Character: Reginal the Doomed to Die

Player: Ed Freeman

Saga:

Setting: Current Year: 1207

House:

Age: 25 (25) **Size: 1** **Confidence: --**

Decrepitude: 0

Effects of Aging:

Warping: 0 (0)

Effects of Warping:

Birth Name:
Year Born: 1182
Gender: Male
Race/Nationality:
Birth Place:
Religion:
Title:
Height: 6'5"
Weight: 327 lbs
Hair:
Eyes:
Handedness:

Characteristics

		DESCRIPTION	SCORE
Intelligence	Int		0
Perception	Per		+1
Presence	Pre		-3
Communication	Com		-3
Strength	Str		+3
Stamina	Sta		+3
Dexterity	Dex		+3
Quickness	Qik		+2

Virtues and Flaws

Large (Minor, General)
Warrior (0/50) (Minor, General)
Improved Characteristics (Minor, General)

Motion Sickness (Minor, General)
Obese (Fatigue: -3) (Minor, General); Movement: -1 on quickness and grace rolls
No Sense of Direction (Minor, General)

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
0	Catalan	5
5	French	1
5	Arabic	1
15	Athletics	2
15	Awareness	2
50	Brawl	4
15	Survival	2
5	Swim	1
5	Spanish	1
5	Stealth	1
75	Great Weapon	5
75	Single Weapon	5
15	Bows	2
30	Thrown Weapon	3
5	Animal Handling	1
15	Area Lore	2
15	Carouse	2
15	Hunt	2
30	Soldier	3

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Personality Traits

	SCORE

Reputations

	SCORE

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	1-6	❑❑❑❑❑❑❑	-1	
Medium Wounds	7-12	❑❑❑❑❑❑❑	-3	
Heavy Wounds	13-18	❑❑❑❑❑❑❑	-5	
Incapacitated	19-24	❑		
Dead	25+	❑		

Armor

Soak: +7 = 3 (Sta) + 4 (prot) + 0 (Virtues)
Partial Metal Scale Armor*: protection: 4, load: 4

Weapons

	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	2 + 0 + 0 = +2	--	2 + 4 + 0 = +6	--	--	Touch
Spear, Long	2 + 3 + 0 = +5	3 + 5 + 3 = +11	2 + 5 + 1 = +8	3 + 7 = +10	3	
Cudgel	2 + 1 + 0 = +3	3 + 5 + 4 = +12	2 + 5 + 1 = +8	3 + 7 = +10	2	
Club/Shield, Round	2 + 1 + 0 = +3	3 + 5 + 2 = +10	2 + 5 + 3 = +10	3 + 3 = +6	1	
Fist	2 + 0 + 0 = +2	3 + 4 + 0 = +7	2 + 4 + 0 = +6	3 + 0 = +3	--	Touch
Kick	2 - 1 + 0 = +1	3 + 4 + 0 = +7	2 + 4 - 1 = +5	3 + 3 = +6	--	Touch

Equipment

Workman's Clothes

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