



Personality Traits	SCORE
Wrathful	+3
Loyal	+2
Generous	+1

Reputations	SCORE

**Notes**

Catalin's hand was promised by her father to a man she despised. Ortzi was much older than her, and had already buried two wives -- some said that his brutality was to blame for their early deaths. Catalin, whose fiery temper was well known in her home town, swore that she would not be Ortzi's. When he tried to beat her into submission, she was ready: she came back at him with a grinding mortar and fractured his skull, then ran away.

She was quickly captured and branded for the near-murder of her fiance. In anger, she took to the life of a "road agent", joining a group of bandits in the mountains. She was lucky to escape recapture and a much more severe penalty when most of the band was caught by the local baron's forces. Wandering alone, she eventually ended up at Reservo Scientia, where she found relative safety from the law.

**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	1-4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-1	
Medium Wounds	5-8	<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	9-12	<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"/> <input type="checkbox"/>	-5	
Incapacitated	13-16	<input type="checkbox"/>		
Dead	17+	<input type="checkbox"/>		

**Armor** Soak: +5 = 0 (Sta) + 2 (prot) + 3 (Virtues)  
Heavy Leather Armor\*: protection: 2, load: 3

**Weapons**

	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	2 + 0 - 2 = +0	--	2 + 3 + 0 = +5	--	--	Touch
Fist	2 + 0 - 2 = +0	2 + 3 + 0 = +5	2 + 3 + 0 = +5	0 + 0 = +0	--	Touch
Kick	2 - 1 - 2 = -1	2 + 3 + 0 = +5	2 + 3 - 1 = +4	0 + 3 = +3	--	Touch
Bludgeon	2 + 0 - 2 = +0	2 + 4 + 2 = +8	2 + 4 + 0 = +6	0 + 2 = +2	1	Touch
Bow, Short	2 - 1 - 2 = -1	2 + 6 + 3 = +11	2 + 6 + 0 = +8	0 + 6 = +6	2	15
Knife, Throwing	2 + 0 - 2 = +0	2 + 2 + 1 = +5	2 + 2 + 0 = +4	0 + 2 = +2	--	5
Knife	2 + 0 - 2 = +0	2 + 3 + 1 = +6	2 + 3 + 0 = +5	0 + 2 = +2	--	Touch
Sling	2 - 3 - 2 = -3	2 + 3 + 1 = +6	2 + 3 + 0 = +5	0 + 4 = +4	--	20
Hatchet	2 + 0 - 2 = +0	2 + 4 + 3 = +9	2 + 4 + 0 = +6	0 + 4 = +4	1	

**Equipment**

Peasant Clothes. Mismatched and roguish, generally including a brightly coloured scarf.

Survival Kit