

## CHARACTER

NAME:

NAME:

CURRENT CAREER:

PREVIOUS CAREERS:

## PERSONAL DETAILS

AGE:

GENDER:

EYE COLOR:

WEIGHT:

HAIR COLOR:

HEIGHT:

STAR SIGN:

NUMBER OF SIBLINGS:

BIRTHPLACE:

DISTINGUISHING MARKS:

## CHARACTER PROFILE

MAIN	WS	BS	S	T	Ag	INT	WP	FEL
STARTING								
ADVANCE								
CURRENT								
SECONDARY	A	W	SB	TB	M	MAG	IP	FP
STARTING								
ADVANCE								
CURRENT								

## WEAPONS

NAME	ENC	GROUP	DAMAGE	RANGE	RELOAD	QUALITIES

## ARMOUR

BASIC ARMOUR

ARMOUR TYPE:

ARMOUR POINTS:

ADVANCED ARMOUR

ARMOUR TYPE

ENC

LOCATIONS COVERED

AP

ARMOUR TYPE	ENC	LOCATIONS COVERED	AP



## PLAYER

NAME:

GAME MASTER:

CAMPAIGN:

CAMPAIGN YEAR:

## EXPERIENCE POINTS

CURRENT:

TOTAL:

## COMBAT MOVEMENT

MOVE/DISENGAGE:

CHARGE ATTACK:

RUN:

## ARMOUR POINTS

HEAD

01-15

BODY

36-80

RIGHT ARM

16-35

LEFT ARM

36-55

RIGHT LEG

81-90

LEFT LEG

91-00

## ACTION SUMMARY

BASIC ACTION

TYPE

ADVANCED ACTION

TYPE

Aim  
Cast  
Charge  
Disengage  
Move  
Ready  
Reload  
Stand/Mount  
Standard Attack  
Swift Attack  
Use a Skill

Half  
Varies  
Full  
Full  
Half  
Half  
Varies  
Half  
Half  
Full  
Full

All Out Attack  
Defensive Stance  
Delay  
Feint  
Guarded Attack  
Jump/Leap  
Manoeuvre  
Parrying Stance  
Run

Full  
Full  
Half  
Half  
Full  
Full  
Half  
Half  
Full

## SKILLS

BASIC SKILLS (CHARACTERISTIC)	TAKEN	+10%	+20%	RELATED TALENTS
Animal Care (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Charm (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Command (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Concealment (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Consume Alcohol (T)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Disguise (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Drive (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Evaluate (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Gamble (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Gossip (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Haggle (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Intimidate (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Outdoor Survival (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Perception (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Ride (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Row (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Scale Sheer Surface (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Search (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Silent Move (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Swim (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____

ADVANCED SKILLS	(CHAR.)	TAKEN	+10%	+20%	RELATED TALENTS
_____	( )	<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"/>	_____
_____	( )	<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"/>	_____
_____	( )	<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"/>	_____
_____	( )	<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"/>	_____
_____	( )	<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"/>	_____
_____	( )	<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"/>	_____
_____	( )	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____

## TALENTS

TALENT	DESCRIPTION
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## TRAPPINGS

ITEM	ENC	DESCRIPTION
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
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_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

## MONEY

GOLD CROWNS (gc):	_____
SILVER SCHILLINGS (s):	_____
BRASS PENNIES (p):	_____

# SPELL GRIMOIRE

SPELL NAME:	
CASTING NUMBER:	CASTING TIME:
INGREDIENT:	
DESCRIPTION:	

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INGREDIENT:	
DESCRIPTION:	

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