

[illegible]

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

Protection: 2, Load: -1, Type: Full
Quilted/Fur Armor

REPUTATIONS

SCORE	TYPE/TARGET
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EQUIPMENT

LOAD	ITEM AND NOTES
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0	Fist/Kick (Initiative: +16; Attack: +4; Defense: +6; Damage: +1; Fatigue: +6; Skill: Brawling; Space: 0; Range: Touch)
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-1	Full Quilted/Fur Armor (Soak: 4; Protection: 2)
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-1/2	Shortspear (Initiative: +13; Attack: -2; Defense: +1; Damage: +4; Fatigue: -1; Strength: -1; Skill: Single Weapon; Space: 1; Range: Reach; Cost: Inexpensive)
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-1/2	Round Shield (Initiative: -1; Attack: +1; Defense: +3; Strength: +0; Cost: Standard)
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-1	Spear (Initiative: +23; Attack: +13; Defense: +10; Damage: +7; Fatigue: +9; Strength: -1; Skill: Longshaft Weapon; Space: 3; Range: Close; Cost: Inexpensive)
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NOTES

Walk: 9+Qik+Enc =	9
Hustle: 15+Qik+Enc =	15
Sprint: 30+Qik+Ath+Enc-Wnd-Fat =	30+
Horseback: 50+Ride =	50