

Character: Edgar the Good

Player: Andrew Mitchell, Saga: Strangore, Setting: England,
Current Year: 1195, Age: 26 (26), Size: 1, Confidence: --,
Decrepitude: 0 (0), Warping: 0 (0); Personality Traits: Brave
+3, Loyal +3, Agreeable +3



Year Born: 1167, Gender: Male, Height: 6'5", Weight: 280 lbs, Hair:
light brown, Eyes: brown, Handedness: right, Description:

Characteristics		DESCRIPTION	SCORE
Intelligence	Int		-3
Perception	Per		0
Presence	Pre		0
Communication	Com		0
Strength	Str		+3
Stamina	Sta		+3
Dexterity	Dex		+1
Quickness	Qik		0

Virtues and Flaws	
Custos (Minor, Social Status); Large (Minor, General); Martial Abilities (Special)	
Weak-Willed (Penalty: Others gain +3 to fool, intimidate or manipulate) (Minor, Personality); Dutybound (Minor, Personality)	

Equipment	

Abilities		
Exp.	ABILITY (SPECIALTY)	SCORE
30	Area Lore: Scottish lowlands (footpaths)	3
56	Athletics (6)	4
50	Awareness	4
15	Bargain	2
60	Brawl (10)	4
15	Carouse	2
15	Charm	2
4	Chirurgie (4)	0
0	English (Scottish)	5
15	Folk Ken	2
5	Gaelic	1
55	Great Weapon (Pole Arm) (5)	4
15	Leadership	2
15	Stealth	2
30	Survival	3
15	Thrown Weapon	2

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	1-6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-1	
Medium Wounds	7-12	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-3	
Heavy Wounds	13-18	<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	19-24	<input type="checkbox"/>		
Dead	25+	<input type="checkbox"/>		

Armor Soak: 10 = 3 (Sta) + 7 (prot) + 0 (Tough)
Full Metal Scale Armor*: protection: 7, load: 7

Weapons	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	0 + 0 + 0 = +0	--	0 + 4 + 0 = +4	--	--	Touch
Pole Arm	0 + 3 + 0 = +3	1 + 5 + 4 = +10	0 + 5 + 1 = +6	3 + 8 = +11	2	
Dagger	0 + 0 + 0 = +0	1 + 4 + 2 = +7	0 + 4 + 0 = +4	3 + 3 = +6	--	Touch
Fist	0 + 0 + 0 = +0	1 + 4 + 0 = +5	0 + 4 + 0 = +4	3 + 0 = +3	--	Touch
Kick	0 - 1 + 0 = -1	1 + 4 + 0 = +5	0 + 4 - 1 = +3	3 + 3 = +6	--	Touch