1 = +0	0 + 5 + 0 = +5	1 + 5 + 0 = +6	2 + 0 = +2	--	Touch
Axe/Shield, Heater	1 + 1 - 1 = +1	0 + 6 + 4 = +10	1 + 6 + 3 = +10	2 + 6 = +8	1	
Kick	1 - 1 - 1 = -1	0 + 4 + 0 = +4	1 + 4 - 1 = +4	2 + 3 = +5	--	Touch