



En djävulsk plan

– Karaktärsblad för spelare –

HårnMaster

CHARACTER PROFILE

Character Name: Bjarn från Jorby
 Occupation / Title Yeoman

BIRTH/FAMILY		APPEARANCE		PHYSICAL		PERSONALITY	
Species Human	Sex Male	Height 5' 4"	Frame Medium (11)	Strength 8	Intelligence 10	Aura 8	
Birthdate 692-Kel-30	Sunsign Feniri	Weight 137 lbs	Comeliness Average (11)	Stamina 13	Will 8	Morality 9	
Birthplace Jorby	Culture Feudal	Other Appearance		Dexterity 11	Psyche Necrophobia		
	Social Class Freeman			Agility 12			
Sibling Rank 3:rd of 5		Medical -		Eyesight 12	Deity/Religion Halea	Piety 19	
Parent Yeoman, living				Hearing 12			
Estrangement Average				Smell 12	Notes		
Clanhead Cousin				Voice 9 Average			

PHYSICAL SKILLS			COMMUNICATION			CRAFT/LORE			SPELLS/RITUALS		
Skill	SB	ML	Skill	SB	ML	Skill	SB	ML	Name	LV	EML
Climbing	10	40	Awareness	12	48	Agriculture	10	50			
Jumping	11	44	Oratory	10	20	Foraging	11	33			
Stealth	10	30	Rhetoric	9	27	Survival	10	30			
Throwing	10	40	Ritual	10	10	Physician	11	22			
			Singing	10	30	Heraldry	10	10			
			Intrigue	9	27	Animalcraft	10	20			
						Folklore	10	30			

COMBAT SKILLS			LANGUAGES/SCRIPTS			SHEK PVAR		
Skill	SB	ML	Skill	SB	ML	Convocation	SB	ML
Initiative	10	60	Harnic	9	69			
Unarmed	10	30						
Shield	10	40						
Sword	10	50						
Dagger	11	44				Lyahvi		
Bow	10	40				Pleleahn		
						Jmorvi		
						Fyvria		
						Odivshe		
						Savorya		
						Neutral		

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COMBAT PROFILE

Character Name: Bjarn från Jorby
 Occupation / Title Yeoman

COMBAT STATS WEAPON WGT WQ A/D HM B E P AML DML NOTES

Initiative	60	Short Sword	2	12	2/1	0	2	4	4	70	65	
Endurance	10	Dagger	1	11	1/1	0	1	2	5	59	59	
Dexterity	11	Round Shield	6	13	1/4	-	2	-	-	55	70	
Agility	12	Long Bow	3	11	1/1	-	2	-	-	55	55	
Move	12											
Dodge (AGL × 5)	60											

INJURIES LOAD (Items Worn/Carried) ARMOUR / CLOTHING MATERIAL AQ WT

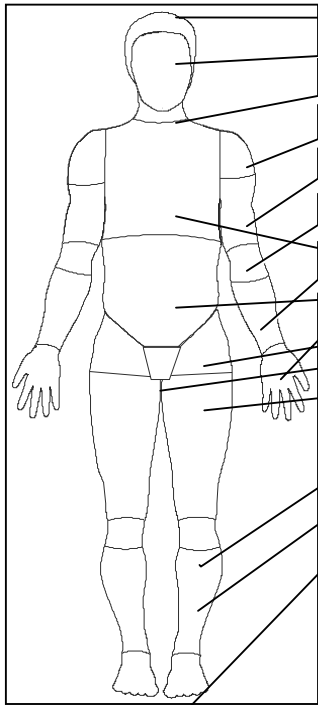
Location	HR	ILs	Armour	26,4	Tunic	Cloth		4,4
			Weapons	12	Leggings	Cloth		4,4
			Quiver	1	Vest	Ring		11,2
			20 Arrows	1	Halfhelm	Plate		3,2
					Calf Boots	Leather		3,2
Bloodloss	H6		Total Weight	40,4				

PENALTIES SPEC. PENALTIES

A. Injury Levels								
B. Fatigue Levels								
Universal (A+B)								
C. Encumbrance ENC=Load/End		4						
Physical (A+B+C)			Total					

COMPUND LAYERS AQ B E P F

Skull	Plate	6	10	6	2
Face					
Neck					
Shoulder	Ring + Cloth	4	7	5	4
Upper Arm	Cloth	1	1	1	1
Elbow					
Forearm					
Hand					
Thorax	Ring + Cloth	4	7	5	4
Abdomen	Ring + Cloth	4	7	5	4
Hip	Cloth + Cloth	2	2	2	2
Groin	Cloth + Cloth	2	2	2	2
Thigh	Cloth	1	1	1	1
Knee	Cloth	1	1	1	1
Calf	Leather + Cloth	3	5	4	4
Foot	Leather + Cloth	3	5	4	4



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CHARACTER PROFILE

Character Name: Sir Borsborch
 Occupation / Title Landed Knight

BIRTH/FAMILY

Species	Human
Sex	Male
Birthdate	674-Lar-7
Birthplace	Jorby
Sibling Rank	Eldest of 2
Parent	Noble, dead
Estrangement	Unpopular
Clanhead	Father's Cousin's Son

Sex	Male
Sunsign	Angberelius
Culture	Feudal
Social Class	Noble

APPEARANCE

Height	6' 2"
Weight	198 lbs
Other Appearance	
Medical	Ambidextrous

Frame	Heavy (13)
Comeliness	Plain (7)

PHYSICAL

Strength	15
Stamina	12
Dexterity	13
Agility	13
Eyesight	8
Hearing	11
Smell	18
Voice	12 Average

PERSONALITY

Intelligence	12
Aura	10
Will	9
Morality	12
Psyche	
Deity/Religion	Larani
Piety	20
Notes	

PHYSICAL SKILLS

Skill	SB	ML
Climbing	14	56
Jumping	14	56
Stealth	12	36
Throwing	12	48
Dancing	13	52

COMMUNICATION

Skill	SB	ML
Awareness	12	60
Oratory	10	50
Rhetoric	11	66
Ritual	14	42
Singing	12	36
Intrigue	10	50
Musician	13	52

CRAFT/LORE

Skill	SB	ML
Heraldry	10	50
Physician	11	44
Law	11	44
Agriculture	12	60
Animalcraft	12	48

SPELLS/RITUALS

Name	LV	EML

COMBAT SKILLS

Skill	SB	ML
Initiative	12	108
Unarmed	14	56
Spear	14	98
Sword	17	102
Shield	14	98
Club	14	98
Dagger	13	78
Riding	12	96

LANGUAGES/SCRIPTS

Skill	SB	ML
Harnic	11	81
Lakise	11	81

SHEK PVAR	SB	ML
Convocation		
Lyahvi		
Pleleahn		
Jmorvi		
Fyvria		
Odivshe		
Savorya		
Neutral		

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COMBAT PROFILE

Character Name: Sir Borsborch
 Occupation / Title Landed Knight

COMBAT STATS WEAPON WGT WQ A/D HM B E P AML DML NOTES

Initiative	108	Knight Shield	5	14	1/4	-	2	-	-	113	128	
Endurance	12	Dagger	1	12	1/1	0	1	2	5	93	93	
Dexterity	13	Bastard Sword	6	14	4/2	-10	5	8	5	132	122	Heavy
Agility	13	Mace	5	12	3/1	0	8	-	-	123	113	Heavy
Move	13	Lance	8	11	5/1	-15	4	-	8	118	98	
Dodge (AGL × 5)	65											

INJURIES LOAD (Items Worn/Carried) ARMOUR / CLOTHING MATERIAL AQ WT

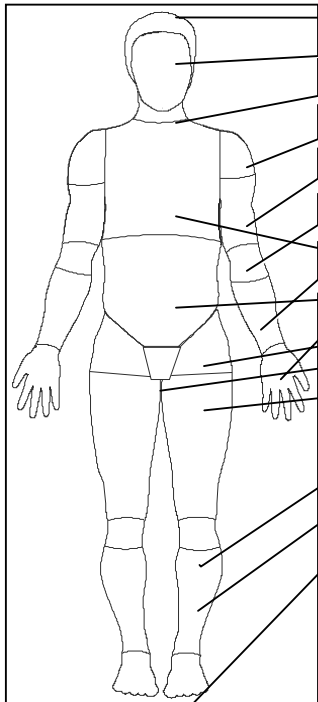
Location	HR	ILs	Armour	73,8	Gauntlets	Ring			1,6
			Weapons	17	Gambeson	Quilt			19,5
					Hauberk	Mail			32,5
					Knee Boots	Leather			3,8
					Cowl	Quilt			2,4
					Great Helm	Plate			8,8
					Surcoat	Cloth			5,2
Bloodloss	H6		Total Weight	90,8					

PENALTIES SPEC. PENALTIES

A. Injury Levels									
B. Fatigue Levels									
Universal (A+B)									
C. Encumbrance ENC=Load/End		8							
Physical (A+B+C)			Total						

COMPUND LAYERS AQ B E P F

Skull	Plate + Quilt	11	13	8	6
Face	Plate	6	10	6	2
Neck	Plate + Quilt	11	13	8	6
Shoulder	Mail + Quilt + Cloth	8	12	8	6
Upper Arm	Mail + Quilt	7	11	7	5
Elbow	Mail + Quilt	7	11	7	5
Forearm	Mail + Quilt	7	11	7	5
Hand	Ring	3	6	4	3
Thorax	Mail + Quilt + Cloth	8	12	8	6
Abdomen	Mail + Quilt + Cloth	8	12	8	6
Hip	Mail + Quilt + Cloth	8	12	8	6
Groin	Mail + Quilt + Cloth	8	12	8	6
Thigh	Mail + Quilt + Cloth	8	12	8	6
Knee	Leather	2	4	3	3
Calf	Leather	2	4	3	3
Foot	Leather	2	4	3	3



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CHARACTER PROFILE

Character Name: Finga från Flosbäck

Occupation / Title Herdsman

BIRTH/FAMILY

APPEARANCE

PHYSICAL

PERSONALITY

Species Human	Sex Female	Height 5' 7"	Frame Medium (10)	Strength 14	Intelligence 10	Aura 17
Birthdate 701-Lar-27	Sunsign Angberelius	Weight 149 lbs	Comeliness Average (10)	Stamina 13	Will 13	Morality 10
Birthplace Jorby	Culture Feudal	Other Appearance		Dexterity 7	Psyche	
	Social Class Serf			Agility 11		
Sibling Rank 1:st of 4	Parent Farmer, living	Medical		Eyesight 8	Deity/Religion Peoni	Piety 23
Estrangement Popular				Hearing 4		
Clanhead Grandfather's Cousin's son				Smell 13	Notes	
	Voice 9 Average					

PHYSICAL SKILLS

COMMUNICATION

CRAFT/LORE

SPELLS/RITUALS

Skill	SB	ML	Skill	SB	ML	Skill	SB	ML	Name	LV	EML
Climbing	11	44	Awareness	8	32	Tracking	8	24	Pyrokinesis	17	34
Jumping	12	48	Oratory	10	20	Foraging	11	33			
Stealth	10	30	Rhetoric	11	33	Survival	10	30			
Throwing	13	40	Ritual	10	10	Animalcraft	11	44			
			Singing	7	21	Textilecraft	7	14			
			Intrigue	13	39	Weatherlore	10	20			
						Physician	8	16			

COMBAT SKILLS

LANGUAGES/SCRIPTS

Skill	SB	ML	Skill	SB	ML						
Initiative	10	50	Harnic	11	61						
Unarmed	11	33									
Spear	12	36									
Dagger	9	45									
						SHEK PVAR					
						Convocation	SB	ML			
						Lyahvi					
						Pleleahn					
						Jmorvi					
						Fyvria					
						Odivshe					
						Savorya					
						Neutral					

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COMBAT PROFILE

Character Name: Finga från Flosbäck
 Occupation / Title Herdsman

COMBAT STATS WEAPON WGT WQ A/D HM B E P AML DML NOTES

Initiative	50	Staff	4	11	4/3	-10	4	-	-	66	61	
Endurance	13	Knife	1	10	1/0	0	0	1	4	50	45	
Dexterity	7	Taburi	1	10	1/0	0	0	-	4	60	55	20' 4, 40' 3, 80' 2
Agility	11											0 -20 -40
Move	11											
Dodge (AGL × 5)	55											

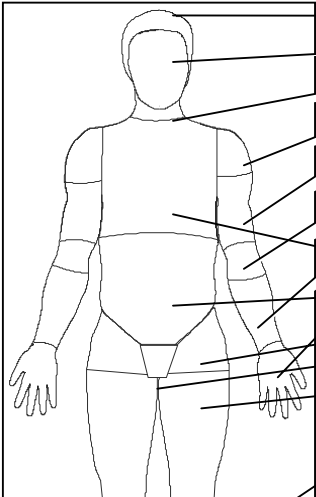
INJURIES LOAD (Items Worn/Carried) ARMOUR / CLOTHING MATERIAL AQ WT

Location	HR	ILs	Armour	9	Robe	Cloth		7,8
			Weapons	5	Shoes	Leather		1,2
Bloodloss	H6		Total Weight	15				

PENALTIES SPEC. PENALTIES

A. Injury Levels				
B. Fatigue Levels				
Universal (A+B)				
C. Encumbrance ENC=Load/End	1			
Physical (A+B+C)		Total		

COMPUND LAYERS AQ B E P F



Skull					
Face					
Neck					
Shoulder	Cloth	1	1	1	1
Upper Arm	Cloth	1	1	1	1
Elbow	Cloth	1	1	1	1
Forearm	Cloth	1	1	1	1
Hand					
Thorax	Cloth	1	1	1	1
Abdomen	Cloth	1	1	1	1
Hip	Cloth	1	1	1	1
Groin	Cloth	1	1	1	1
Thigh	Cloth	1	1	1	1
Knee	Cloth	1	1	1	1
Calf	Cloth	1	1	1	1
Foot	Leather	2	4	3	3

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CHARACTER PROFILE

Character Name: Kloe från Jorby
 Occupation / Title Farmer

BIRTH/FAMILY		APPEARANCE		PHYSICAL	PERSONALITY			
Species Human	Sex Male	Height 5' 7"	Frame Medium (9)	Strength 13	Intelligence 9	Aura 9		
Birthdate 674-Kel-13	Sunsign Feniri	Weight 164 lbs	Comeliness Average (10)	Stamina 5	Will 11	Morality 9		
Birthplace Jorby	Culture Feudal	Other Appearance		Dexterity 6	Psyche Senility			
	Social Class Serf			Agility 7				
Sibling Rank 3:rd of 6	Parent Farmer, dead	Medical Rheumatism	Eyesight 11	Hearing 8	Deity/Religion Peoni	Piety 16		
Estrangement Unpopular		Gout						
Clanhead Distant		Vision Impairment		Smell 16	Notes			
		Weight Gain						
		Hearing Loss						

PHYSICAL SKILLS			COMMUNICATION			CRAFT/LORE			SPELLS/RITUALS		
Skill	SB	ML	Skill	SB	ML	Skill	SB	ML	Name	LV	EML
Climbing	9	45	Awareness	14	56	Agriculture	10	60			
Jumping	10	50	Oratory	8	16	Weatherlore	14	56			
Stealth	9	36	Rhetoric	8	24	Brewing	13	78			
Throwing	11	44	Ritual	7	7	Fishing	10	30			
			Singing	6	18	Tracking	14	56			
			Intrigue	10	30	Animalcraft	8	56			
						Fletching	9	18			
COMBAT SKILLS			LANGUAGES/SCRIPTS								
Skill	SB	ML	Skill	SB	ML						
Initiative	9	54	Harnic	8	58						
Unarmed	9	36	Lakise	9	79						
Spear	12	50				SHEK PVAR					
Bow	11	44				Convocation	SB	ML			
						Lyahvi					
						Peleahn					
						Jmorvi					
						Fyvria					
						Odivshe					
						Savorya					
						Neutral					

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COMBAT PROFILE

Character Name: Kloe från Jorby
 Occupation / Title Farmer

COMBAT STATS WEAPON WGT WQ A/D HM B E P AML DML NOTES

Initiative	54										
Endurance	10										
Dexterity	6										
Agility	7										
Move	7										
Dodge (AGL × 5)	35										

INJURIES LOAD (Items Worn/Carried) ARMOUR / CLOTHING MATERIAL AQ WT

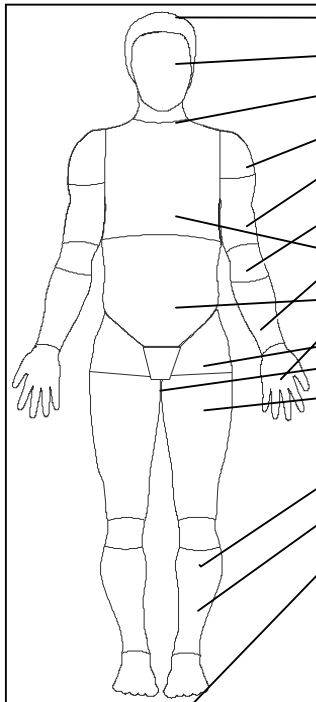
Location	HR	ILs	Armour	10	Tunic	Cloth		4,4
			Weapons		Leggings	Cloth		4,4
					Shoes	Leather		1,2
Bloodloss	H6		Total Weight	10				

PENALTIES SPEC. PENALTIES

A. Injury Levels								
B. Fatigue Levels								
Universal (A+B)								
C. Encumbrance ENC=Load/End	1							
Physical (A+B+C)			Total					

COMPUND LAYERS AQ B E P F

Skull					
Face					
Neck					
Shoulder	Cloth	1	1	1	1
Upper Arm	Cloth	1	1	1	1
Elbow					
Forearm					
Hand					
Thorax	Cloth	1	1	1	1
Abdomen	Cloth	1	1	1	1
Hip	Cloth + Cloth	2	2	2	2
Groin	Cloth + Cloth	2	2	2	2
Thigh	Cloth	1	1	1	1
Knee	Cloth	1	1	1	1
Calf	Cloth	1	1	1	1
Foot	Leather + Cloth	3	5	4	4



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CHARACTER PROFILE

Character Name: Marus Jägarson

Occupation / Title Hunter

BIRTH/FAMILY

APPEARANCE

PHYSICAL

PERSONALITY

Species Human	Sex Male	Height 5' 9"	Frame Medium (10)	Strength 9	Intelligence 14	Aura 8	
Birthdate 701-Hal-3	Sunsign Hirin	Weight 157 lbs	Comeliness Attractive (13)	Stamina 9	Will 10	Morality 9	
Birthplace Jorby	Culture Feudal	Other Appearance		Dexterity 12	Psyche		
	Social Class Ungilded Free			Agility 15			
Sibling Rank Eldest of 5		Medical		Eyesight 11	Deity/Religion Peoni	Piety 24	
Parent Hunter, mother dead				Hearing 9			
Estrangement Average				Smell 10	Notes		
Clanhead Uncle				Voice 15 Pleasant			

PHYSICAL SKILLS

COMMUNICATION

CRAFT/LORE

SPELLS/RITUALS

Skill	SB	ML	Skill	SB	ML	Skill	SB	ML	Name	LV	EML
Climbing	12	48	Awareness	12	60	Tracking	10	50			
Jumping	15	60	Oratory	14	28	Foraging	10	30			
Stealth	14	70	Rhetoric	13	39	Survival	12	24			
Throwing	13	52	Ritual	14	14	Hideworking	11	22			
			Singing	13	39	Fletching	14	28			
			Intrigue	11	33	Weatherlore	13	39			

COMBAT SKILLS

LANGUAGES/SCRIPTS

Skill	SB	ML	Skill	SB	ML						
Initiative	12	69	Harnic	13	73						
Unarmed	12	36									
Spear	10	40				SHEK PVAR					
Bow	12	48				Convocation	SB	ML			
Dagger	12	48				Lyahvi					
						Pleleahn					
						Jmorvi					
						Fyvria					
						Odivshe					
						Savorya					
						Neutral					

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COMBAT PROFILE

Character Name: Marus Jägarson
 Occupation / Title Hunter

COMBAT STATS WEAPON WGT WQ A/D HM B E P AML DML NOTES

Initiative	60	Short Bow	2	10	1/1	-	1	-	-	63	63	100'6,200'5,400'4
Endurance	9	Dagger	1	11	1/1	0	1	2	5	63	63	0 -20 -40
Dexterity	12	Spear	5	11	4/2	-10	4	-	7	70	60	
Agility	15											
Move	15											
Dodge (AGL × 5)	75											

INJURIES LOAD (Items Worn/Carried) ARMOUR / CLOTHING MATERIAL AQ WT

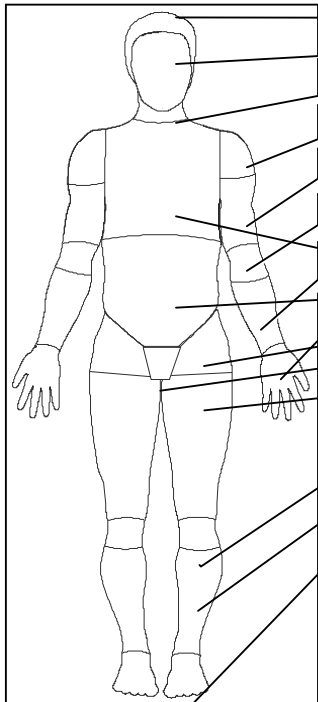
Location	HR	ILs	Armour	20,8	Tunic	Leather		8,8
			Weapons	8	Leggings	Leather		8,8
			Quiver	1	Calf Boots	Leather		3,2
			20 Arrows	1				
Bloodloss	H6		Total Weight	30,8				

PENALTIES SPEC. PENALTIES

A. Injury Levels								
B. Fatigue Levels								
Universal (A+B)								
C. Encumbrance ENC=Load/End		3						
Physical (A+B+C)			Total					

COMPUND LAYERS AQ B E P F

Skull					
Face					
Neck					
Shoulder	Leather	3	5	4	4
Upper Arm	Leather	3	5	4	4
Elbow					
Forearm					
Hand					
Thorax	Leather	3	5	4	4
Abdomen	Leather	3	5	4	4
Hip	Leather + Leather	6	10	8	8
Groin	Leather + Leather	6	10	8	8
Thigh	Leather	3	5	4	4
Knee	Leather	3	5	4	4
Calf	Leather + Leather	6	10	8	8
Foot	Leather + Leather	6	10	8	8



HårnMaster CHARACTER PROFILE

Character Name: Pergoth Kloeson
Occupation / Title Farmer

BIRTH/FAMILY		APPEARANCE		PHYSICAL		PERSONALITY	
Species Human	Sex Male	Height 5' 1"	Frame Massive (16)	Strength 9	Intelligence 12	Aura 10	
Birthdate 700-Ilv-15	Sunsign Skorus	Weight 152 lbs	Comeliness Attractive (14)	Stamina 7	Will 13	Morality 14	
Birthplace Jorby	Culture Feudal	Other Appearance		Dexterity 9	Psyche		
	Social Class Serf			Agility 8			
Sibling Rank 3:rd of 4		Medical		Eyesight 16	Deity/Religion Peoni		Piety 15
Parent Farmer, living				Hearing 8			
Estrangement Average				Smell 12	Notes		
Clanhead Distant				Voice 11 Average			

PHYSICAL SKILLS			COMMUNICATION			CRAFT/LORE			SPELLS/RITUALS		
Skill	SB	ML	Skill	SB	ML	Skill	SB	ML	Name	LV	EML
Climbing	9	36	Awareness	12	48	Agriculture	10	40			
Jumping	8	32	Oratory	12	24	Weatherlore	13	39			
Stealth	10	30	Rhetoric	13	39	Brewing	14	28			
Throwing	11	44	Ritual	11	11	Animalcraft	11	33			
			Singing	10	30	Tracking	12	24			
			Intrigue	13	39						

COMBAT SKILLS			LANGUAGES/SCRIPTS			SHEK PVAR					
Skill	SB	ML	Skill	SB	ML	Convocation	SB	ML			
Initiative	10	50	Harnic	12	62						
Unarmed	9	36									
Spear	9	36									
Bow	11	33									
						Lyahvi					
						Pleleahn					
						Jmorvi					
						Fyvria					
						Odivshe					
						Savorya					
						Neutral					

HårnMaster

COMBAT PROFILE

Character Name: Pergoth Kloeson
 Occupation / Title: Farmer

COMBAT STATS WEAPON WGT WQ A/D HM B E P AML DML NOTES

Initiative	50	Spear	5	11	4/2	-10	4 - 7	66	56	
Endurance	10									
Dexterity	9									
Agility	8									
Move	8									
Dodge (AGL × 5)	40									

INJURIES LOAD (Items Worn/Carried) ARMOUR / CLOTHING MATERIAL AQ WT

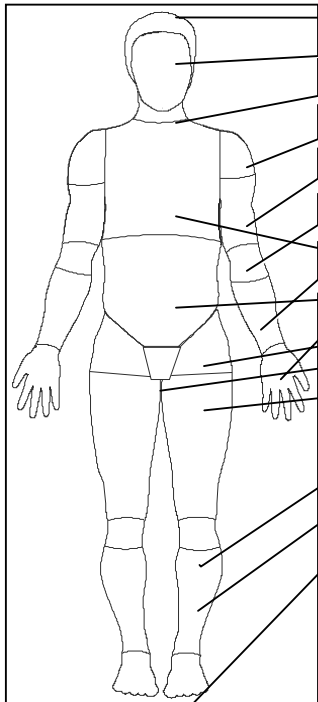
Location	HR	ILs	Armour	10	Tunic	Cloth		4,4
			Weapons		Leggings	Cloth		4,4
					Shoes	Leather		1,2
Bloodloss	H6		Total Weight	10				

PENALTIES SPEC. PENALTIES

A. Injury Levels								
B. Fatigue Levels								
Universal (A+B)								
C. Encumbrance ENC=Load/End	1							
Physical (A+B+C)			Total					

COMPUND LAYERS AQ B E P F

Skull					
Face					
Neck					
Shoulder	Cloth	1	1	1	1
Upper Arm	Cloth	1	1	1	1
Elbow					
Forearm					
Hand					
Thorax	Cloth	1	1	1	1
Abdomen	Cloth	1	1	1	1
Hip	Cloth + Cloth	2	2	2	2
Groin	Cloth + Cloth	2	2	2	2
Thigh	Cloth	1	1	1	1
Knee	Cloth	1	1	1	1
Calf	Cloth	1	1	1	1
Foot	Leather + Cloth	3	5	4	4



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CHARACTER PROFILE

Character Name: Rønne Rønneman
Occupation / Title: Metalsmith (Apprentice)

BIRTH/FAMILY		APPEARANCE		PHYSICAL	PERSONALITY	
Species Human	Sex Male	Height 6' 1"	Frame Heavy (13)	Strength 13	Intelligence 13	Aura 13
Birthdate 698-Agr-17	Sunsign Nadai	Weight 193 lbs	Comeliness Handsome 17	Stamina 13	Will 7	Morality 14
Birthplace Kråkröse	Culture Feudal Social Class Guilded	Other Appearance		Dexterity 13	Psyche	
				Agility 10		
Sibling Rank 3:th of 5	Medical			Eyesight 9	Deity/Religion Peoni	Piety 13
Parent Mecantylar, living				Hearing 10		
Estrangement Favorite				Smell 8	Notes	
Clanhead Father's Cousin				Voice 6 Unpleasant		

PHYSICAL SKILLS			COMMUNICATION			CRAFT/LORE			SPELLS/RITUALS		
Skill	SB	ML	Skill	SB	ML	Skill	SB	ML	Name	LV	EML
Climbing	12	48	Awareness	9	36	Metalcraft	11	55			
Jumping	13	52	Oratory	12	24	Mineralogy	12	36			
Stealth	10	30	Rhetoric	9	27	Weaponcraft	11	22			
Throwing	13	52	Ritual	11	11	Mathematics	11	11			
			Singing	7	21						
			Intrigue	11	33						

COMBAT SKILLS			LANGUAGES/SCRIPTS		
Skill	SB	ML	Skill	SB	ML
Initiative	10	50	Harnic	9	69
Unarmed	12	36	Lakise	12	82
Club	13	52			

SHEK PVAR

Convocation	SB	ML
Lyahvi		
Peleahn		
Jmorvi		
Fyvria		
Odivshe		
Savorya		
Neutral		

HårnMaster COMBAT PROFILE

Character Name: Rönne Rönne
Occupation / Title: Metalsmith (Apprentice)

COMBAT STATS WEAPON WGT WQ A/D HM B E P AML DML NOTES

Initiative	50										
Endurance	11										
Dexterity	13										
Agility	10										
Move	10										
Dodge (AGL × 5)	50										

INJURIES LOAD (Items Worn/Carried) ARMOUR / CLOTHING MATERIAL AQ WT

Location	HR	ILs	Armour	10	Tunic	Cloth		4,4
			Weapons		Leggings	Cloth		4,4
					Shoes	Leather		1,2
Bloodloss	H6		Total Weight	10				

PENALTIES SPEC. PENALTIES

A. Injury Levels								
B. Fatigue Levels								
Universal (A+B)								
C. Encumbrance ENC=Load/End	1							
Physical (A+B+C)			Total					

COMPUND LAYERS AQ B E P F

Skull					
Face					
Neck					
Shoulder	Cloth	1	1	1	1
Upper Arm	Cloth	1	1	1	1
Elbow					
Forearm					
Hand					
Thorax	Cloth	1	1	1	1
Abdomen	Cloth	1	1	1	1
Hip	Cloth + Cloth	2	2	2	2
Groin	Cloth + Cloth	2	2	2	2
Thigh	Cloth	1	1	1	1
Knee	Cloth	1	1	1	1
Calf	Cloth	1	1	1	1
Foot	Leather + Cloth	3	5	4	4

