



# Character: Rodri

Player:

Saga: **Lyn Brenig**

Setting: North Wales

Current Year: 1151



House:

Age: 17 (17) Size: 0 Confidence: ~

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Birth Name:  
Year Born: 1134  
Gender: Male  
Race/Nationality:  
Birth Place:  
Religion:  
Title:  
Height: 173 cm  
Weight: 80 kg  
Hair: Brown  
Eyes: Brown  
Handedness: Right

## Characteristics

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

## Virtues and Flaws

Improved Characteristics (Minor, General)  
Tough (Soak: +3) (Minor, General)  
Peasant (Free, Social Status)  
Warrior (50/50) (Minor, General)

Weakness (Pretty Face) (Minor, Personality)  
Missing Ear (Hearing: -3) (Minor, General)  
No Sense of Direction (Minor, General)

## Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
5	Athletics (Jumping)	1
15	Bows (Bow, Short)	2
5	Thrown Weapon (Sling)	1
50	Charm (Young Women)	4
15	Guile (Fast Talk)	2
15	Brawl (Escape)	2
80	Single Weapon (Sword, Short) (5)	5
15	Carouse (Drinking Songs)	2
30	English (Peasants)	3
15	Ride (Horses)	2
15	Legerdemain (Filching)	2
15	Stealth (Urban Areas)	2
0	Welsh (Peasants)	5

Personality Traits	SCORE
Ambitious	+2
Charming	+3

Reputations	SCORE

### Notes

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### 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"/>	-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"/>	-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"/>	-5	
Incapacitated	16-20	<input type="checkbox"/>		
Dead	21+	<input type="checkbox"/>		

**Armor** Soak: +6 = 0 (Sta) + 3 (prot) + 3 (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	1 + 0 + 0 = +1	--	1 + 2 + 0 = +3	--	--	Touch
Fist	1 + 0 + 0 = +1	1 + 2 + 0 = +3	1 + 2 + 0 = +3	3 + 0 = +3	--	Touch
Bow, Short	1 - 1 + 0 = +0	1 + 3 + 3 = +7	1 + 3 + 0 = +4	3 + 6 = +9	2	15
Sling	1 - 3 + 0 = -2	1 + 2 + 1 = +4	1 + 2 + 0 = +3	3 + 4 = +7	--	20
Sword, Short	1 + 1 + 0 = +2	1 + 6 + 3 = +10	1 + 6 + 1 = +8	3 + 5 = +8	1	
Dagger	1 + 0 + 0 = +1	1 + 2 + 2 = +5	1 + 2 + 0 = +3	3 + 3 = +6	--	Touch
Kick	1 - 1 + 0 = +0	1 + 2 + 0 = +3	1 + 2 - 1 = +2	3 + 3 = +6	--	Touch

### Equipment

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