

Character: Junior

Player: Andrew G, Saga: Stranggore, Setting: England, Current Year: 1192, Age: 60 (60), Size: 0, Confidence: --, Deceptitude: 0 (4), Warping: 0 (0); Personality Traits: Brave +2, Curmudgeon +2, Loyal +3



Birth Name: Paul Fuller, Year Born: 1132, Gender: Male, Race/Nationality: English, Birth Place: Gloucestershire, Religion: Catholic, Height: 5'7", Weight: 160 lbs, Hair: brown, bald, Eyes: brown, Description:

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

Virtues and Flaws	
Strong-Willed (Will Rolls: +3) (Minor, General); Custos (Minor, Social Status); Martial Abilities (Special)	
Missing Ear (Hearing: -3) (Minor, General); Compulsion (Telling war stories) (Minor, Personality)	

Equipment	

Abilities		
Exp.	ABILITY (SPECIALTY)	SCORE
0	English (cursing)	5
140	Great Weapon (Staff)	7
50	Guile (shirking)	4
30	Leadership (in combat)	3
30	Order of Hermes Lore (grogs)	3
50	Single Weapon (Mace and Chain)	4
30	Stealth (natural areas)	3
15	Survival	2
30	Thrown Weapon (Knife, Throwing)	3
15	Autocrat	2
15	Hunt	2
30	Chirurgy (binding wounds)	3
15	Area Lore: Gloucestershire	2
75	Area Lore: Somerset (monsters)	5
50	Awareness (keeping watch)	4
50	Bows (Bow, Short)	4
75	Brawl (Fist)	5
105	Carouse (war stories)	6
15	Church Lore	2
50	Folk Ken (magi)	4

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"/> <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 = 1 (Sta) + 6 (prot) + 0 (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
Dodge	2 + 0 - 1 = +1	--	2 + 5 + 0 = +7	--	--	Touch
Staff	2 + 2 - 2 = +2	2 + 8 + 3 = +13	2 + 8 + 3 = +13	1 + 2 = +3	2	
Fist	2 + 0 - 1 = +1	2 + 6 + 0 = +8	2 + 6 + 0 = +8	1 + 0 = +1	--	Touch
Kick	2 - 1 - 1 = +0	2 + 5 + 0 = +7	2 + 5 - 1 = +6	1 + 3 = +4	--	Touch
Sword, Short	2 + 1 - 1 = +2	2 + 4 + 3 = +9	2 + 4 + 1 = +7	1 + 5 = +6	1	