

WEAPON	INIT	ATK	DFN	DAM	FAT	RNG	SPC	STR
Fist	+4	+4	+2	+3	+4	Touch	0	--
Kick	+3	+3	+1	+3	+3	Touch	0	--
Dagger	+4	+4	+3	+6	+3	Touch	0	--
Longsword	+8	+7	+8	+7	+6	Reach	1	-1
Longsword/Round Shield	+6	+7	+11	+7	+5	Reach	1	+0
Shortsword	+8	+7	+6	+6	+5	Reach	1	-2
Shortsword/Round Shield	+7	+8	+10	+6	+5	Reach	1	+0
Long Bow (3/2)	+8	+7	--	+10	+10	Far	1	+1
Short Bow (3/2)	+10	+7	--	+4	+11	Far	1	-1

Initiative: Qik+Weapon Skill+Weapon Initiative Bonus + Enc
 Attack: (Dex or Per) + Weapon Skill +Weapon Attack Bonus +Enc
 Defense: Qik + Weapon Skill + Weapon Defense Bonus - Size + Enc
 Damage: (Str + Size) or (Nothing) + Weapon Damage Bonus
 Range: Effective Range of Weapon
 Space: Open paces rond you required to properly wield weapon.
 Strength: Minimum Str to use.

ARMOR

Type: Chain Mail Hauberk
 Protection: 6 Load: -3

REPUTATIONS

SCORE TYPE/TARGET
 +2 Vengeful

EQUIPMENT

LOAD	ITEM AND NOTES	LOAD	ITEM AND NOTES
0	Fist (Initiative: +4; Attack: +4; Defense: +2; Damage: +3; Fatigue: +4; Skill: Brawling; Space: 0; Range: Touch)	-1/2	Long Bow (Initiative: +8; Missile Rate: 3/2; Attack: +7; Damage: +10; Fatigue: +10; Strength: +1; Skill: Bows; Space: 1; Range: Far; Cost: Standard)
0	Kick (Initiative: +3; Attack: +3; Defense: +1; Damage: +3; Fatigue: +3; Skill: Brawling; Space: 0; Range: Touch)	-1/2	Short Bow (Initiative: +10; Missile Rate: 3/2; Attack: +7; Damage: +4; Fatigue: +11; Strength: -1; Skill: Bows; Space: 1; Range: Far; Cost: Standard)
0	Dagger (Initiative: +4; Attack: +4; Defense: +3; Damage: +6; Fatigue: +3; Skill: Brawling; Space: 0; Range: Touch; Cost: Inexpensive)	-3	Chain Mail Hauberk (Soak: 9; Protection: 6)
-1/2	Longsword (Initiative: +8; Attack: +7; Defense: +8; Damage: +7; Fatigue: +6; Strength: -1; Skill: Single Weapon; Space: 1; Range: Reach; Cost: Standard)		
-1/2	Shortsword (Initiative: +8; Attack: +7; Defense: +6; Damage: +6; Fatigue: +5; Strength: -2; Skill: Single Weapon; Space: 1; Range: Reach; Cost: Standard)		
-1/2	Round Shield (Initiative: -1; Attack: +1; Defense: +3; Strength: +0; Cost: Standard)		

NOTES

Walk: 9+Qik+Enc = 7	Spring 1225: Experience: Bows, Exp: 1
Hustle: 15+Qik+Enc = 13	Spring 1225: Training: Bows-6 to 7, Exp: 3
Sprint: 30+Qik+Ath+Enc-Wnd-Fat = 28+	Summer 1225: Experience: Bows, Exp: 1
Horseback: 50+Ride = 50	Summer 1225: Practice: Bows, Exp: 0
History	Autumn 1225: Training: Bows, Exp: 3
Autumn 1222: Training: Bows-0 to 2, Exp: 3	Winter 1225: Practice: Bows, Exp: 0
Winter 1222: Practice: Bows, Exp: 1	Spring 1226: Experience: Bows, Exp: 1
Spring 1223: Practice: Bows-2 to 3, Exp: 3	Spring 1226: Practice: Bows-7 to 8, Exp: 1
Summer 1223: Practice: Bows, Exp: 1	Summer 1226: Training: Bows, Exp: 3
Autumn 1223: Training: Bows-3 to 4, Exp: 3	Autumn 1226: Training: Bows, Exp: 3
Winter 1223: Training: Bows, Exp: 3	Winter 1226: Training: Bows-8 to 9, Exp: 3
Spring 1224: Training: Bows-4 to 5, Exp: 3	
Summer 1224: Training: Bows, Exp: 3	
Autumn 1224: Training: Bows-5 to 6, Exp: 3	
Winter 1224: Story Experience (3), Exp: 3	
Winter 1224: Training: Bows, Exp: 3	