Character:	Tunior
Minimutter.	Junior

Player: Andrew G., Saga: Stranggore, Current Year: 1196, Age: 64 (63), Size: 0, Confidence: --, Decrepitude: 3 (0), Warping: 0 (4); Personality Traits: Loyal +3, Curmugeon +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:

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

Virtues and Flams Custos (Minor, Social Status); Martial Abilities (Special)	
Compulsion (Telling war stories) (Minor, Personality)	
Compulsion (Tenning war stories) (Willion, Personanty)	
Q	_
Equipment	

1 /	lities	GCCDE
_	ABILITY (SPECIALTY)	SCORE
	Animal Handling	2
	Area Lore: Somerset (monsters)	4
	Area Lore: Cornwall (monsters)	2
	Area Lore: Wiltshire	4
75_		5
17_		2
_ 30_	Bows (Bow, Long)	3
_ 52	Brawl (Kick) (2)	4
75_	Carouse (war stories)	5
17_	Chirurgy (2)	2
_ 50	Covenant Lore: Stranggore	4
0_	English (military talk)	5
5_	Etiquette	1
34_	Folk Ken (magi) (4)	3
140	Great Weapon (Staff)	7
_ 50	Guile (shirking)	4
15_	Hunt	2
43	Leadership (in combat) (13)	3
31_	Order of Hermes Lore (grogs) (1)	3
_ 55	Single Weapon (Mace and Chain) (5)	4
30_	Stealth (when armored)	3
_ 30_	Survival (when in a group)	3
5_	Swim	1
17_	Teaching (2)	2
_ 30_	Thrown Weapon (Javelin)	3

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

Pack

Counds	RANG	E NUMBER	PENALTY	Notes	
Light Wound	ls 1-5		-1		
Medium Wo	unds 6-10		-3		
Heavy Woun	ds 11-15		-5		
Incapacitated	16-20				
Dead	21+				
Soak: $4 = 1$ (Sta) + 3 (prot) + 0 (Tough) Partial Leather Scale Armor*: protection: 3, load: 3					

Ceapons	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	0 + 0 - 1 = -1		0 + 4 + 0 = +4			Touch
Fist	0 + 0 - 1 = -1	1 + 4 + 0 = +5	0 + 4 + 0 = +4	1 + 0 = +1		Touch
Kick	0 - 1 - 1 = -2	1 + 5 + 0 = +6	0 + 5 - 1 = +4	1 + 3 = +4		Touch
Dagger	0 + 0 - 1 = -1	1 + 4 + 2 = +7	0 + 4 + 0 = +4	1 + 3 = +4		Touch
Staff	0 + 2 - 1 = +1	1 + 8 + 3 = +12	0 + 8 + 3 = +11	1 + 2 = +3	2	