Character: Joseph

Player: Andrew G, Saga: Stranggore, Current Year: 1200, Age: 15 (15), Size: 0, Confidence: --, Decrepitude: 0 (0), Warping: 0 (0); Personality Traits: Energetic +1, Independent +2

Year Born: 1185, Gender: Male, Height: 5'5", Weight: 140 lbs,
Description:

Characteristics

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

Virtues and Flaws

Covenfolk (Free, Social Status); Long-Winded (Fatigue Rolls: +3) (Minor, General)
Covenant Upbringing (Minor, Personality)

Equipment

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
0	English (Peasant usage)	5
27	Single Weapon (12)	2
11	Latin (6)	1
30	Stealth	3
30	Awareness	3
54	Athletics (4)	4
30	Climb	3
9	Folk Ken (4)	1
15	Covenant Lore: Covenant	2
5	Chirurgy	1
24	Great Weapon (9)	2

Fatigue Levels

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

Wounds

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

Armor

Soak: 1 = 1 (Sta) + 0 (prot) + 0 (Tough)

Weapons

	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	0 + 0 + 0 = +0	--	0 + 0 + 0 = +0	--	--	Touch
Staff	0 + 2 - 1 = +1	0 + 2 + 3 = +5	0 + 2 + 3 = +5	-1 + 2 = +1	2	
Fist	0 + 0 + 0 = +0	0 + 0 + 0 = +0	0 + 0 + 0 = +0	-1 + 0 = -1	--	Touch
Kick	0 - 1 + 0 = -1	0 + 0 + 0 = +0	0 + 0 - 1 = -1	-1 + 3 = +2	--	Touch

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