

Character: Angus

Player: Tibbs, Saga: Stranggore, Current Year: 1193, Age: 18
 (18), Size: 0, Confidence: --, Deceit: 0 (0), Warring: 0 (0);
 Personality Traits: Brave +2



Year Born: 1175, Gender: Male, Height: 5'7", Weight: 160 lbs,
 Description:

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

Virtues and Flaws

Good Teacher (Minor, General); Warrior (Minor, General); Tough (Soak: +3) (Minor, General)
 Poor Student (Learning: -3) (Minor, General); Ability Block (Academic) (Minor, General); Covenant Upbringing (Minor, Personality)

Equipment

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
0	English (Scottish)	5
15	French	2
5	Brawl	1
5	Awareness	1
15	Survival	2
50	Single Weapon (Sword, Short)	4
50	Bows (Bow, Short)	4
30	Great Weapon	3
30	Carouse	3
15	Hunt	2
17	Folk Ken (2)	2
30	Thrown Weapon	3
15	Teaching	2
15	Ride	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"/> <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: 7 = 2 (Sta) + 2 (prot) + 3 (Tough)
 Partial Metal Reinforced Leather Armor*: protection: 2, load: 2

Weapons

	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	1 + 0 + 0 = +1	--	1 + 1 + 0 = +2	--	--	Touch
Club/Shield, Round	1 + 1 - 1 = +1	1 + 4 + 2 = +7	1 + 4 + 3 = +8	1 + 3 = +4	1	
Sword, Short/Shield, Round	1 + 1 - 1 = +1	1 + 5 + 3 = +9	1 + 5 + 3 = +9	1 + 5 = +6	1	
Fist	1 + 0 + 0 = +1	1 + 1 + 0 = +2	1 + 1 + 0 = +2	1 + 0 = +1	--	Touch
Kick	1 - 1 + 0 = +0	1 + 1 + 0 = +2	1 + 1 - 1 = +1	1 + 3 = +4	--	Touch