

Character: Eustace

Player: Casey, Saga: Stranggore, Current Year: 1198, Age: 19
(19), Size: 0, Confidence: --, Decrepitude: 0 (0), Warping: 0 (0);
Personality Traits: Curious +1, Brave +0, Polite +1;
Reputations: Clever (Local) 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
15	Area Lore: Somerset	2
14	Artes Liberales (9)	1
5	Athletics	1
15	Awareness	2
22	Bargain (7)	2
15	Brawl	2
5	Charm	1
5	Covenant Lore: Stranggore	1
0	English	5
7	Faerie Lore (2)	1
5	Great Weapon	1
50	Folk Ken	4+2
12	Guile (7)	1
5	Intrigue	1
41	Latin (11)	3
50	Masonry (repairs)	4
	Category: Buildings	
43	Single Weapon (13)	3
5	Stealth	1
15	Survival	2
2	Teaching (2)	0

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"/> <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"/> <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"/> <input type="checkbox"/>	-5	
Incapacitated	16-20	<input type="checkbox"/>		
Dead	21+	<input type="checkbox"/>		

Armor

Soak: 3 = 0 (Sta) + 3 (prot) + 0 (Tough)
Doublet of Impenetrable Silk*: protection: 3, load: 0

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
Dagger	1 + 0 + 0 = +1	1 + 2 + 2 = +5	1 + 2 + 0 = +3	1 + 3 = +4	--	Touch
Sword, Short	1 + 1 + 0 = +2	1 + 4 + 3 = +8	1 + 4 + 1 = +6	1 + 5 = +6	1	