

Character: Joseph

Player: Andrew G, Saga: Stranggore, Current Year: 1201, Age: 16 (16), 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		0
Perception	Per		+1
Presence	Pre		-1
Communication	Com		-1
Strength	Str		+1
Stamina	Sta		+2
Dexterity	Dex		+1
Quickness	Qik		+2

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
12	Animal Handling (7)	1
40	Single Weapon (10)	3
11	Latin (6)	1
30	Stealth	3
30	Awareness	3
54	Athletics (running) (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

<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"/>	-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"/>	-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"/>	-5	
Incapacitated	16-20	<input type="checkbox"/>		
Dead	21+	<input type="checkbox"/>		

Armor Soak: 2 = 2 (Sta) + 0 (prot) + 0 (Tough)

Weapons

	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	2 + 0 + 0 = +2	--	2 + 0 + 0 = +2	--	--	Touch
Staff	2 + 2 + 0 = +4	1 + 2 + 3 = +6	2 + 2 + 3 = +7	1 + 2 = +3	2	
Fist	2 + 0 + 0 = +2	1 + 0 + 0 = +1	2 + 0 + 0 = +2	1 + 0 = +1	--	Touch
Kick	2 - 1 + 0 = +1	1 + 0 + 0 = +1	2 + 0 - 1 = +1	1 + 3 = +4	--	Touch