

# Character: Phelim Herne

Current Year: 1220, Age: 20 (20), Size: 0, Confidence: --,  
Decrepitude: 0 (0), Warring: 0 (0); Personality Traits: Brave  
+3, Loyal +1, Sociable -2



Year Born: 1200, Gender: Male, Height: 175 cm, Weight: 70 kg, Hair:  
dark brown, Eyes: brown, Handedness: left, Description:

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

## Virtues and Flaws

Covenfolk (Free, Social Status); Warrior (50/50) (Minor, General)  
Pessimistic (Minor, Personality)

## Equipment

Arrows (x20)  
Survival Kit

## Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
50	Area Lore: Area (game trails)	4
5	Athletics (climbing)	1
75	Awareness (woodlands)	5
50	Bows (shooting from cover)	4
75	Hunt (deer)	5
0	Irish (talking about forests)	5
15	Stealth (hunting)	2
50	Survival (woodlands)	4

## 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"/> <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"/> <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"/> <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: 3 = 1 (Sta) + 2 (prot) + 0 (Tough)  
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
Bow, Short	2 - 1 - 2 = -1	2 + 4 + 3 = +9	2 + 4 + 0 = +6	0 + 6 = +6	2	15
Dodge	2 + 0 - 2 = +0	--	2 + 0 + 0 = +2	--	--	Touch
Fist	2 + 0 - 2 = +0	2 + 0 + 0 = +2	2 + 0 + 0 = +2	0 + 0 = +0	--	Touch
Kick	2 - 1 - 2 = -1	2 + 0 + 0 = +2	2 + 0 - 1 = +1	0 + 3 = +3	--	Touch