

# Character: Eustace

Player: Casey, Saga: Strangore, Current Year: 1194, Age: 15 (15), Size: 0, Confidence: --, Decrepitude: 0 (0), Warring: 0 (0); Personality Traits: Curious +1, Polite +1



Year Born: 1179, Gender: Male, Height: 5'7", Weight: 150 lbs, Description:

Characteristics		DESCRIPTION	SCORE
Intelligence	Int		+1
Perception	Per		+2
Presence	Pre		0
Communication	Com		0
Strength	Str		+1
Stamina	Sta		0
Dexterity	Dex		+1
Quickness	Qik		+1

### Virtues and Flaws

Peasant (Free, Social Status); Puissant Folk Ken (Minor, General); Lesser Immunity (Mind control) (Minor, Supernatural); Ambitious (Minor, Personality); No Sense of Direction (Minor, General)

### Equipment

### Abilities

Exp.	ABILITY (SPECIALTY)	SCORE
0	English	5
17	Latin (2)	2
15	Area Lore: Somerset	2
5	Athletics	1
15	Awareness	2
5	Stealth	1
15	Survival	2
50	Folk Ken	4+2
15	Brawl	2
15	Bargain	2
36	Masonry (6)	3
Category: Buildings		
10	Guile (5)	1
5	Covenant Lore: Strangore	1
5	Charm	1

### Fatigue Levels

<input type="checkbox"/>		Fresh
<input type="checkbox"/>	0 2 min.	Winded
<input type="checkbox"/>	-1 10 min.	Weary
<input type="checkbox"/>	-3 30 min.	Tired
<input type="checkbox"/>	-5 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"/>	-1	
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"/>	-3	
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"/>	-5	
Incapacitated	16-20	<input type="checkbox"/>		
Dead	21+	<input type="checkbox"/>		

**Armor** Soak: 0 = 0 (Sta) + 0 (prot) + 0 (Tough)

### Weapons

	Qik+Weap-Enc = INIT	Dex+Abil+Weap = ATK	Qik+Abil+Weap = DFN	Str+Weap = DAM	Load	Range
Dodge	1 + 0 + 0 = +1	--	1 + 2 + 0 = +3	--	--	Touch
Fist	1 + 0 + 0 = +1	1 + 2 + 0 = +3	1 + 2 + 0 = +3	1 + 0 = +1	--	Touch
Kick	1 - 1 + 0 = +0	1 + 2 + 0 = +3	1 + 2 - 1 = +2	1 + 3 = +4	--	Touch