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Main	WS	BS	S	Т	Ag	Int	POWER	FEL	П
STARTING	,,,			-			''-		11
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CURRENT									1
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	ATTACKS	WOUNDS	STRENGTH	TOUGHNESS	MOVEMENT	MAGIC	INSANITY POINTS	FATE POINTS	
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## TALENTS TALENT DESCRIPTION

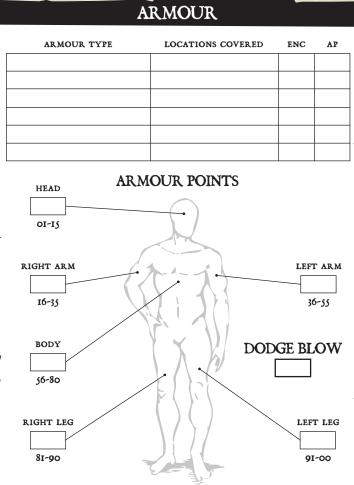
## FANTASY ROLEPLAY

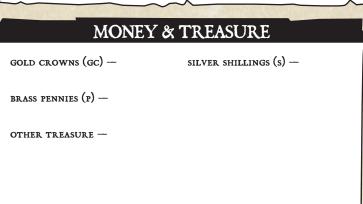
	CT	ZYT T	C				
	5k	KILI	<u>ئ</u>				
AKEN BASIC SKILLS	TOTAL	CHAR	+10%	+20%	RELATED TALENTS	ASSOC CHAR	١
☐ Animal Care						(Int)	1
☐ Charm						(Fel)	H
☐ Command						(Fel)	1
☐ Concealment						(Ag)	Н
☐ Consume Alcohol						(T)	
☐ Disguise						(Fel)	H
☐ Drive						(S)	١
☐ Evaluate						(Int)	1
☐ Gamble						(Int)	۱
☐ Gossip						(Fel)	۱
☐ Haggle						(Fel)	)
☐ Inaggie ☐ Intimidate						(S)	1
☐ Outdoor Survival						(Int)	H
☐ Perception						(Int)	
☐ Ride							1
☐ Row						(Ag)	Н
<del>_</del> _ ·		-				(S)	IJ
☐ Scale Sheer Surface		_				(S)	4
☐ Search		_				(Int)	
☐ Silent Move						(Ag)	
☐ Swim						(S)	
			0.4	0.4	RELATED	ASSOC	$\rangle$
	TOTAL	CHAR	ı		TALENTS	CHAR	, ]
☐ Animal Training		_				(Fel)	
☐ Blather		_				(Fel)	
☐ Chanelling						(WP)	
☐ Charm Animal						(Fel)	
☐ Dodge Blow						(Ag)	4
☐ Follow Trail						(Int)	7
☐ Heal						(Int)	1
Hypnotism						(WP)	
☐ Lip Reading						(Int)	
Magical Sense						(WP)	7
Navigation						(Int)	П
Pick Lock						(Ag)	
Prepare Poison						(Int)	
☐ Read/Write						(Int)	
☐ Sail						(Ag)	{
☐ Set Trap						(Ag)	1
☐ Shadowing						(Ag)	
Sleight of Hand						(Ag)	
☐ Torture						(Fel)	
Ventriloquism						(Fel)	
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	TRAPPINGS									
1	Item	Location	Enc	Item	Location	Enc	Item	Location	Enc	4
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1	Maximum Enc Capacity	= S × IO					Total Enc			1
WEAPONS						ARMOUR				

	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	1	
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	FLYING		
					4		
$= M \times 2$	$= M \times 4$	$= M \times 6$	= M+SB	$= (M+SB) \div 2$			
HAMPERED MOVEMENT		STAN	DARD MO	VEMENT			
YARDS PER MINUTE		Y	ARDS PER	MINUTE			
MILES PER HOUR		M	ILES PER H	IOUR			
	~		STANFORD OF	THE PERSON NAMED IN	-		





A	CTION S	SUMMARY		
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 Varies	ADVANCED ACTION All Out Attack Defensive Stance Delay Feint Guarded Attack Jump/Leap Manoeuvre Parrying Stance Run	Full Full Half Half Full Half Half Full Half Half	
		4		

WS

Ag

FP

TB

WOUNDS

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SPE	LL NAME	CASTING NUMBER	CASTING TIME		REDIENTS		DESCRIPTION	WP TEST
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MAIN	W3 B3	3 I A	IG INT W	/I FEL	MAIN	W3 B3 3	1 AG INT V	VI FEL
	A W S	SB TB N	M Mag I	P FP		A W SB	TB M Mag	IP FP
SECONDARY					SECONDARY			
					Г			
SKILLS					SKILLS			
TALENTS					TALENTSARMOUR			
ATTACKS					ATTACKS			
NOTES					NOTES			
4								
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	PERSONALITY	
Personality:		CHARACTER SKETCH
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Contacts/Friends:		-    ,
		-
Enemies:		-
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Quote(s):		-
	BACKGROUND & NOTES	
Diarray Names		
Player Name:	Game Master: Campaign Year:	Date Created:
7 Star Sign:	Doom:	
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