



Will Stratford

Abilities

Agility: 14	Warrior 1	Home: Hightown
Charisma: 9	Good	Age: 21
Endurance: 14		Height: 6'1"
Intelligence: 10		Weight: 169 lbs
*Strength: 15		Experience:
Wisdom: 11		

Reactions

Evasion: 5	Movement: 12	Defense: +1
*Fortitude: 7	Mojo: 10	Hand Attack: +1/+2
Health: 6		Thrown Attack: +0/+1
Perception: 4	Injuries:	Propelled Attack: +0
Reason: 4	Verve: 6	Survival: 6
Willpower: 4		

Skills

Fighting Art +1
unarmed combat, weapon fluency, long sword, bow

Native Culture +2
Anglish, caravan etiquette

Specialty

Weapon Specialist: May specialize in slashing, thrusting, bludgeoning, bows, crossbows, or thrown/slung missile weapons, as a field; weapons within a field are a skill. The character's field bonus is added to their attack. Total field bonus cannot exceed level.





Equipment



Carry: 11



1. 7 shillings 7.
2. banded leather (+3) 8.
3. shield (+1) 9.
4. long sword (d8) 10.
5. bow (d6) 11.
6. quiver and 20 arrows



Archetypal Abilities



Combat Bonus Use	Cost
+1 damage	1
+1 defense	1
+1 throw off surprise	1
+3 combat movement	1
+1 quickdraw	1
(Max bonus is 2 at 1st level.)	



Background



Will's father is the owner of a security company, and Will works as a guard with his father on the leather road, guiding caravans from Crosspoint, across the mountains, and to Black Stag.



"Even though my father wants me to carry on the family business, I will explore the ruins because it is more interesting than security duty."

