

Personality		SCORE	Reputations		SCORE
Avaricious		+3	Bad Reputation		2
Daring		+2			
Sociable		+2			

Notes

Confidence Points: 3

Knows location of crystal throne

Fatigue Levels			Wounds			
<input type="checkbox"/>		Fresh	RANGE	NUMBER	PENALTY	Notes
<input type="checkbox"/>	0	2 min. Winded	Light Wounds	1-5	-1	
<input type="checkbox"/>	-1	10 min. Weary	Medium Wounds	6-10	-3	
<input type="checkbox"/>	-3	30 min. Tired	Heavy Wounds	11-15	-5	
<input type="checkbox"/>	-5	1 hr. Dazed	Incapacitated	16-20		
<input type="checkbox"/>		2 hr. Unconscious	Dead	21+		
			Armor Soak: +3 = 0 (Sta) + 3 (prot) + 0 (Virtues) Partial Leather Scale Armor*: protection: 3, load: 3			

Weapons

	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	4 + 0 - 2 = +2	--	4 + 3 + 0 = +7	--	--	Touch
Bow, Short	4 - 1 - 2 = +1	4 + 3 + 3 = +10	4 + 3 + 0 = +7	-1 + 6 = +5	2	15
Dagger	4 + 0 - 2 = +2	4 + 3 + 2 = +9	4 + 3 + 0 = +7	-1 + 3 = +2	--	Touch
Fist	4 + 0 - 2 = +2	4 + 3 + 0 = +7	4 + 3 + 0 = +7	-1 + 0 = -1	--	Touch
Kick	4 - 1 - 2 = +1	4 + 3 + 0 = +7	4 + 3 - 1 = +6	-1 + 3 = +2	--	Touch

Equipment

Vis (Pawns: 2; Art: Rego; Physical Form: Crystal Tears; Location: Pouch)

Workman's Clothes

Silver Pennies (x20)