



Personality	SCORE
Brave	+3
Loyal	+2
Just (un-Subtle)	+2
Wise (Heavy Drinker)	-2

Reputations	SCORE

Notes

Fatigue Levels
<input type="checkbox"/> Fresh
<input type="checkbox"/> 0 2 min. Winded
<input type="checkbox"/> 0 10 min. Weary
<input type="checkbox"/> -2 30 min. Tired
<input type="checkbox"/> -4 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"/> <input type="checkbox"/> <input type="checkbox"/>	-1	Total penalties reduced
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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-3	by 1
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"/> <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: +13 = 3 (Sta) + 7 (prot) + 3 (Virtues) Full Metal Scale Armor*: protection: 7, load: 7			

Weapons	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Axe/Shield, Heater	1 + 1 - 3 = -1	1 + 6 + 4 = +11	1 + 9 + 0 = +10	1 + 6 = +7	1	
Grappling	1 + 0 - 2 = -1	1 + 4 + 0 = +5	1 + 4 + 0 = +5	1 + 0 = +1	--	Touch
Fist	1 + 0 - 3 = -2	1 + 3 + 0 = +4	1 + 3 + 0 = +4	1 + 0 = +1	--	Touch
Dodge	1 + 0 - 3 = -2	--	1 + 3 + 0 = +4	--	--	Touch
Kick	1 - 1 - 3 = -3	1 + 3 + 0 = +4	1 + 3 - 1 = +3	1 + 3 = +4	--	Touch

Equipment

Pack

Frank joined the Fengheld turb only a few years ago. He grew up in Hamburg, working the warehouses and docks of the shipping trade before joining on with an outfit that sailed barges along the Elbe River, between Hamburg and Magdeburg, occasionally even traversing as far south as Naumburg on the Saale.

His life changed of his own choosing when his outfit took on a peculiar group of passengers during a downstream. Unbeknownst to Frank at the time, the party was that of a magus of Fengheld and the grogs that accompanied him. Sensing something out of the ordinary about the man, Frank watched him intently throughout the journey. When the group departed, upon arrival at Hamburg, Frank took it upon himself to follow them.

Frank literally fought his way into the turb. After the magus and his entourage left the city of Hamburg, it was not long before they confronted there would-be pursuer. The grogs set out to capture him, that the magus might interrogate him, but Frank succeeded in besting three of them before the wizard - to his surprise - cast a spell to subdue him.

After determining that Frank posed no particular threat to him, and that he wasn't a spy for some other power, the magus deemed his brawn would be an asset to the covenant of Fengheld, and allowed Frank to accompany them for the remainder of their mission, and to return with them to the covenant.

Frank has been chosen to accompany the magi sent from Fengheld to establish the covenant of Teneo.