Character: Thomas the Younger

Player: Grog, Saga: Mysteries of Albion, Setting: Southern England, Current Year: 1220, Age: 24 (24), Size: 0, Confidence: --, Decrepitude: 0 (0), Warping: 0 (0); Personality Traits: Brave +2, Argumentative +3, Loyal +1

Birth Name: Michael, Year Born: 1196, Gender: Male, Race/Nationality: English, Birth Place: White Cliff, Religion: Pagan, Title: Huntstman, Height: 5'7", Weight: 160 lbs, Hair: Black Hair, Eyes: Brown Eyes, Handedness: Right, Description: A lean man who moves with feline grace. He has black hair, brown eyes, and a well-trimmed triangular beard.

Characteristics

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

Virtues and Flaws

Covenfolk (Free, Social Status); Warrior (50/50) (Minor, General); Keen Vision (Sight: +3) (Minor, General); Sharp Ears (Hearing: +3) (Minor, General)
Sheltered Upbringing (Minor, Personality); Fear (Thunderstorms) (Minor, Personality); Social Handicap (talks back) (Minor, General) [Social Dealings: -3]

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
0	English	5
75	Bows	5
15	Area Lore (game trails)	2
15	Athletics (climbing)	2
50	Awareness (alertness)	4
30	Animal Handling (dogs)	3
5	Folk Ken (peasants)	1
30	Great Weapon (Staff)	3
15	Brawl (Fist)	2
5	Swim (speed)	1
75	Hunt (deer)	5
15	Stealth (natural areas)	2
50	Survival (forests)	4

Equipment

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: +2 = 2 (Sta) + 0 (prot) + 0 (Tough)

Weapons

	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	2 + 0 + 0 = +2	--	2 + 2 + 0 = +4	--	--	Touch
Staff	2 + 2 + 0 = +4	2 + 4 + 3 = +9	2 + 4 + 3 = +9	1 + 2 = +3	2	
Bow, Short	2 - 1 + 0 = +1	2 + 5 + 3 = +10	2 + 5 + 0 = +7	1 + 6 = +7	2	15
Dagger	2 + 0 + 0 = +2	2 + 2 + 2 = +6	2 + 2 + 0 = +4	1 + 3 = +4	--	Touch
Fist	2 + 0 + 0 = +2	2 + 3 + 0 = +5	2 + 3 + 0 = +5	1 + 0 = +1	--	Touch
Kick	2 - 1 + 0 = +1	2 + 2 + 0 = +4	2 + 2 - 1 = +3	1 + 3 = +4	--	Touch

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