

# Macdeath

Name MACDUFF Player \_\_\_\_\_ Point Total 180

Ht 6'3" Wt 240 Size Modifier 0 Age 42 Unspent Pts -

Appearance Emotional Thane of Fife - loyal to king and country

ST	13	[ 30 ]	HP	13	[ 0 ]	MOVE
DX	12	[ 40 ]	Will	11	[ 0 ]	
IQ	11	[ 20 ]	Per	11	[ 0 ]	DR
HT	12	[ 20 ]	FP	12	[ 0 ]	



## Reaction Modifiers

Appearance

Status +4

Reputation +2 from Born Soldier (Soldiers)

+2 for Sense of Duty (in danger, Scottish folk)

+1 from Fashion Sense (when appropriate)

## Encumbrance

None (0) = BL 34  
 Light (1) = 2 × BL 68  
 Medium (2) = 3 × BL 102  
 Heavy (3) = 6 × BL 204  
 X-Heavy (4) = 10 × BL 340

## Active Defences

Dodge	Parry	Block
9	10	-

## Advantages & Perks

Born Soldier 2	[ 10 ]
Combat Reflexes (+3 to Fright Checks, rarely surprised)	[ 15 ]
Fashion Sense	[ 5 ]
Fit (+1 to all HT rolls)	[ 5 ]
Status +4 (Thane)	[ 15 ]
Wealth (Wealthy)	[ 20 ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]

## Disadvantages & Quirks

Code of Honor (Soldier's)	[ -10 ]
Guilt Complex	[ -5 ]
Impulsiveness	[ -10 ]
Sense of Duty (His wife and seven children)	[ -5 ]
Sense of Duty (Scotland)	[ -10 ]
	[ ]
	[ ]
	[ ]
Angers easily	[ -1 ]
Loves a good drinking song	[ -1 ]
Loves to jest	[ -1 ]
Proud of his wife's sewing skills	[ -1 ]
Suspicious of folks not already his friend	[ -1 ]
	[ ]

## Skills


Name	Level
Area Knowledge (Scotland)	12 [ 2 ]
Broadsword	13 [ 4 ]
Carousing	12 [ 1 ]
Climbing	12 [ 2 ]
Current Affairs (People)	12 [ 2 ]
Heraldry	10 [ 1 ]
Intimidation	11 [ 2 ]
Knife	12 [ 1 ]
Leadership (includes +2 from Born Soldier)	14 [ 4 ]
Navigation (Land)	11 [ 2 ]
Politics	11 [ 2 ]
Riding (Equines)	12 [ 2 ]
Savoir-Faire (High Society)	11 [ 1 ]
Seamanship	11 [ 1 ]
Shield	12 [ 1 ]
Singing	12 [ 1 ]
Soldier (includes +2 from Born Soldier)	13 [ 2 ]
Spear	11 [ 1 ]
Strategy (Land)	10 [ 2 ]
Survival (Mountains)	10 [ 1 ]
Tactics (includes +2 from Born Soldier)	12 [ 2 ]
Two-handed Sword	14 [ 8 ]
	[ ]
	[ ]
	[ ]
	[ ]



Macdeath

Hand Weapons				
Weapon	Damage	Reach	Parry	Notes
Punch	1d-1 cr	C	10	Skill 12
Dagger	1d-1 imp	C	9	Skill 12
Fine Claymore	2d+3 cut	1,2	13	Skill 14
	1d+4 imp			

[illegible]

Speed/Range Table			Hit Locations		Possessions		Cost		Weight	
For complete table, see p. 550.			Modifier	Location	Item	Location				
Speed/Range Modifier	Linear Measurement (range/speed)		0	Torso	Heavy mail (DR 5, 3 vs. crush)	Body, Arms, Head	\$2200		33 lbs.	
			-2	Arm/Leg	Leather leggings (DR 2)	Legs	\$70		5 lbs.	
			-3	Groin	Boots	Feet	\$80		2 lbs.	
			-4	Hand	Small pack with basics		\$65		3 lbs.	
Close	0-5 yds	0*	-5	Face						
			-7	Skull						
Short	6-20 yds	-3	<i>Imp</i> or <i>Pi</i> attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)							
Medium	21-100 yds	-7								
Long	101-500 yds	-11								
Extreme	501+ yds	-15								
* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon			<b>Coins</b> \$100 							

[illegible]



# Macdeath

Name ROSS Player \_\_\_\_\_ Point Total 150

Ht 5'11" Wt 165 Size Modifier 0 Age 28 Unspent Pts -

Appearance A thane known for his cunning tactics and clever wits

ST	12	[ 20 ]	HP	12	[ 0 ]	MOVE 3
DX	11	[ 20 ]	Will	12	[ 0 ]	
IQ	12	[ 40 ]	Per	12	[ 0 ]	DR 4 (plate)
HT	11	[ 10 ]	FP	11	[ 0 ]	



BASIC LIFT (ST × ST)/5 29 lbs. DAMAGE Thr 1d-1 Sw 1d+2

BASIC SPEED 5.5 [ 0 ] BASIC MOVE 5 [ 0 ]

Encumbrance	
None (0) = BL	<u>29</u>
Light (1) = 2 × BL	<u>58</u>
Medium (2) = 3 × BL	<u>87</u>
Heavy (3) = 6 × BL	<u>174</u>
X-Heavy (4) = 10 × BL	<u>290</u>

## Active Defences

Dodge	Parry	Block
8	11	11
(w/ Shield)	(Sword+Shield)	(w/ Shield)

## Reaction Modifiers

Appearance +1
Status +4
Reputation +2 from Born Tactician (Soldiers)

## Advantages & Perks

Appearance (Attractive)	[ 4 ]
Born Tactician I	[ 10 ]
Fit (+1 to all HT rolls)	[ 5 ]
Status +4 (Thane)	[ 15 ]
Wealth (Wealthy)	[ 20 ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]

## Disadvantages & Quirks


Curious	[ -10 ]
Insomniac (Mild)	[ -10 ]
Miserliness	[ -10 ]
Sense of Duty (Province of Ross)	[ -10 ]
	[ ]
	[ ]
	[ ]
Careful	[ -1 ]
Enjoys telling big stories	[ -1 ]
Holds grudges	[ -1 ]
Noticeable facial scar	[ -1 ]
Soft spot for farmers	[ -1 ]
	[ ]

## Skills

Name	Level
Acting	13 [ 4 ]
Administration	12 [ 2 ]
Animal Handling (Equines)	11 [ 1 ]
Area Knowledge (Scotland)	12 [ 1 ]
Axe/Mace	11 [ 2 ]
Brawling	12 [ 2 ]
Broadsword	12 [ 4 ]
Connoisseur (Ale & Spirits)	11 [ 1 ]
Crossbow	13 [ 4 ]
Current Affairs (Politics)	12 [ 1 ]
Farming	11 [ 1 ]
Fast-Talk	12 [ 2 ]
First Aid	12 [ 1 ]
Heraldry	11 [ 1 ]
Knife	12 [ 2 ]
Leadership (includes +1 from Born Tactician)	12 [ 1 ]
Observation	11 [ 1 ]
Occultism	11 [ 1 ]
Poisons	10 [ 1 ]
Public Speaking (Storytelling)	12 [ 1 ]
Riding (Equines)	10 [ 1 ]
Scrounging	13 [ 2 ]
Search	12 [ 2 ]
Shield	12 [ 2 ]
Tactics (includes +1 from Born Tactician)	13 [ 4 ]
Thrown Weapon (Knife)	11 [ 1 ]



Hand Weapons					Cost	Weight
Weapon	Damage	Reach	Parry	Notes		
Punch	1d-2 cr	C	9	Skill 12	-	-
Fine Dagger	1d-1 imp	C	8	Skill 12	\$80	-
Broadsword	1d+3 cyt	I	9	Skill 12	\$600	3 lbs.
	1d+1 imp					

Speed/Range Table			Hit Locations		Possessions			
For complete table, see p. 550.			Modifier	Location	Item	Location	Cost	Weight
Speed/Range Modifier	Linear Measurement (range/speed)		0	Torso	Segmented plate (DR 4)	Torso, Arms	\$1350	36 lbs.
			-2	Arm/Leg	Leather leggings (DR 2)	Legs	\$70	5 lbs.
			-3	Groin	Fine mail coif (DR 4, 2 vs. cr)	Head	\$270	5 lbs.
			-4	Hand	Boots	Feet	\$80	2 lbs.
			-5	Face	Small pack with basics		\$65	3 lbs.
			-7	Skull	Medium heavy shield (DB+2)		\$60	14 lbs.
Close	0-5 yds	0*	<i>Imp</i> or <i>Pi</i> attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)					
Short	6-20 yds	-3						
Medium	21-100 yds	-7						
Long	101-500 yds	-11	<b>Coins</b> <b>\$100</b> 					
Extreme	501+ yds	-15						
* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon								

[illegible]

\$ 3525      78 Lbs.



# Macdeath

Name MURIOL Player \_\_\_\_\_ Point Total 150  
 Ht 5'4" Wt 125 Size Modifier 0 Age 19 Unspent Pts -  
 Appearance Acclaimed hunter, daughter to the Thane of Angus

ST	11	[ 10 ]	HP	12	[ 2 ]	MOVE 4
DX	12	[ 40 ]	Will	12	[ 0 ]	
IQ	12	[ 40 ]	Per	12	[ 0 ]	DR 5/3 (mail)
HT	11	[ 10 ]	FP	11	[ 0 ]	



BASIC LIFT (ST×ST)/5 24 lbs. DAMAGE Thr 1d-1 Sw 1d+1  
 BASIC SPEED 6.0 [ 5 ] BASIC MOVE 6 [ 0 ]

Encumbrance	
None (0) = BL	<u>24</u>
Light (1) = 2 × BL	<u>48</u>
Medium (2) = 3 × BL	<u>72</u>
Heavy (3) = 6 × BL	<u>144</u>
X-Heavy (4) = 10 × BL	<u>240</u>

Active Defences		
Dodge	Parry	Block
7	9 (Sword)	-

Reaction Modifiers	
Appearance +1	
Status +3	
Reputation -1 (from Social Stigma)	
+2/-2 from Overconfident (young vs. veteran)	
-1 from Stubbornness (when known)	

Advantages & Perks	
Acute Vision +3	[ 6 ]
Ambidexterity	[ 5 ]
Appearance (Attractive)	[ 4 ]
Fit (+1 to all HT rolls)	[ 5 ]
Status +3 (Thane's Daughter)	[ 15 ]
Weapon Bond (Her grandmother's bow)	[ 1 ]

Disadvantages & Quirks	
Lecherousness	[ -15 ]
Obsession (Hunting)	[ -5 ]
Overconfidence	[ -5 ]
Social Stigma (Woman in Medieval Scotland)	[ -5 ]
Stubbornness	[ -5 ]
Dislikes the idea of marrying a thane	[ -1 ]
Dreams of hunting with the king	[ -1 ]
Kind to servants	[ -1 ]
Nervous around horses (was kicked once)	[ -1 ]
Patient	[ -1 ]

Skills	
Name	Level
Area Knowledge (Birnam Woods)	12 [ 1 ]
Armoury (Missile Weapons)	11 [ 1 ]
Bow (add +1 with her grandmother's bow)	14 [ 8 ]
Broadsword	13 [ 4 ]
Camouflage	13 [ 2 ]
Climbing	13 [ 4 ]
Cooking	11 [ 1 ]
Current Affairs (Politics)	12 [ 1 ]
Dancing	11 [ 1 ]
Fast-Draw (Arrow)	13 [ 2 ]
Fast-Draw (Knife)	12 [ 1 ]
First Aid	12 [ 1 ]
Fishing	12 [ 1 ]
Hiking	11 [ 2 ]
History (Scotland)	10 [ 1 ]
Knife	13 [ 2 ]
Riding (Equines)	11 [ 1 ]
Sex Appeal (includes +1 from Appearance)	12 [ 2 ]
Stealth	13 [ 4 ]
Survival (Mountains)	12 [ 2 ]
Theology (Catholicism)	10 [ 1 ]
Tracking (add +3 when vision a factor)	13 [ 4 ]



Hand Weapons					Cost	Weight
Weapon	Damage	Reach	Parry	Notes		
Punch	1d-2 cr	C	9	Skill 12	-	-
Fine small knife (2x)	1d-1 cut	C.I	8	Skill 13	\$240	1 lb.
	1d-1 imp	C		Skill 13		
Broadsword	1d+2 cut	I	9	Skill 13	\$600	3 lbs.
	1d+1 imp					

[illegible]

Speed/ Range Modifier	Linear Measurement (range/speed)
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Close	0-5 yds	0*
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Short	6-20 yds	-3
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Medium	21-100 yds	-7
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Long 101-500 yds -11

Extreme	501+ yds	-15
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Modifier	Location
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0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Item	Location
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Layered leather (DR 2*)	Body.Arms
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Cloth leggings (DR 1*)	Legs
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Boots	Feet
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
17	17
18	18
19	19
20	20
21	21
22	22
23	23
24	24
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80	80
81	81
82	82
83	83
84	84
85	85
86	86
87	87
88	88
89	89
90	90
91	91
92	92
93	93
94	94
95	95
96	96
97	97
98	98
99	99
100	100

Small pack with basics

Light leather gloves Hands

Cloth cap (DR I*)	Head
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Padded cloth neck wrapping (DR I)	Neck
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6



# Macdeath

Name ANGUS Player \_\_\_\_\_ Point Total 150  
 Ht 6'8" Wt 260 Size Modifier 1 Age 58 Unspent Pts -  
 Appearance The great bear of a thane, fearless but aging

ST	16	[ 54 ]	HP	16	[ 0 ]	MOVE
DX	11	[ 20 ]	Will	10	[ 5 ]	
IQ	9	[ -20 ]	Per	9	[ 0 ]	DR
HT	13	[ 30 ]	FP	13	[ 0 ]	

5/3 (mail)



BASIC LIFT (ST×ST)/5 51 lbs. DAMAGE Thr 1d+1 Sw 2d+2  
 BASIC SPEED 7.0 [ 0 ] BASIC MOVE 6 [ 0 ]

Encumbrance	
None (0) = BL	51
Light (1) = 2 × BL	102
Medium (2) = 3 × BL	153
Heavy (3) = 6 × BL	306
X-Heavy (4) = 10 × BL	510

Active Defences		
Dodge	Parry	Block
8	90	-
	(Pollaxe)	

Reaction Modifiers	
Appearance	
Status +4	
Reputation +1	
+1 or -1 from Compulsive Carousing	
+1 from Compulsive Generosity	

Advantages & Perks	
Acute Hearing +2	[ 4 ]
Fearlessness +1	[ 2 ]
Hard to Kill +1 (+1 on HT rolls to avoid death)	[ 2 ]
High Pain Threshold	[ 10 ]
Reputation +1 ("Unstoppable Angus")	[ 5 ]
Status +4 (Thane)	[ 15 ]
Wealth (Wealthy)	[ 20 ]
Grip Mastery (Pollaxe)	[ 1 ]

Disadvantages & Quirks	
Chronic Pain (Mild, 9 or less, 2 hours, -2 to DX and IQ)	[ -5 ]
Compulsive Carousing	[ -5 ]
Compulsive Generosity	[ -5 ]
Dependent (Daughter Muriol, 9 or less)	[ -2 ]
Gigantism	[ 0 ]
Boisterous and loud	[ -1 ]
Can talk about weapons all day long	[ -1 ]
Desperate to marry his daughter off to nobility	[ -1 ]
Hates the freezing cold... too old for it	[ -1 ]
Loves hunting boar (but has never gotten one)	[ -1 ]

Skills	
Name	Level
Area Knowledge (Scotland)	9 [ 1 ]
Axe/Mace	10 [ 1 ]
Brawling	12 [ 2 ]
Broadsword	11 [ 2 ]
Carousing	13 [ 1 ]
Climbing	10 [ 1 ]
Current Affairs (Scotland)	9 [ 1 ]
Diplomacy	8 [ 2 ]
Forced Entry	12 [ 2 ]
Intimidation (includes +1 from Reputation)	10 [ 1 ]
Navigation (Land)	8 [ 1 ]
Polearm	12 [ 2 ]
Riding (Equines)	10 [ 1 ]
Scrounging	11 [ 4 ]
Soldier	8 [ 1 ]
Swimming	13 [ 1 ]



# Macdeath

## Hand Weapons

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d cr	C	9	Skill 12	-	-
Pollaxe*	2d+6 cut	1,2	9U	Skill 12	\$20	-
	2d+5 imp	1,2	9U		\$120	10 lbs.
	1d+4 imp	1,2	9			
Broadsword	2d+3 cut	1	8	Skill 11	\$600	3 lbs.
	1d+3 imp					

## Ranged Weapons

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Notes	Cost	Weight

## Speed/Range Table

For complete table, see p. 550.

Speed/Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

\* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon

## Hit Locations

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or Pi attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

## Coins

\$100



## Possessions

Item	Location	Cost	Weight
Heavy mail (DR 5, 3 vs. crush)	Body, Arms, Head	\$2200	33 lbs.
Leather leggings (DR 2)	Legs	\$70	5 lbs.
Boots	Feet	\$80	2 lbs.
Small pack with basics		\$65	3 lbs.

## Character Notes

\* May target chinks in armor at -6 to hit, halving DR  
 You may instantly switch to a defensive grip, which adds +1 to Parry, but -2 damage on swings, and -2 to hit with wild swings.

Totals:

\$ 3155

56 Lbs.



# Macdeath

Name LENNOX Player \_\_\_\_\_ Point Total 150  
Ht 6'0" Wt 175 Size Modifier 0 Age 25 Unspent Pts -  
Appearance The new thane of Lennox, friendly, headstrong, and athletic

ST	11	[ 10 ]	HP	11	[ 0 ]	MOVE 4
DX	13	[ 60 ]	Will	11	[ 0 ]	
IQ	11	[ 20 ]	Per	11	[ 0 ]	DR 4/2 (mail)
HT	11	[ 10 ]	FP	11	[ 0 ]	



BASIC LIFT (ST × ST)/5 24 lbs. DAMAGE Thr 1d-1 Sw 1d+1  
BASIC SPEED 6.0 [ 0 ] BASIC MOVE 6 [ 0 ]

Encumbrance	
None (0) = BL	<u>24</u>
Light (1) = 2 × BL	<u>48</u>
Medium (2) = 3 × BL	<u>72</u>
Heavy (3) = 6 × BL	<u>144</u>
X-Heavy (4) = 10 × BL	<u>240</u>

Active Defences		
Dodge	Parry	Block
8	11u (Longaxe)	-

Reaction Modifiers	
Appearance +1	
Status +4	
Reputation +1	
+1 or -1 from Compulsive Carousing	
+1 from Compulsive Generosity	

Advantages & Perks	
Appearance (Attractive)	[ 4 ]
Combat Reflexes	[ 15 ]
Fit (+1 to all HT rolls)	[ 2 ]
Status +4 (Thane)	[ 15 ]
Wealth (Wealthy)	[ 20 ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]

Disadvantages & Quirks	
Charitable	[ -15 ]
Dyslexia	[ -10 ]
Impulsiveness	[ -10 ]
Phobia (Witchcraft)	[ -5 ]
Sense of Duty (Fellow Thanes)	[ -5 ]
	[ ]
	[ ]
	[ ]
Believes his father was poisoned by a witch	[ -1 ]
Boasts that he is a distant cousin to King Duncan	[ -1 ]
Freely spends his coin	[ -1 ]
Gets lost easily	[ -1 ]
Lets his wife make all the big decisions	[ -1 ]
	[ ]

Skills	
Name	Level
Axe/Mace	14 [ 3 ]
Bow	13 [ 2 ]
Brawling	14 [ 2 ]
Broadsword	12 [ 1 ]
Carousing	12 [ 2 ]
Climbing	13 [ 2 ]
Diplomacy	10 [ 2 ]
Escape	12 [ 2 ]
First Aid	12 [ 2 ]
Leadership	10 [ 1 ]
Politics	10 [ 1 ]
Riding (Equines)	13 [ 2 ]
Sex Appeal (includes +1 from Appearance)	12 [ 2 ]
Shield	13 [ 1 ]
Stealth	13 [ 2 ]
Strategy (Land)	10 [ 2 ]
Survival (Mountains)	10 [ 1 ]
Swimming	11 [ 1 ]
Thrown Weapon (Axe)	14 [ 2 ]
Two-handed Axe/Mace	15 [ 8 ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]



## 10



# Macdeath

Name SISTER ALYTH Player \_\_\_\_\_ Point Total 150

Ht 5'5" Wt 130 Size Modifier 0 Age 23 Unspent Pts -

Appearance Fearless and outspoken nun, daughter of Banquo, Thane of Lochaber

ST	11	[ 10 ]	HP	11	[ 0 ]	MOVE
DX	11	[ 20 ]	Will	13	[ 0 ]	
IQ	13	[ 60 ]	Per	12	[ -5 ]	DR
HT	12	[ 20 ]	FP	12	[ 0 ]	



BASIC LIFT (ST×ST)/5 24 lbs. DAMAGE Thr 1d-1 Sw 1d+1

BASIC SPEED 5.75 [ 0 ] BASIC MOVE 5 [ 0 ]

Encumbrance	
None (0) = BL	<u>24</u>
Light (1) = 2 × BL	<u>48</u>
Medium (2) = 3 × BL	<u>72</u>
Heavy (3) = 6 × BL	<u>144</u>
X-Heavy (4) = 10 × BL	<u>240</u>

## Active Defences

Dodge	Parry	Block
9	11 (Staff)	

## Reaction Modifiers

Appearance	
Status	
Reputation	-1 from Social Stigma
	-1 from Low Pain Threshold (macho folks)

## Advantages & Perks

Fearlessness +2	[ 4 ]
Patron (Banquo, Thane of Lochaber)	[ 20 ]
Serendipity I	[ 15 ]
	[ ]
Latin (Written, Literate)	[ 2 ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]

## Disadvantages & Quirks

Discipline of Faith (Monasticism)	[ -10 ]
Low Pain Threshold	[ -10 ]
Pacifism (Cannot Harm Innocents)	[ -10 ]
Social Stigma (Woman in Medieval Scotland)	[ -5 ]
	[ ]
	[ ]
	[ ]
	[ ]
Always memorizing songs	[ -1 ]
Believes it's her destiny to die a martyr	[ -1 ]
Enjoys maintaining the abbey's gardens	[ -1 ]
Sincere	[ -1 ]
Will always tend to the wounded	[ -1 ]
	[ ]

## Skills

Name	Level
Animal Handling (Equines)	12 [ 2 ]
Area Knowledge (Lochaber)	13 [ 1 ]
Carpentry	14 [ 4 ]
Current Affairs (People)	14 [ 2 ]
Diplomacy	13 [ 4 ]
Disguise	12 [ 1 ]
First Aid	14 [ 2 ]
Gardening	13 [ 1 ]
Housekeeping	13 [ 1 ]
Interrogation	13 [ 2 ]
Intimidation	13 [ 2 ]
Musical Instrument (Harp)	12 [ 2 ]
Naturalist	11 [ 1 ]
Occultism	12 [ 1 ]
Religious Ritual (Catholic)	12 [ 2 ]
Research	11 [ 1 ]
Savoir-Faire (High Society)	13 [ 1 ]
Shadowing	13 [ 2 ]
Singing	13 [ 2 ]
Staff	12 [ 4 ]
Stealth	11 [ 2 ]
Theology (Catholicism)	13 [ 4 ]
Veterinary	11 [ 1 ]
	[ ]
	[ ]
	[ ]



Hand Weapons					Cost	Weight
Weapon	Damage	Reach	Parry	Notes		
Punch	1d-2 cr	C	8	Skill II	-	-
Quarterstaff	1d+3 cr	1,2	11	Skill 12	\$10	4 lbs.

Speed/Range Table

For complete table, see p. 550.

Speed/Range Modifier

Linear Measurement (range/speed)

Close

0-5 yds

0\*

Short

6-20 yds

-3

Medium

21-100 yds

-7

Long

101-500 yds

-11

Extreme

501+ yds

-15

\* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon

Hit Locations

Modifier

Location

0

Torso

-2

Arm/Leg

-3

Groin

-4

Hand

-5

Face


-7

Skull

Imp or Pi attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

Coins

\$100



Possessions

Item

Location

Winter clothes (DR 1 vs cr)

Body, Arms

Shoes

Feet

Silver cross necklace

Neck

Small pouch with basics

<

[illegible]

\$ 270                      14 Lbs.



# Macdeath

Name CAITHNESS Player \_\_\_\_\_ Point Total 140  
Ht 5'9" Wt 150 Size Modifier 0 Age 17 Unspent Pts -  
Appearance The youngest thane in Scotland, haunted by his dead father

ST	12	[ 20 ]	HP	12	[ 0 ]	MOVE 3
DX	12	[ 40 ]	Will	10	[ 0 ]	
IQ	10	[ 20 ]	Per	11	[ 5 ]	DR 5/4 (mail and plate)
HT	11	[ 10 ]	FP	11	[ 0 ]	



BASIC LIFT (ST×ST)/5 29 lbs. DAMAGE Thr 1d-1 Sw 1d+2  
BASIC SPEED 5.75 [ 0 ] BASIC MOVE 5 [ 0 ]

Encumbrance	
None (0) = BL	29
Light (1) = 2 × BL	58
Medium (2) = 3 × BL	87
Heavy (3) = 6 × BL	174
X-Heavy (4) = 10 × BL	290

## Active Defences

Dodge	Parry	Block
8	11	11
(w/ Shield)	(Sword+Shield)	(Shield)

## Reaction Modifiers

Appearance	
Status +4	
Reputation	
+1 or -1 from Compulsive Carousing	
+1 from Compulsive Generosity	

## Advantages & Perks

Contact (Bishop of Inverness, 12 or less, usually reliable)	[ 8 ]
High Pain Threshold	[ 10 ]
Status +4 (Thane)	[ 15 ]
Wealth (Wealthy)	[ 20 ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]

## Disadvantages & Quirks

Code of Honor (Chivalry)	[ -15 ]
Loner	[ -10 ]
Phantom Voices (Annoying)	[ -10 ]
Social Stigma (Just a Lad)	[ -5 ]
	[ ]
	[ ]
	[ ]
	[ ]
Avid hunter	[ -1 ]
Boasts that his father is a ghost	[ -1 ]
Fears he's to be assassinated	[ -1 ]
Leaves matters of his kingdom to his brilliant sister	[ -1 ]
Loyal to Malcolm, King Duncan's eldest son	[ -1 ]
	[ ]

## Skills

Name	Level
Animal Handling (Equines)	9 [ 1 ]
Area Knowledge (Scotland)	10 [ 1 ]
Bow	13 [ 4 ]
Broadsword	13 [ 4 ]
Cartography	9 [ 1 ]
Climbing	12 [ 2 ]
Cooking	9 [ 1 ]
Crossbow	12 [ 1 ]
Current Affairs (Scotland)	10 [ 1 ]
Falconry	10 [ 2 ]
Fast-Draw (Arrow)	12 [ 1 ]
Hidden Lore (Conspiracies)	9 [ 1 ]
History (Scotland)	9 [ 2 ]
Riding (Equines)	12 [ 2 ]
Savoir-Faire (High Society)	10 [ 1 ]
Shield	12 [ 1 ]
Spear	11 [ 1 ]
Stealth	12 [ 2 ]
Survival (Mountains)	10 [ 1 ]
Theology (Catholicism)	8 [ 1 ]
Tracking	11 [ 2 ]
Traps	10 [ 2 ]
Two-handed Sword	12 [ 2 ]
	[ ]
	[ ]
	[ ]



## 14



# Macdeath

Name MENTEITH Player \_\_\_\_\_ Point Total 140  
 Ht 5'10" Wt 190 Size Modifier 0 Age 31 Unspent Pts -  
 Appearance Industrious thane of a distant province, lives to build and improve his kingdom

ST	13	[ 30 ]	HP	13	[ 0 ]	MOVE 4
DX	10	[ 0 ]	Will	13	[ 0 ]	
IQ	13	[ 60 ]	Per	13	[ 0 ]	DR 5/3 (mail)
HT	11	[ 10 ]	FP	11	[ 0 ]	



BASIC LIFT (ST×ST)/5 34 lbs. DAMAGE Thr 1d Sw 2d-1  
 BASIC SPEED 5.25 [ 0 ] BASIC MOVE 5 [ 0 ]

Encumbrance	
None (0) = BL	<u>34</u>
Light (1) = 2 × BL	<u>68</u>
Medium (2) = 3 × BL	<u>102</u>
Heavy (3) = 6 × BL	<u>204</u>
X-Heavy (4) = 10 × BL	<u>340</u>

## Active Defences

Dodge	Parry	Block
9	10u	11
(w/ Shield)	(Axe+Shield)	(Shield)

## Reaction Modifiers

Appearance	
Status +4	
Reputation -2 (from nobility)	
+1 from Artificer (those you do work for)	

## Advantages & Perks

Artificer I	[ 10 ]
Status +4 (Thane)	[ 15 ]
Wealth (Wealthy)	[ 20 ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]

## Disadvantages & Quirks

Bad Temper	[ -15 ]
Impulsiveness	[ -10 ]
One Hand	[ -15 ]
Reputation -2 (Liability in Battle, Nobles)	[ -5 ]
	[ ]
	[ ]
	[ ]
	[ ]
Dreams of building bridges and cathedrals	[ -1 ]
Loyal to Donalbain, King Duncan's younger son	[ -1 ]
Obsessed with reinforcing his castle	[ -1 ]
Overthinks things	[ -1 ]
Reluctant to violence	[ -1 ]
	[ ]

## Skills

Name	Level
Architecture	13 [ 2 ]
Area Knowledge (Scotland)	13 [ 1 ]
Artillery (Catapult)	13 [ 2 ]
Axe/Mace	11 [ 4 ]
Broadsword	10 [ 2 ]
Carpentry (includes +1 from Artificer)	15 [ 2 ]
Diplomacy	11 [ 1 ]
Engineer (Combat) (includes +1 from Artificer)	14 [ 4 ]
Fast-Draw (Knife)	10 [ 1 ]
Gunner (Catapult)	11 [ 2 ]
Knife	11 [ 2 ]
Leadership	12 [ 1 ]
Masonry (includes +1 from Artificer)	14 [ 1 ]
Research	12 [ 1 ]
Riding (Equines)	9 [ 1 ]
Savoir-Faire (High Society)	14 [ 2 ]
Shield	12 [ 4 ]
Strategy (Land)	12 [ 2 ]
Survival (Mountains)	12 [ 1 ]
Tactics	13 [ 4 ]
Theology (Catholicism)	12 [ 2 ]
	[ ]
	[ ]
	[ ]
	[ ]



Hand Weapons					Cost	Weight
Weapon	Damage	Reach	Parry	Notes		
Punch	1d-1 cr	C	8	Skill 10	-	-
Fine dagger	1d imp	C	7	Skill 11	\$20	-
Fine gaelic axe	2d+2 cut	I	8V	Skill 11	\$500	4 lbs.

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Item	Location	Cost	Weight
Heavy mail (DR 5, 3 vs. crush)	Body, Arms	\$1800	27 lbs.
Leather leggings (DR 2)	Legs	\$70	5 lbs.
Boots	Feet	\$80	2 lbs.
Small pack with basics		\$65	3 lbs.
Pot helm (DR 4)	Head	\$100	5 lbs.
5 yard rope with grapnel	Pack	\$50	6 lbs.
Padded cloth neck wrapping (DR 1)	Neck	\$3	-
Medium light shield		\$45	6 lbs.

Speed/ Range Modifier	Linear Measurement (range/speed)
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Close	0-5 yds	0*
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Short 6-20 yds -3Medium 21-100 vds -7

Long      101-500 yds   -11

Extreme 501+ yds -15

\* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

*Imp* or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

\$100

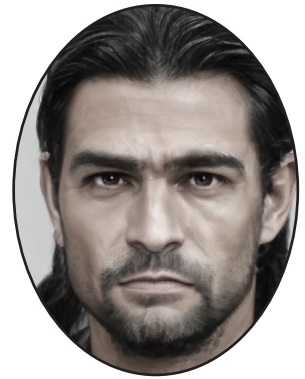
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# Madduff

Loyal Thane of Fife



Per 11

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# Ross

Cunning and Clever Thane



Per 12 • Insomniac



---

# Muriol

Acclaimed Hunter



Per 12 • Bad Back

---

# Angus

“The Unstoppable”



Per 9 • Chronic Pain (9-)



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# Lennox

Headstrong New Thane



Per 11

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# Sister Alyth

Outspoken Novice Nun



Per 12 • Serendipity • Low Pain Threshold



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# Caithness

Youngest Thane in Scotland



Per 11 • Phantom Voices (6-)

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# Menteith

Industrious Thane of a Distant Land



Per 13