

Character: Margot of Marseille

Player: Bruce, Setting: North England, Current Year: 1220,
 Age: 28 (28), Size: 0, Confidence: 1 (3), Deceit: 0 (0),
 Warring: 0 (0); Personality Traits: Meddlesome +1, Talkative
 +1



Year Born: 1192, Gender: Female, Race/Nationality: French, Birth
 Place: Marseille, Religion: Catholic, Height: 5'5", Weight: 115 lbs,
 Hair: Auburn, Eyes: Hazel, Handedness: Right, Description: Daughter
 of a French duc who was murdered when he refused to marry Margot
 off to an elderly noble.

Characteristics		DESCRIPTION	SCORE
Intelligence	Int	(Smart)	+1
Perception	Per	(Observant)	+1
Presence	Pre		0
Communication	Com	(Loquacious)	+2
Strength	Str	(Slight)	-1
Stamina	Sta	(Indefatigable)	+1
Dexterity	Dex	(Nimble)	+1
Quickness	Qik	(Fast)	+1

Virtues and Flaws

Educated (50/50) (Minor, General); Gentlewoman (Minor, Social Status); Good Teacher (Minor, General); Puissant Single Weapon (Minor, General); Shapeshifter (Magpie, wolf, ferret) (Major, Supernatural); Warrior (50/50) (Minor, General)
 Compassionate (Major, Personality); Heir (Minor, Story); Magical Air (Major, General); Social Handicap (outspoken feminist) (Minor, General) [Social Dealings: -3]

Equipment

Arrows (x15)

Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
50	Artes Liberales (music)	4
15	Athletics (running)	2
30	Bows (Bow, Short)	3
15	Brawl (Fist)	2
50	English (storytelling)	4
30	Folk Ken (nobles)	3
0	French (cutting remarks)	5
15	Guile (fast talk)	2
75	Latin (academic usage)	5
15	Ride (speed)	2
30	Shapeshifter (magpie)	3
75	Single Weapon (Sword, Short)	5+2
30	Stealth (natural areas)	3
5	Survival (forests)	1
5	Swim (diving)	1
50	Teaching (Artes Liberales)	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"/>	-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"/>	-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"/>	-5	
Incapacitated	16-20	<input type="checkbox"/>		
Dead	21+	<input type="checkbox"/>		

Armor Soak: +4 = 1 (Sta) + 3 (prot) + 0 (Tough)
 Partial Leather Scale Armor*: protection: 3, load: 3

Weapons

	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	1 + 0 - 2 = -1	--	1 + 2 + 0 = +3	--	--	Touch
Fist	1 + 0 - 2 = -1	1 + 3 + 0 = +4	1 + 3 + 0 = +4	-1 + 0 = -1	--	Touch
Kick	1 - 1 - 2 = -2	1 + 2 + 0 = +3	1 + 2 - 1 = +2	-1 + 3 = +2	--	Touch
Sword, Short	1 + 1 - 2 = +0	1 + 8 + 3 = +12	1 + 8 + 1 = +10	-1 + 5 = +4	1	
Bow, Short	1 - 1 - 2 = -2	1 + 4 + 3 = +8	1 + 4 + 0 = +5	-1 + 6 = +5	2	15