# Character: Bronwyn
Player:

## Saga: Lyn Brenig
Setting: North Wales  Current Year: 1151

## House:
## Age: 25 (25) Size: 0  Confidence: --

### Decrepitude: 0
Effects of Aging:

### Warping: 0 (0)
Effects of Warping:

Birth Name:
Year Born: 1126
Gender: Female
Race/Nationality:
Birth Place:
Religion: Christian
Title:
Height: 173 cm
Weight: 80 kg
Hair: Fair
Eyes: Blue
Handedness: Right

## Characteristics

| | | DESCRIPTION | SCORE |
|---|---|---|---|
| Intelligence | Int | | 0 |
| Perception | Per | | +1 |
| Presence | Pre | | -2 |
| Communication | Com | | -2 |
| Strength | Str | | +3 |
| Stamina | Sta | | +2 |
| Dexterity | Dex | | +2 |
| Quickness | Qik | | +2 |

## Virtues and Flaws
Improved Characteristics (Minor, General)
Covenfolk (Free, Social Status)
Berserk (Bonus: +2 Attack, +2 Soak, -2 Defense) (Minor, General)
Martial Abilities (Special)
Warrior (50/50) (Minor, General)

Wrathful (*Major, Personality)

## Abilities

| Exp. | ABILITY (SPECIALTY) | SCORE |
|---|---|---|
| 0 | English (Slang) | 5 |
| 75 | Brawl (Fist) | 5 |
| 30 | Ride (Horse) | 3 |
| 75 | Single Weapon (Longsword) | 5 |
| 30 | Stealth (Hide) | 3 |
| 30 | Hunt (Tracking) | 3 |
| 5 | Welsh (Slang) | 1 |
| 50 | Bows (Shyort Bow) | 4 |
| 15 | Survival (Forest) | 2 |
| 35 | Awareness (Bodyguarding) (+5, 5) | 3 |
| 5 | Area Lore (North Wales) | 1 |
| 5 | Athletics (Climbing) | 1 |
| 15 | Swim (Underwater) | 2 |
| 30 | Carouse (Power Drinking) | 3 |

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## Personality

| | SCORE |
|---|---|
| Angry | +2 |
| Brave | +2 |
| Inquisitive | +2 |

## Reputations

| | SCORE |
|---|---|

## Notes

Bronwyn always felt out of place as a child. She was larger than most other children and nearly all the girls felt intimidated by her. That didn't matter much to Bronwyn who preferred running around with the boys anyway. As she grew older however this became more difficult as most people thought that a woman should be at home tending to children. One day she decided she'd had enough and ran away eventually joining a covenant, pleased to find a place where the fact that she was a woman didn't seem to matter much to anyone.

Bronwyn is a rather large and muscular woman but despite this is still quick on her feet. She lives for the thrill of battle and the heady rush of victory and doesn't much care if the battle is with sword or with fists (she loves a good old bar-room brawl, especially if she can teach a lesson to some male braggart). She likes to keep track of how many opponents she's felled with a single blow. Her one weakness is a tendency to fly into an uncontrolled rage whenever she sees a woman being mistreated by a 'stronger' man. She frequently feels obliged to demonstrate that a woman can be just as strong as a man.

## Fatigue Levels

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

## Wounds

| | RANGE | NUMBER | PENALTY |
|---|---|---|---|
| Light Wounds | 1-5 | ❑❑❑❑❑❑❑ | -1 |
| Medium Wounds | 6-10 | ❑❑❑❑❑❑❑ | -3 |
| Heavy Wounds | 11-15 | ❑❑❑❑❑❑❑ | -5 |
| Incapacitated | 16-20 | ❑ | |
| Dead | 21+ | ❑ | |

Notes

## Armor

Soak: +5 = 2 (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 | 2 + 0 + 0 = +2 | -- | 2 + 5 + 0 = +7 | -- | -- | Touch |
| Bow, Short | 2 - 1 + 0 = +1 | 2 + 4 + 3 = +9 | 2 + 4 + 0 = +6 | 3 + 6 = +9 | 2 | 15 |
| Sword, Long/Shield, Round | 2 + 2 + 0 = +4 | 2 + 5 + 4 = +11 | 2 + 5 + 3 = +10 | 3 + 6 = +9 | 1 | |
| Fist | 2 + 0 + 0 = +2 | 2 + 6 + 0 = +8 | 2 + 6 + 0 = +8 | 3 + 0 = +3 | -- | Touch |
| Kick | 2 - 1 + 0 = +1 | 2 + 5 + 0 = +7 | 2 + 5 - 1 = +6 | 3 + 3 = +6 | -- | Touch |

## Equipment

Peasant Clothes

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