Character: Stephen

Player:

Saga: Lyn Brenig

Setting: North Wales Current Year: 1151

House:

Age: 45 (45) **Size:** 0 **Confidence:** --

Decrepitude: 1 (2)

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Birth Name:	
Year Born: 1106	
Gender: Male	
Race/Nationality:	
Birth Place:	
Religion:	
Title:	
Height: 170 cm	
Weight: 75 kg	
Hair: Grey	
Eyes: Grey	
Handedness: Right	

Characteristics

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

Virtues and Flaws

Covenfolk (Free, Social Status)
Warrior (50/50) (Minor, General)
Improved Characteristics (Minor, General)

Weakness (talking back to magi) (Minor, Personality)
Infamous (Minor, General)

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
0	English (Tradesmen)	5
50	Area A Lore (monsters)	4
15	Area B Lore (monsters)	2
75	Awareness (in combat)	5
75	Bows (Bow, Long)	5
30	Brawl (Kick)	3
30	Carouse (with fighting friends)	3
5	Folk Ken (magi)	1
75	Great Weapon (pole axe)	5
15	Guile (getting extra rations)	2
30	Leadership (in combat)	3
30	Order of Hermes Lore (grogs)	3
180	Single Weapon (Shield, Heater)	8
30	Stealth (when armored)	3
5	Survival (when in a group)	1
50	Thrown Weapon (knife)	4

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Personality Traits

	SCORE
Loyal	+3
Cheeky	+2
Brave	+1

Reputations

	SCORE
Bad Reputation	4

Notes

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	Notes
Light Wounds	1-5	❑❑❑❑❑❑❑	-1	
Medium Wounds	6-10	❑❑❑❑❑❑❑	-3	
Heavy Wounds	11-15	❑❑❑❑❑❑❑	-5	
Incapacitated	16-20	❑		
Dead	21+	❑		

Armor

Soak: +8 = 1 (Sta) + 7 (prot) + 0 (Virtues)
Full Metal Scale Armor*: protection: 7, load: 7

Weapons

	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Axe/Shield, Heater	2 + 1 - 2 = +1	2 + 9 + 4 = +15	2 + 9 + 3 = +14	2 + 6 = +8	1	
Bow, Long	2 - 2 - 1 = -1	2 + 6 + 4 = +12	2 + 6 + 0 = +8	2 + 8 = +10	2	30
Kick	2 - 1 - 2 = -1	2 + 4 + 0 = +6	2 + 4 - 1 = +5	2 + 3 = +5	--	Touch
Dodge	2 + 0 - 2 = +0	--	2 + 3 + 0 = +5	--	--	Touch
Fist	2 + 0 - 2 = +0	2 + 3 + 0 = +5	2 + 3 + 0 = +5	2 + 0 = +2	--	Touch

Equipment

Pack

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