## Character: Edgar the Good

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, Aggreeable +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

Quickliess	QIK _		
Virtues a Custos (Minor.		Large (Minor, General)	; Martial
Abilities (Spec	ial)		
		gain +3 to fool, intimid	
manipulate) (M	Iinor, Personalit	y); Dutybound (Minor,	Personality)
<b>Equipmen</b>	t		

Abi	llitics	
Exp.	ABILITY (SPECIALTY)	SCORE
30	Area Lore: Scottish lowlands (footpaths)	3
	Athletics (8)	4
	Awareness	4
15	Bargain	2
60	Brawl (10)	4
15	Carouse	2
15	Charm	2
4	Chirurgy (4)	0
0	English (Scottish)	5
15	Folk Ken	2
5	Gaelic	1
60	Great Weapon (Pole Arm) (10)	4
15	Leadership	2
15	Stealth	2
30	Survival	3
15	Thrown Weapon	2

Fatigue Levels					
			Fresh		
	0	2 min.	Winded		
	-1	10 min.	Weary		
	-3	30 min.	Tired		
	-5	1 hr.	Dazed		
		2 hr.	Unconscious		

Counds	RANGE	NUMBER	PENALTY	Notes
Light Wounds	1-6		-1	
Medium Wounds	7-12		<b>-</b> 3	
Heavy Wounds	13-18		<u> </u>	
Incapacitated	19-24			
Dead	25+			
Coale	10 - 2 (Sta) +	7 (prot) + 0 (Tough)		

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

Ceapons	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