

Character: Junior

Player: Andrew G., Saga: Stranggore, Current Year: 1194, Age: 62 (60), Size: 0, Confidence: --, Deceititude: 2 (0), Warping: 0 (4); Personality Traits: Loyal +3, Curmudgeon +2, Brave +2



Birth Name: Paul Fuller, Year Born: 1132, Gender: Male,
Race/Nationality: English, Religion: Catholic, Title: Chief Porter,
Height: 5'7", Weight: 160 lbs, Hair: Grey, Eyes: Blue, Handedness: right,
Description:

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

Virtues and Flaws

Custos (Minor, Social Status); Martial Abilities (Special)
Compulsion (Telling war stories) (Minor, Personality)

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
15	Animal Handling	2
50	Area Lore: Somerset (monsters)	4
15	Area Lore: Cornwall (monsters)	2
50	Area Lore: Wiltshire	4
75	Awareness (keeping watch)	5
15	Bargain	2
30	Bows (Bow, Long)	3
52	Brawl (Kick) (2)	4
75	Carouse (war stories)	5
15	Chirurgy	2
50	Covenant Lore: Stranggore	4
0	English (military talk)	5
5	Etiquette	1
32	Folk Ken (magi) (2)	3
140	Great Weapon (Staff)	7
50	Guile (shirking)	4
15	Hunt	2
30	Leadership (in combat)	3
31	Order of Hermes Lore (grog) (1)	3
50	Single Weapon (Mace and Chain)	4
30	Stealth (when armored)	3
30	Survival (when in a group)	3
5	Swim	1
15	Teaching	2
30	Thrown Weapon (Javelin)	3

Equipment

Pack

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	□□□□□□□	-1	
Medium Wounds	6-10	□□□□□□□	-3	
Heavy Wounds	11-15	□□□□□□□	-5	
Incapacitated	16-20	□		
Dead	21+	□		

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
Sword, Long	0 + 2 - 1 = +1	1 + 4 + 4 = +9	0 + 4 + 1 = +5	1 + 6 = +7	1	
Kick	0 - 1 - 2 = -3	1 + 5 + 0 = +6	0 + 5 - 1 = +4	1 + 3 = +4	--	Touch
Staff	0 + 2 - 2 = +0	1 + 8 + 3 = +12	0 + 8 + 3 = +11	1 + 2 = +3	2	
Dodge	0 + 0 - 2 = -2	--	0 + 4 + 0 = +4	--	--	Touch
Fist	0 + 0 - 2 = -2	1 + 4 + 0 = +5	0 + 4 + 0 = +4	1 + 0 = +1	--	Touch
Dagger	0 + 0 - 1 = -1	1 + 4 + 2 = +7	0 + 4 + 0 = +4	1 + 3 = +4	--	Touch