

# Character: Bloody Bill

Player: Vesna, Saga: Stranggore, Setting: England, Current  
Year: 1198, Age: 29 (29), Size: 0, Confidence: --, Decepiditude:  
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
16	Area Lore: Somerset (1)	2
30	Athletics	3
40	Awareness (bodyguarding) (10)	3
5	Bows	1
51	Brawl (Fist) (1)	4
3	Intrigue (3)	0
50	Carouse (with soliders)	4
40	Chirurgy (10)	3
0	English (swearing)	5
21	Folk Ken (6)	2
10	Guile (5)	1
15	Leadership	2
3	Order of Hermes Lore (3)	0
105	Single Weapon (Axe)	6
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"/> <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"/> <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"/> <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 + 7 + 4 = +11	1 + 7 + 3 = +11	2 + 6 = +8	1	
Kick	1 - 1 - 1 = -1	0 + 4 + 0 = +4	1 + 4 - 1 = +4	2 + 3 = +5	--	Touch