

# PERSONAL INFO

NAME: Eronð the Dane  
 AGE: 22 RACE: Northman SEX: Male HT: 5' 10" WT: 13 Stone  
 EYES: Brown SKIN: White HAIR: Blond  
 CODE: Honor, Loyalty to the king, protection of the weak  
 NOTES: Goals: Discover the threat, Defeat it and aid the king

# KARMA & FATIGUE

KARMA: 2 ( )  
1/2 LUC  
 FATIGUE: 13 ( )  
CON + PIE

# STATISTICS

STRENGTH 10  
 AGILITY 8  
 CONSTITUTION 8  
 DEXTERITY 7  
 INTELLIGENCE 7  
 WISDOM 7  
 CHARISMA 4  
 APPEARANCE 4  
 LUCK 3  
 PIETY 5  
 WILL 8

# LOCATION CHART

**VITALS**  
 DEFENSE STR + AGL 18  
 BASE FORTITUDE STR + CON + WIL 26

**ARMOR WORN**  
 AR MOD  
 Scale Armor

# SKILLS

	INT + WIS			
	STAT	APT.	RANK	TOTAL
Armor Use (Scale)	10	+5	+3	=18
Bow Use	7	5	1	13
Horsemanship	8	1	2	11
Parry Sword	7	5	3	15
Search	7	0	1	8
Sword Use	7	5	4	16

# APTITUDES

ASSIGN 6 POINTS

INTELLECT 0  
 MOVEMENT 1  
 CRAFT 0  
 FIGHTER 5  
 THIEF 0  
 PERFORMER 0

# WEAPONS

	+TO HIT	+TO DAM	# ATT	DAMAGE	CAPACITY	RANGE	NOTES	WT.
Broad Sword	4	10	2	3d10	--	Melee		2 (6s.)
Short Bow	1	10	3	2d10	20	20		3 (6s.)

# EQUIPMENT

	WT.		WT.
Scale Armor	25	Broad Sword	2
Bow with 20 Arrows	3	Courtly Clothes	5
Finder Box	.5	Two Torches	2
30 ft Rope	4	Bag of Oats	4
Bastogne, War Horse			

WEALTH:

42 Pieces of Silver

# POWERS

COST POWER STAT RANK SKILL TOTAL  
 + + =

# BACKGROUND

Born in the North, Eronð was fostered with King Charles court since the age of 12. There he learned the ways of the knight and eventually earned his spurs. He hopes to return soon to his father's kingdom in Svealand. He has little trust of the Church but understands the danger that open defiance represents.

