

# Character: Angus the Dragonslayer

Player: Tibbs, Saga: Stranggore, Current Year: 1200, Age: 21 (21), Size: 0, Confidence: --, Decrepitude: 0 (0), Warring: 0 (0); Personality Traits: Brave +2, Honest +1, Loyal +2; Reputations: Dragon Slayer (local) 1



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		SCORE
Exp.	ABILITY (SPECIALTY)	
28	Area Lore: Somerset (13)	2
2	Chirurgy (2)	0
5	Awareness	1
50	Bows (Bow, Short)	4
20	Brawl (5)	2
33	Carouse (3)	3
17	Carpentry (2)	2
Category: Buildings		
0	English (Scottish)	5
19	Folk Ken (grogs) (4)	2
15	French	2
35	Great Weapon (5)	3
15	Hunt	2
17	Ride (2)	2
78	Single Weapon (Sword, Short) (3)	5
15	Survival	2
29	Teaching (14)	2
30	Thrown Weapon	3

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: 11 = 2 (Sta) + 6 (prot) + 3 (Tough)
Partial Chain Mail*:	protection: 6, load: 4

Weapons	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Bow, Short	1 - 1 - 2 = -2	1 + 5 + 3 = +9	1 + 5 + 0 = +6	1 + 6 = +7	2	15
Corpse Crow	1 + 3 - 2 = +2	1 + 3 + 3 = +7	1 + 3 + 1 = +5	1 + 7 = +8	3	
Dodge	1 + 0 - 1 = +0	--	1 + 2 + 0 = +3	--	--	Touch
Fist	1 + 0 - 1 = +0	1 + 2 + 0 = +3	1 + 2 + 0 = +3	1 + 0 = +1	--	Touch
Kick	1 - 1 - 1 = -1	1 + 2 + 0 = +3	1 + 2 - 1 = +2	1 + 3 = +4	--	Touch
Sword, Long (with shield)/Shield, Ro...	1 + 2 - 1 = +2	1 + 5 + 4 = +10	1 + 5 + 1 = +7	1 + 6 = +7	1	