

Character: Joan of Barstow

Saga: Stranggore, Current Year: 1199, Age: 22 (22), Size: 0,
 Confidence: --, Decrepitude: 0 (0), Warring: 0 (0); Personality
 Traits: Brave +2, Reckless +3



Year Born: 1177, Gender: Female, Height: 5'7", Weight: 160 lbs,
 Description:

Characteristics		DESCRIPTION	SCORE
Intelligence	Int		0
Perception	Per		0
Presence	Pre		+2
Communication	Com		-1
Strength	Str		+1
Stamina	Sta		+2
Dexterity	Dex		+1
Quickness	Qik		0

Virtues and Flaws

Inspirational (Bonus: +3 to targets' Personality Traits) (Minor, General)

Reckless (Minor, Personality)

Equipment

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
15	Animal Handling	2
50	Area Lore: Somerset	4
15	Athletics	2
5	Awareness	1
15	Bargain	2
2	Bows (2)	0
15	Brawl	2
30	Carouse	3
0	English (insults)	5
30	Folk Ken	3
15	Guile	2
15	Leadership	2
75	Pottery	5
Category: Consumables		
5	Survival	1
15	Teaching	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: 7 = 2 (Sta) + 5 (prot) + 0 (Tough)
 Full Leather Scale Armor*: protection: 5, load: 5

Weapons

	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	0 + 0 - 1 = -1	--	0 + 2 + 0 = +2	--	--	Touch
Dagger	0 + 0 - 1 = -1	1 + 2 + 2 = +5	0 + 2 + 0 = +2	1 + 3 = +4	--	Touch
Bow, Short	0 - 1 - 2 = -3	1 + 0 + 3 = +4	0 + 0 + 0 = +0	1 + 6 = +7	2	15
Fist	0 + 0 - 1 = -1	1 + 2 + 0 = +3	0 + 2 + 0 = +2	1 + 0 = +1	--	Touch
Kick	0 - 1 - 1 = -2	1 + 2 + 0 = +3	0 + 2 - 1 = +1	1 + 3 = +4	--	Touch