



Personality Traits	SCORE
Brave	+3
Loyal	+2
Pessimistic	+1

Reputations	SCORE

### Notes

**History**

Winter 1214: end 1214, Exp: 0  
 Spring 1215: Exposure: Survival-1 to 1, Exp: 2  
 Autumn 1215: Exposure: Church Lore-0 to 1, Exp: 6  
 Winter 1215: End 1215, Exp: 0  
 Spring 1216: Experience: Awareness, Exp: 15  
 Spring 1216: Exposure: Bargain, Exp: 2  
 Spring 1216: Aging Roll, Exp: 0  
 Summer 1216: Exposure: Faerie Lore, Exp: 2  
 Summer 1216: Aging Roll, Exp: 0

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

**Armor** Soak: +9 = 2 (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	1 + 1 - 2 = +0	1 + 6 + 4 = +11	1 + 6 + 3 = +10	2 + 6 = +8	1	
Spear, Long	1 + 3 - 2 = +2	1 + 5 + 3 = +9	1 + 5 + 1 = +7	2 + 7 = +9	3	
Bow, Short	1 - 1 - 1 = -1	1 + 5 + 3 = +9	1 + 5 + 0 = +6	2 + 6 = +8	2	15
Fist	1 + 0 - 3 = -2	1 + 5 + 0 = +6	1 + 5 + 0 = +6	2 + 0 = +2	--	Touch
Dodge	1 + 0 - 3 = -2	--	1 + 4 + 0 = +5	--	--	Touch
Kick	1 - 1 - 3 = -3	1 + 4 + 0 = +5	1 + 4 - 1 = +4	2 + 3 = +5	--	Touch

### Equipment

Arrows (x20)  
 Pack