## **CHARACTER** Name: Race: Career Path: Experience: PERSONAL DETAILS Gender: Age: Date of Birth: Birthplace: Nationality: Religion: Height: Weight: Eyes: Hair: Distinguishing Marks: CHARACTER PROFILE WS BS S T AG INT Main Starting ADVANCE CURRENT ATTACKS WOUNDS STRENGTH TOUGHNESS MOVEMENT MAGIC INSANITY FATE POINTS POINTS A W SECONDARY SB TB M MAG IP STARTING ADVANCE CURRENT 000

	TALENTS						
	TALENT	DESCRIPTION					
8							
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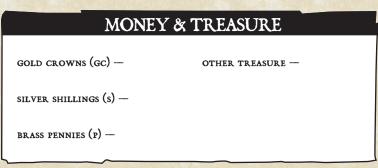
## FANTASY ROLEPLAY

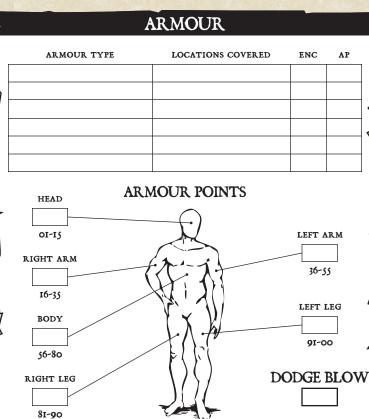
SKILLS							
	2MTT	LO					
TAKEN BASIC SKILLS	TOTAL CHAR	+10% -	+20%	RELATED TALENTS	ASSOC CHAR		
☐ Animal Care					(Int)		
☐ Charm			ā		(Fel)		
☐ Command			<u> </u>		(Fel)		
☐ Concealment					(Ag)		
☐ Consume Alcohol		]			(T)		
☐ Disguise		]	<u> </u>		(Fel)		
Disguise  Drive					(S)		
☐ Evaluate					(Int)		
☐ Gamble					(Int)		
☐ Gossip					(Fel)		
•					(Fel)		
<ul><li>☐ Haggle</li><li>☐ Intimidate</li></ul>							
					(S)		
Outdoor Survival					(Int)		
☐ Perception					(Int)		
☐ Ride					(Ag)		
Row					(S) 4		
☐ Scale Sheer Surface					(S)		
☐ Search					(Int)		
☐ Silent Move					(Ag)		
☐ Swim					(S) 4		
				RELATED	ASSOC		
	TOTAL CHAR	+10% -	+20%	TALENTS	CHAR		
Animal Training					(Fel)		
■ Blather					(Fel)		
☐ Chanelling					(WP)		
Charm Animal					(Fel)		
Dodge Blow					(Ag)		
Follow Trail					(Int)		
☐ Heal					(Int)		
Hypnotism					(WP)		
☐ Lip Reading					(Int)		
☐ Magical Sense					(WP)		
■ Navigation					(Int)		
☐ Pick Lock					(Ag)		
Prepare Poison					(Int)		
☐ Read/Write					(Int)		
☐ Sail					(Ag)		
☐ Set Trap					(Ag)		
☐ Shadowing			ā		(Ag)		
☐ Sleight of Hand			ō		(Ag)		
☐ Torture			ā		(Fel)		
☐ Ventriloquism					(Fe1)		
- venamoquisin		]	_		(101)		
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			TRAI	PPINGS				
Item	Location	Enc	Item	Location	Enc	Item	Location	Enc
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								,
Maximum Enc Capacit	y = S × IO					Total Enc		
	WEAPON	IS				AR MOUR		

	WEAPONS	
WEAPON	GROUP	DAMAGE RANGE RELOAD
QUALITIES		
WEAPON	GROUP	DAMAGE RANGE RELOAD
QUALITIES		
WEAPON	GROUP	DAMAGE RANGE RELOAD
QUALITIES		
WEAPON	GROUP	DAMAGE RANGE RELOAD
QUALITIES		
WEAPON	GROUP	DAMAGE RANGE RELOAD
QUALITIES		
WEAPON	GROUP	DAMAGE RANGE RELOAD
QUALITIES		
WEAPON	GROUP	DAMAGE RANGE RELOAD
QUALITIES		

MOVEMENT							
	ARMOURED MOVE/ CHARGE RUNNING STANDING  M M DISENGAGE ATTACK RUN LEAP LEAP  = M×2 = M×4 = M×6 = M+SB = (M+SB)÷2	FLYING					
	HAMPERED MOVEMENT  YARDS PER MINUTE  MILES PER HOUR  STANDARD MOVEMENT  YARDS PER MINUTE  MILES PER HOUR						





ACTION SUMMARY								
BASIC ACTION Aim Cast Charge Disengage Move Ready Reload Stand/Mount Standard Attack	TYPE Half Varies Full Full Half Half Varies Half Half	ADVANCED ACTION All Out Attack Defensive Stance Delay Feint Guarded Attack Jump/Leap Manoeuvre Parrying Stance Run	Full Full Half Half Full Full Half Half Full Half Half Full					
Swift Attack Use a Skill	Full Varies							

WS

SB

BS

TB

Ag

FP

**WOUNDS** 

				SPELL GRIMOIR	E.		
SPELI	. NAME	CASTING NUMBER	CASTING TIME	INGREDIENTS	I	DESCRIPTION	WP TEST
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		Н	ENCHME	N & ANIMAL CC	MPANIONS		
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PROFILES MAIN	WS BS S		AG INT		IAIN	1 AG INI WI	TEL .
	A W S	В ТВ	M Mag	IP FP	A W SE	TB M Mag IP	FP
SECONDARY				SECOND	ARY		
SKILLS				sk	ILLS		
TALENTS				TALE			
ARMOUR ATTACKS				ARM			
)							

	PERSONALITY		
Personality:		CHARACTER SKETCH	
7		_	
		_	
		_	
		_	
Contacts/Friends:		_ _	
		_	
		_	
Enemies:		_ _	
}		_	
		_ _	
Quote(s):		_	
			SHIP
	BACKGROUND & NOTES		
Player Name:	Game Master:		
Campaign:	Campaign Year:	Date Created:	
Star Sign:	Doom:		
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