

Player: Andrew Mitchell, Saga: Stranggore, Setting: England,
Current Year: 1196, Age: 27 (27), Size: 1, Confidence: --,
Decrepitude: 0 (0), Warping: 0 (0); Personality Traits: Brave
+3, Loyal +3, Agreeable +3



Year Born: 1167, Gender: Male, Height: 6'5", Weight: 280 lbs, Hair: light brown, Eyes: brown, Handedness: right, Description:

Characteristics		DESCRIPTION	SCORE
Intelligence	Int		-3
Perception	Per		0
Presence	Pre		0
Communication	Com		0
Strength	Str		+3
Stamina	Sta		+3
Dexterity	Dex		+1
Quickness	Qik		0

Custos (Minor, Social Status); Large (Minor, General); Martial Abilities (Special)
Weak-Willed (Penalty: Others gain +3 to fool, intimidate or manipulate) (Minor, Personality); Dutybound (Minor, Personality)

Equipment

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

Wounds	RANGE	NUMBER	PENALTY	Notes
Light Wounds	1-6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-1	
Medium Wounds	7-12	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-3	
Heavy Wounds	13-18	<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	19-24	<input type="checkbox"/>		
Dead	25+	<input type="checkbox"/>		

Armor

Soak: 10 = 3 (Sta) + 7 (prot) + 0 (Tough)
Full Metal Scale Armor*: protection: 7, load: 7

Weapons

Weapons	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	0 + 0 + 0 = +0	--	0 + 4 + 0 = +4	--	--	Touch
Pole Arm	0 + 3 + 0 = +3	1 + 5 + 4 = +10	0 + 5 + 1 = +6	3 + 8 = +11	2	
Dagger	0 + 0 + 0 = +0	1 + 4 + 2 = +7	0 + 4 + 0 = +4	3 + 3 = +6	--	Touch
Fist	0 + 0 + 0 = +0	1 + 4 + 0 = +5	0 + 4 + 0 = +4	3 + 0 = +3	--	Touch
Kick	0 - 1 + 0 = -1	1 + 4 + 0 = +5	0 + 4 - 1 = +3	3 + 3 = +6	--	Touch