

Character: Angus the Dragonslayer

Player: Andrew M, Saga: Stranggore, Current Year: 1203, Age: 28 (28), Size: 0, Confidence: --, Decrepitude: 0 (0), Warping: 0 (0); Personality Traits: Brave +2, Honest +1, Loyal +2; Reputations: Dragon Slayer (local) 1 (4)



Year Born: 1175, Gender: Male, Title: the Dragonslayer, Height: 5'7", Weight: 160 lbs, Hair: Red, Eyes: Blue, Handedness: Right, 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

Helm of the Berserker (Creator: Marcellus of Aquae Sulis; Created: Spring 1203; Vis Capacity: 15; Effect Name: Endurance of the Berserkers (variant); Effect Level: 25; Effect Details: R: Touch, D: Sun, T: Ind, Frequency: 1/day; Arts: ReCo 25; Design: Base 10, +2 Sun, +1 Touch; Total Effect Level: 25)

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"/> <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"/> <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"/> <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

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
28	Area Lore: Somerset (13)	2
7	Athletics (2)	1
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
21	Folk Ken (grogs) (6)	2
15	French	2
37	Great Weapon (7)	3
15	Hunt	2
35	Ride (5)	3
79	Single Weapon (Sword, Short) (4)	5
1	Magic Lore (1)	0
8	Animal Handling (3)	1
15	Survival	2
37	Teaching (7)	3
30	Thrown Weapon	3

Weapons

	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
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	
Bow, Short	1 - 1 - 2 = -2	1 + 5 + 3 = +9	1 + 5 + 0 = +6	1 + 6 = +7	2	15