

Character: Bloody Bill

Player: Vesna, Saga: Stranggore, Setting: England, Current
Year: 1200, Age: 31 (31), 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		SCORE
Exp.	ABILITY (SPECIALTY)	
15	Area Lore: Northamptonshire	2
20	Area Lore: Somerset (5)	2
30	Athletics	3
49	Awareness (bodyguarding) (19)	3
5	Bows	1
51	Brawl (Fist) (1)	4
5	Intrigue	1
50	Carouse (with soliders)	4
40	Chirurgy (10)	3
0	English (swearing)	5
22	Folk Ken (7)	2
12	Great Weapon (7)	1
10	Guile (5)	1
20	Ride (5)	2
17	Leadership (2)	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"/>	-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 + 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