Character: Owen
Player: Andrew

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

House:
Age: 30 (30) Size: 0 Confidence: 1

Decrepitude: 0
Effects of Aging:

Warping: 0 (0)
Effects of Warping:

Birth Name:
Year Born: 1121
Gender: Male
Race/Nationality:
Birth Place: North Wales
Religion: Christian
Title:
Height: 170 cm
Weight: 75 kg
Hair:
Eyes:
Handedness:

Characteristics

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

Virtues and Flaws

Enduring Constitution (Resist Pain: +3) (Minor, General)
Entrancement (Major, Supernatural)
Gossip (Minor, General)
Dowsing (Minor, Supernatural)
Improved Characteristics (Minor, General)
Ways of the Hills (Major, General)

Black Sheep (Major, Story)
Reckless (Minor, Personality)
Carefree (Minor, Personality)
Compulsion (Gambling) (Minor, Personality)
Heir (Minor, Story)
Dependent (Major, Story)

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
0	Welsh (Slang)	5
15	Area Lore (North Wales)	2
15	Awareness	2
15	Folk Ken (Townsfolk)	2
15	Athletics (Running)	2
15	Stealth (Wilderness)	2
50	Survival (Temperate Wilderness)	4
75	Great Weapon (Longspear)	5
50	Guile	4
25	Dowsing (Gold)	3
15	Bargain	2
25	Entrancement (Young Women)	3
30	Charm	3
75	Bows (Longbow)	5

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Personality

	SCORE
Reckless	+3

Reputations

	SCORE
Cold-Blooded Killer	2

Notes

Confidence Points: 3

Fatigue Levels

❑			Fresh
❑	0	2 min.	Winded
❑	0	10 min.	Weary
❑	-2	30 min.	Tired
❑	-4	1 hr.	Dazed
❑		2 hr.	Unconscious

Wounds

	RANGE	NUMBER	PENALTY	Notes
Light Wounds	1-5	❑❑❑❑❑❑❑	-1	Total penalties reduced
Medium Wounds	6-10	❑❑❑❑❑❑❑	-3	by 1
Heavy Wounds	11-15	❑❑❑❑❑❑❑	-5	
Incapacitated	16-20	❑		
Dead	21+	❑		

Armor

Soak: +4 = 1 (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 + 0 + 0 = +2	--	--	Touch
Fist	2 + 0 + 0 = +2	3 + 0 + 0 = +3	2 + 0 + 0 = +2	2 + 0 = +2	--	Touch
Spear, Long	2 + 3 - 1 = +4	3 + 5 + 3 = +11	2 + 5 + 1 = +8	2 + 7 = +9	3	
Bow, Long	2 - 2 + 0 = +0	3 + 5 + 4 = +12	2 + 5 + 0 = +7	2 + 8 = +10	2	30
Kick	2 - 1 + 0 = +1	3 + 0 + 0 = +3	2 + 0 - 1 = +1	2 + 3 = +5	--	Touch

Equipment

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