



Name: Corwin Bearclaw
Race: Human

Player:
Ht: 6'1"

Wt: 180lbs Age:

Spent: 150
Unspent: 0

Appearance: Tanned, light brown hair. Mercenary in Ranger/Scout unit. Employer went broke, left corwin broke as well, and far from home.

CHARACTER SHEET

ST 12 [20]	HP 12 [0]	Basic Speed 6 [0]
DX 12 [40]	Will 11 [0]	Basic Move 6 [0]
IQ 11 [20]	Per 14 [15]	BL 29 lb (ST×ST)/5
HT 12 [20]	FP 12 [0]	Thr 1d-1 Sw 1d+2

TL 3 [0]	SM +0
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Vision 14	Taste/Smell 14	Broad Jump 3 yd
Hearing 14	Fright Check 13*	
Touch 14	High Jump 2.17 ft	

* +2 from 'Combat Reflexes'

HP 3, 0, -12, -24, -36, -48, -60 **FP** 3, 0, -12

ENCUMBRANCE TABLE					
Name	None	Light	« Med »	Hvy	X-Hvy
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	10	9	8	7	6

PARRY	PARRY	BLOCK	DODGE	DR
11*	11*	10*	8/10*	3*
Shortsword	Brawling	Shield	Med	Torso

* +1 from 'Combat Reflexes'

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	

* Cond. +1 from 'Honesty' when honesty becomes known, Cond. +3 from 'Honesty' when a question of honor or trust is involved, Cond. +1 from 'Outdoorsman'

LANGUAGES			
Name	Spoken	Written	Pts
Ayuni Trade Pidgin	Broken	-	[1]
Lantrai (Native)	Native	Illiterate	[-3]

ADVANTAGES	
Name	Pts
Combat Reflexes	[15]
High Pain Threshold	[10]
Outdoorsman 1	[10]

DISADVANTAGES	
Name	Pts
Honesty (12 or less)	[-10]
Impulsiveness (12 or less)	[-10]
Phobia (Herpetophobia: Reptiles; 6 or less)	[-20]

QUIRKS	
Name	Pts
Considers green his "lucky" color	[-1]
Likes gambling (default skill is 6)	[-1]
Likes to imitate people	[-1]
Oversleeps	[-1]
Soft touch for children, beggars, etc.	[-1]

SKILLS			
Name	Level	Relative	Pts
Brawling	14	DX+2	[4]
Parry: 11			
Broadsword	12	DX+0	[2]
Parry: 10			
Camouflage	10*	IQ-1	[0]
Crossbow	13	DX+1	[2]



SKILLS (continued)			
Name	Level	Relative	Pts
Fast-Draw (Sword)	13†	DX+1	[1]
Usernotes: Draw a sword instantly, without needing a Ready maneuver			
First Aid/TL3	11‡	IQ+0	[1]
Gambling	6	IQ-5	[0]
Knife	12	DX+0	[1]
Parry: 9			
Naturalist	15*	IQ+4	[16]
Navigation/TL3	11*	IQ+0	[1]
Shield	12	DX+0	[1]
Block: 10			
Shortsword	14	DX+2	[8]
Parry: 11			
Stealth	13	DX+1	[4]
Survival (Desert)	12*	IQ+1	[2]
Tracking	12*	IQ+1	[2]
Traps/TL3	11	IQ+0	[2]

* +1 from 'Outdoorsman' † +1 from 'Combat Reflexes' ‡ Cond. +1 from 'First Aid Kit'

POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	[115]
Advantages, Perks	[33]
Disadvantages, Quirks	[-45]
Skills, Techniques	[47]
Total Points Spent:	150
Unspent Points:	0

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brass Knuckles	14	11	1d cr	C	–	4	[3]
Brawling: Punch	14	11	1d-1 cr	C	–	–	
Brawling: Bite	14	–	1d-1 cr	C	–	–	
Brawling: Kick	12	–	1d cr	C,1	–	–	
Brawling: Kick w/Boots	12	–	1d+1 cr	C,1	–	–	
Large Knife: Swing	12	9	1d cut	C,1	6	4	
Large Knife: Thrust	12	9	1d-1 imp	C	6	4	[1]
Medium Shield	–	–	1d-1 cr	1	–	4	[2,3,4]
Shortsword: Swing	14	11	1d+2 cut	1	8	4	
Shortsword: Thrust	14	11	1d-1 imp	1	8	4	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Large Knife	–	1d-1 imp	-1	10 yd / 18 yd	1	T(1)	6	-2	–	4	

EQUIPMENT			
Qty	Item	Cost	Weight
1	Backpack, Small (TL1)	135	10 lb
1	Blanket (TL1)	20	4 lb
1	First Aid Kit (TLVar.)	50	2 lb
1	Personal Basics (TL0)	5	1 lb
1	Brass Knuckles (TL1)	10	4 oz
9	Copper Farthing (TL0)	9	2.88 oz
1	Large Knife (TL0; Cheap Quality)	16	1 lb
1	Light Scale Suit (TL2)	610	49 lb
	Location: full suit		
1	Medium Shield (TL1)	60	15 lb
1	Shortsword (TL2; Cheap Quality)	160	2 lb

LOAD-OUTS			
Qty	« Full Kit »	Cost	Weight
1	Backpack, Small (TL1)	135	10 lb
1	Blanket (TL1)	20	4 lb
1	First Aid Kit (TLVar.)	50	2 lb
1	Personal Basics (TL0)	5	1 lb
1	Brass Knuckles (TL1)	10	4 oz
9	Copper Farthing (TL0)	9	2.88 oz
1	Large Knife (TL0)	16	1 lb
1	Light Scale Suit (TL2)	610	49 lb
	Location: full suit		
1	Medium Shield (TL1)	60	15 lb
1	Shortsword (TL2)	160	2 lb
	Totals:	1000	77.43 lb
Qty	Light	Cost	Weight
1	Large Knife (TL0)	16	1 lb
1	Light Scale Suit (TL2)	610	49 lb
	Location: full suit		
1	Shortsword (TL2)	160	2 lb
	Totals:	786	52 lb



Name: Dai Blackthorn
 Race: Human
 Appearance: Street Kid, Thief

Player:
 Ht: 5'6"

Wt: 110lbs Age:

Spent: 150
 Unspent: 0

CHARACTER SHEET

ST 8	[-20]	HP 8	[0]	Basic Speed 6	[-10]
DX 14	[80]	Will 12	[0]	Basic Move 6	[0]
IQ 12	[40]	Per 12	[0]	BL 13 lb	(ST×ST)/5
HT 12	[20]	FP 12	[0]	Thr 1d-3	Sw 1d-2

TL 3	[0]	SM +0
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Vision 12	Taste/Smell 12	Broad Jump 3 yd
Hearing 12	Fright Check 12	
Touch 12	High Jump 2.17 ft	

HP 2, 0, -8, -16, -24, -32, -40 FP 3, 0, -12

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	13 lb	26 lb	39 lb	78 lb	130 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	9	8	7	6	5

PARRY	PARRY	BLOCK	DODGE	DR
10	10	8	9	1*
Knife	DX	DX	None	Torso

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	
* Cond. +2 from 'Overconfidence' when young or naive individuals, Cond. -2 from 'Overconfidence' when experienced NPCs	

LANGUAGES			
Name	Spoken	Written	Pts
Lantrai (Native)	Native	Illiterate	[-3]

ADVANTAGES	
Name	Pts
Acute Hearing 5	[10]
Danger Sense	[15]
Double-Jointed	[15]

DISADVANTAGES	
Name	Pts
Overconfidence (12 or less)	[-5]
Wealth (Poor)	[-15]

QUIRKS	
Name	Pts
Afraid of Drowning (Dislikes Water)	[-1]
Flamboyant Showoff	[-1]
Loves high places	[-1]
No Drugs or Alcohol	[-1]
Sensitive about height	[-1]

SKILLS			
Name	Level	Relative	Pts
Area Knowledge (local)	13	IQ+1	[2]
Climbing	18*	DX+4	[1]
Fast-Talk	12	IQ+0	[2]
Knife	16	DX+2	[4]
Parry: 10			
Lockpicking/TL3	13	IQ+1	[4]
Pickpocket	14	DX+0	[5]
Shortsword	15	DX+1	[4]
Parry: 10			
Stealth	14	DX+0	[2]
Streetwise	12	IQ+0	[2]



SKILLS (continued)			
Name	Level	Relative	Pts
Thrown Weapon (Knife)	14	DX+0	[1]
Traps/TL3	11	IQ-1	[1]
* +5 from 'Double-Jointed'			

POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	[110]
Advantages, Perks	[37]
Disadvantages, Quirks	[-25]
Skills, Techniques	[28]
Total Points Spent:	150
Unspent Points:	0

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	14	–	1d-4 cr	C	–	–	
Dagger	16	10	1d-4 imp	C	5	4	[1]
Kick	12	–	1d-3 cr	C,1	–	–	
Punch	14	10	1d-4 cr	C	–	–	
Small Knife: Swing	16	10	1d-5 cut	C,1	5	4	
Small Knife: Thrust	16	10	1d-4 imp	C	5	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Dagger	14	1d-4 imp	–	4 yd / 8 yd	1	T(1)	5	-1	–	4	
Small Knife	14	1d-4 imp	–	4 yd / 8 yd	1	T(1)	5	-1	–	4	

EQUIPMENT			
Qty	Item	Cost	Weight
1	Dagger (TL1)	20	4 oz
1	Leather Jacket (TL1) <small>Location: arms, torso</small>	50	4 lb
1	Lockpicks (TL3)	50	–
1	Ordinary Clothes (TL0)	10	2 lb
1	Shoes (TL1) <small>Location: feet</small>	40	2 lb
1	Small Knife (TL0)	30	8 oz



Name: Katrina
 Race: Human
 Appearance: Attractive. Mercenary Archer with checkered past

Player:
 Ht: 5'9" Wt: 100lbs Age:

Spent: 150
 Unspent: 0

CHARACTER SHEET

ST 12	[20]	HP 12	[0]	Basic Speed 6	[0]
DX 13	[60]	Will 12	[0]	Basic Move 6	[0]
IQ 12	[40]	Per 12	[0]	BL 29 lb	(ST×ST)/5
HT 11	[10]	FP 11	[0]	Thr 1d-1	Sw 1d+2

TL 3	[0]	SM +0
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Vision 12	Taste/Smell 12	Broad Jump 3 yd
Hearing 12	Fright Check 12	
Touch 12	High Jump 2.17 ft	

HP 3, 0, -12, -24, -36, -48, -60 FP 3, 0, -11

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	9	8	7	6	5

PARRY	PARRY	BLOCK	DODGE	DR
10	10	7	8/9	2*
Rapier	Brawling	DX	Light	Torso

REACTION MODIFIERS	
Appearance: +1*	* +1 from 'Appearance'
Status: +0	
Other: +0†	† Cond. -1 from 'Stubbornness'

LANGUAGES				
Name	Spoken	Written	Pts	
Lantraí (Native)	Native	Native	[0]	

ADVANTAGES	
Name	Pts
Appearance (Attractive)	[4]
Luck	[15]

DISADVANTAGES	
Name	Pts
Alcoholism	[-15]
Bad Temper (9 or less)	[-15]
Stubbornness	[-5]

QUIRKS	
Name	Pts
Dislikes Heights	[-1]
Feminist (likes demonstrating she's "as good as any man")	[-1]
Picks fights for fun	[-1]
Sleeps outdoors when possible	[-1]
Talks to animals and inanimate objects	[-1]

SKILLS			
Name	Level	Relative	Pts
Armoury/TL3	13	IQ+1	[4]
Bow	15	DX+2	[8]
Brawling	14	DX+1	[2]
Parry: 10			
Fast-Draw (Arrow)	13	DX+0	[1]
Usenotes: Draw an arrow instantly, without needing a Ready Maneuver.			
Gambling	12	IQ+0	[2]
Knife	13	DX+0	[1]
Parry: 8			
Leadership	12	IQ+0	[2]



SKILLS (continued)			
Name	Level	Relative	Pts
Rapier	15	DX+2	[8]
Parry: 10			
Savoir-Faire	14	IQ+2	[4]
Scrounging	12	IQ+0	[1]
Stealth	13	DX+0	[2]
Tactics	12	IQ+0	[4]
Thrown Weapon (Knife)	13	DX+0	[1]
Tracking	11	IQ-1	[1]

POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	[130]
Advantages, Perks	[19]
Disadvantages, Quirks	[-40]
Skills, Techniques	[41]
Total Points Spent:	150
Unspent Points:	0

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brass Knuckles	14	10	1d-1 cr	C	-	4	[3]
Brawling: Punch	14	10	1d-2 cr	C	-	-	
Brawling: Bite	14	-	1d-2 cr	C	-	-	
Brawling: Kick	12	-	1d-1 cr	C,1	-	-	
Brawling: Kick w/Boots	12	-	1d cr	C,1	-	-	
Brawling: Punch w/Gauntlets	14	10	1d-1 cr	C	-	-	
Rapier	15	10F	1d imp	1,2	9	4	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Longbow (ST 12)	15	1d+1 imp	3	180 yd / 240 yd	1	1(2)	11†	-8	-	4	[3]

EQUIPMENT			
Qty	Item	Cost	Weight
1	Brass Knuckles (TL1)	10	4 oz
75	Copper Farthing (TL0)	75	1.5 lb
1	Hip Quiver (TL0)	55	3 lb
20	Arrow (TL0)	40	2 lb
1	Jewelry (TL3)	120	-
1	Leather Armor Suit (TL1) <small>Location: full suit</small>	340	19.5 lb
1	Longbow (ST 12; TL0)	200	3 lb
1	Rapier (TL4; Cheap Quality)	200	2.75 lb



Name: Robyn of the Meadows
 Race: Human
 Appearance: Country kid looking for wealth in the big city

Player:
 Ht: 5'6"

Wt: 130lbs Age:

Spent: 150
 Unspent: 0

CHARACTER SHEET

ST 11	[10]	HP 11	[0]	Basic Speed 6	[-5]
DX 14	[80]	Will 13	[0]	Basic Move 6	[0]
IQ 13	[60]	Per 14	[5]	BL 24 lb	(ST×ST)/5
HT 11	[10]	FP 11	[0]	Thr 1d-1	Sw 1d+1

TL 3	[0]	SM +0
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Vision 14	Taste/Smell 14	Broad Jump 3 yd
Hearing 14	Fright Check 13	
Touch 14	High Jump 2.17 ft	

HP 3, 0, -11, -22, -33, -44, -55 FP 3, 0, -11

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	9	8	7	6	5

PARRY	PARRY	BLOCK	DODGE	DR
10	10	8	9	0
Knife	DX	DX	None	Torso

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	
* Cond. +1 from 'Merchant' when buying or selling	

LANGUAGES			
Name	Spoken	Written	Pts
Lantrai (Native)	Native	Illiterate	[-3]

ADVANTAGES	
Name	Pts
Night Vision 9	[9]

DISADVANTAGES	
Name	Pts
Greed (12 or less)	[-15]
Phobia (Entomophobia: Insects; 12 or less)	[-10]
Wealth (Struggling)	[-10]

QUIRKS	
Name	Pts
Claims to be part elf	[-1]
Dislikes Authority	[-1]
Dislikes city but finds it fascinating	[-1]
Likes cats	[-1]
Loves gems and jewels	[-1]

SKILLS			
Name	Level	Relative	Pts
Acrobatics	13	DX-1	[2]
Fast-Talk	13	IQ+0	[2]
Knife	16	DX+2	[4]
Parry: 10			
Lockpicking/TL3	13	IQ+0	[2]
Merchant	13	IQ+0	[2]
Pickpocket	13	DX-1	[2]
Shortsword	13	DX-1	[1]
Parry: 9			
Stealth	15	DX+1	[4]
Streetwise	14	IQ+1	[4]
Thrown Weapon (Knife)	14	DX+0	[1]



POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		[160]
Advantages, Perks		[6]
Disadvantages, Quirks		[-40]
Skills, Techniques		[24]
Total Points Spent:		150
Unspent Points:		0

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	14	–	1d-2 cr	C	–	–	
Dagger	16	10	1d-2 imp	C	5	4	[1]
Kick	12	–	1d-1 cr	C,1	–	–	
Large Knife: Swing	16	10	1d-1 cut	C,1	6	4	
Large Knife: Thrust	16	10	1d-1 imp	C	6	4	[1]
Punch	14	10	1d-2 cr	C	–	–	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Dagger	14	1d-2 imp	–	6 yd / 11 yd	1	T(1)	5	-1	–	4	
Large Knife	14	1d-1 imp	–	9 yd / 17 yd	1	T(1)	6	-2	–	4	

EQUIPMENT			
Qty	Item	Cost	Weight
60	Copper Farthing (TL0)	60	1.2 lb
2	Dagger (TL1)	40	8 oz
1	Jeweled Rings (TL3)	200	–
1	Large Knife (TL0)	40	1 lb
3	Ordinary Clothes (TL0)	120	6 lb
1	Shoes (TL1)	40	2 lb

Location: feet



Name: Sir Rodric
 Race: Human
 Appearance: Handsome and fairly wealthy, the perfect picture of a Knight.

Player: Ht: 6'0" Wt: 170 Age: Spent: 150
 Unspent: 0

CHARACTER SHEET

ST 12 [20]	HP 12 [0]	Basic Speed 6 [0]
DX 12 [40]	Will 11 [0]	Basic Move 6 [0]
IQ 11 [20]	Per 11 [0]	BL 29 lb (ST×ST)/5
HT 12 [20]	FP 12 [0]	Thr 1d-1 Sw 1d+2

TL 3 [0]	SM +0
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Vision 11	Taste/Smell 11	Broad Jump 3 yd
Hearing 11	Fright Check 13*	
Touch 11	High Jump 2.17 ft	

* +2 from 'Combat Reflexes'

HP 3, 0, -12, -24, -36, -48, -60 FP 3, 0, -12

ENCUMBRANCE TABLE					
Name	None	Light	Med	« Hvy »	X-Hvy
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	10	9	8	7	6

PARRY	PARRY	BLOCK	DODGE	DR
10*	10*	11*	7/10*	6*
Brawling	DX	Shield (Shield)	Hvy	Torso

* +1 from 'Combat Reflexes'

REACTION MODIFIERS	
Appearance: +2* / +4†	
* Unappealing: +2 from 'Appearance'	
† Appealing: +4 from 'Appearance'	
Status: +2‡	
‡ +2 from 'Status'	
Other: +0§	
§ Cond. +1 from 'Honesty' when honesty becomes known, Cond. +3 from 'Honesty' when a question of honor or trust is involved	

TEMPLATES AND META-TRAITS	
Name	Pts
Heroic Knight (Basic Set)	[0]

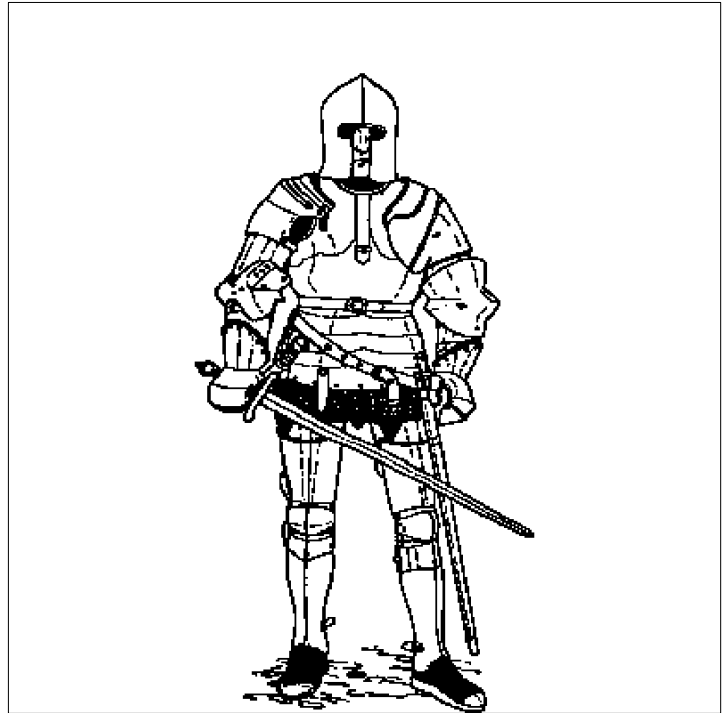
ADVANTAGES	
Name	Pts
Appearance (Handsome)	[12]
Combat Reflexes	[15]
Status 2*	[5]
Wealth (Very Wealthy)	[30]

* +1 from 'Wealth'

DISADVANTAGES	
Name	Pts
Code of Honor -3 (Chivalry)	[-15]
Duty (Liege lord; 9 or less (fairly often))	[-5]
Honesty (6 or less)	[-20]
Vow (Never refuse a request for aid; Great)	[-15]

QUIRKS	
Name	Pts
Alcohol Intolerance	[-1]
Chauvinistic	[-1]
Habit (Pipe Smoking)	[-1]
Humble	[-1]
Incompetence (Fast-Talk)	[-1]

SKILLS			
Name	Level	Relative	Pts
Animal Handling	11	IQ+0	[2]
Armoury/TL3 (Melee Weapons)	11	IQ+0	[2]



SKILLS (continued)			
Name	Level	Relative	Pts
Axe/Mace	12	DX+0	[2]
Parry: 10			
Bow	12	DX+0	[2]
Brawling	12	DX+0	[1]
Parry: 10			
Broadsword	14	DX+2	[8]
Parry: 11			
Carousing	12	HT+0	[1]
Climbing	11	DX-1	[1]
First Aid/TL3	11	IQ+0	[1]
Heraldry	10	IQ-1	[1]
Intimidation	11	IQ+0	[2]
Lance	13	DX+1	[4]
Leadership	11	IQ+0	[2]
Riding (Horse)	13*	DX+1	[4]
Savoir-Faire	11	IQ+0	[1]
Shield (Shield)	14	DX+2	[4]
Block: 11			
Survival (Desert)	11	IQ+0	[2]
Swimming	12	HT+0	[1]
Tactics	11	IQ+0	[4]
Thrown Weapon (Axe/Mace)	12	DX+0	[1]
Two-Handed Sword	12	DX+0	[2]
Parry: 10			

* Cond. +1 from 'Spurs' when controlling animal, Cond. +1 from 'Stirrups' when controlling animal, Cond. +1 from 'War Saddle' when rolling to stay seated

POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	[100]
Advantages, Perks	[62]
Disadvantages, Quirks	[-60]
Skills, Techniques	[48]
Total Points Spent:	150
Unspent Points:	0

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	12	10	1d-2 cr	C	-	-	
Brawling: Bite	12	-	1d-2 cr	C	-	-	
Brawling: Kick	10	-	1d-1 cr	C,1	-	-	
Brawling: Kick w/Boots	10	-	1d cr	C,1	-	-	
Brawling: Punch w/Gauntlets	12	10	1d-1 cr	C	-	-	
Hatchet	12	10	1d+2 cut	1	8	4	[1]
Lance	13	-	1d+3 imp	4	12	4	[9]
Large Shield	14	-	1d-1 cr	1	-	4	[2,4]
Mace	12	10U	2d+1 cr	1	12	4	[1]
Thrusting Broadsword: Swing	14	11	2d cut	1	10	4	
Thrusting Broadsword: Thrust	14	11	1d+2 imp	1	10	4	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Hatchet	12	1d+2 cut	1	18 yd / 30 yd	1	T(1)	8	-2	-	4	
Longbow	12	1d+1 imp	3	180 yd / 240 yd	1	1(2)	11†	-8	-	4	[3]
Mace	12	2d+1 cut	1	6 yd / 12 yd	1	T(1)	12	-4	-	4	

EQUIPMENT			
Qty	Item	Cost	Weight
1	Backpack, Frame (TL1)	6100	66.07 lb
1	Hatchet (TL0)	40	2 lb
2	Ordinary Clothes (Status +2; TL0)	1200	4 lb
2	Personal Basics (TL0)	10	2 lb
1	Purse (TL0)	4400	2.82 lb
50	Copper Farthing (TL0)	50	1 lb
15	Gold Mark (TL0)	3000	7.68 oz
335	Silver Penny (TL0)	1340	1.34 lb
1	Purse (TL0)	160	3 lb
150	Copper Farthing (TL0)	150	3 lb
3	Rope, 3/4" (per 10 yards; TL1)	75	15 lb
1	Sleeping Bag (TL6)	25	7 lb
1	Tent, 2-Man (TL0)	80	12 lb
1	Wineskin (TL0)	10	8.25 lb
1	Water (per gallon; TL0)	0	8 lb
1	Cloth Armor Suit (TL1) <small>Location: full suit</small>	150	12 lb
1	Heavy Warhorse (War-Trained)	6455	111 lb
1	Bit & Bridle (TL1)	35	3 lb
1	Horse Mail Face Mask (TL2) <small>Location: face</small>	60	7 lb
1	Horse Mail Full Barding (TL3) <small>Location: torso, groin</small>	670	59 lb
1	Horse Mail Head/Neck (TL2) <small>Location: neck, skull</small>	100	15 lb
1	Horse Mail Partial Barding (TL2) <small>Location: torso</small>	440	20 lb
1	Horseshoes (TL3)	50	4 lb
1	Saddlebags (TL1)	100	3 lb
1	Hip Quiver (TL0)	55	3 lb
20	Arrow (TL0)	40	2 lb
1	Lance (TL2)	60	6 lb
1	Large Shield (TL1)	90	25 lb
1	Longbow (TL0)	200	3 lb
1	Mace (TL2)	50	5 lb
1	Plate Suit (TL3) <small>Location: full suit</small>	4040	89.5 lb
1	Spurs (TL2)	25	-
1	Stirrups (TL3)	125	20 lb
1	Thrusting Broadsword (TL2; Fine Quality)	2400	3 lb
1	War Saddle (TL3)	250	35 lb

LOAD-OUTS			
Qty	« Combat Kit »	Cost	Weight
1	Large Shield (TL1)	90	25 lb
1	Mace (TL2)	50	5 lb
1	Plate Suit (TL3) <small>Location: full suit</small>	4040	89.5 lb
1	Thrusting Broadsword (TL2)	2400	3 lb
Totals:		6580	122.5 lb
Qty	Light Combat Kit	Cost	Weight
1	Cloth Armor Suit (TL1) <small>Location: full suit</small>	150	12 lb
1	Hip Quiver (TL0)	55	3 lb

LOAD-OUTS (continued)			
Qty	Light Combat Kit	Cost	Weight
1	Hip Quiver (TL0)	55	3 lb
20	Arrow (TL0)	40	2 lb
1	Large Shield (TL1)	90	25 lb
1	Longbow (TL0)	200	3 lb
1	Mace (TL2)	50	5 lb
1	Thrusting Broadsword (TL2)	2400	3 lb
Totals:		2945	51 lb
Qty	Light Travel	Cost	Weight
1	Backpack, Frame (TL1)	6100	66.07 lb
1	Hatchet (TL0)	40	2 lb
2	Ordinary Clothes (Status +2; TL0)	1200	4 lb
2	Personal Basics (TL0)	10	2 lb
1	Purse (TL0)	4400	2.82 lb
50	Copper Farthing (TL0)	50	1 lb
15	Gold Mark (TL0)	3000	7.68 oz
335	Silver Penny (TL0)	1340	1.34 lb
1	Purse (TL0)	160	3 lb
150	Copper Farthing (TL0)	150	3 lb
3	Rope, 3/4" (per 10 yards; TL1)	75	15 lb
1	Sleeping Bag (TL6)	25	7 lb
1	Tent, 2-Man (TL0)	80	12 lb
1	Wineskin (TL0)	10	8.25 lb
1	Water (per gallon; TL0)	0	8 lb
1	Cloth Armor Suit (TL1) <small>Location: full suit</small>	150	12 lb
1	Hip Quiver (TL0)	55	3 lb
20	Arrow (TL0)	40	2 lb
1	Large Shield (TL1)	90	25 lb
1	Longbow (TL0)	200	3 lb
1	Mace (TL2)	50	5 lb
1	Thrusting Broadsword (TL2)	2400	3 lb
Totals:		9045	117.07 lb

NOTES

Rodric is wealthy enough he doesn't need to work the caravan, but may be attached to it anyway as part of his Duty; or perhaps he needs to travel the same route to deliver a message for his leige. A knight of his wealth would normally have a squire, an excellent hook to bring another player along. Dai may be caught stealing by Rodric and given an opportunity to make good by serving as his squire; Corwin is looking for work and may wind up serving as a squire to learn new skills. Both Katrina and Robyn may catch his eye as talented ladies who, with a little training, could make a good Knights.