

CHARACTER

Name: _____
Race: _____
Career Path: _____

Experience:

PERSONAL DETAILS

Gender: _____ Age: _____
Date of Birth: _____ Birthplace: _____
Nationality: _____ Religion: _____
Height: _____ Weight: _____
Eyes: _____ Hair: _____
Distinguishing Marks: _____

CHARACTER PROFILE

	WEAPON SKILL	BALLISTIC SKILL	STRENGTH	TOUGHNESS	AGILITY	INTELLIGENCE	WILL POWER	FELLOWSHIP
MAIN	WS	BS	S	T	AG	INT	WP	FEL
STARTING								
ADVANCE								
CURRENT								
	□ □ □ □ □ □ □ □	□ □ □ □ □ □ □ □	□ □ □ □ □ □	□ □ □ □ □ □	□ □ □ □ □ □ □ □	□ □ □ □ □ □ □	□ □ □ □ □ □ □ □	□ □ □ □ □ □ □ □
	ATTACKS	WOUNDS	STRENGTH BONUS	TOUGHNESS BONUS	MOVEMENT	MAGIC	INSANITY POINTS	FATE POINTS
SECONDARY	A	W	SB	TB	M	M _{AG}	IP	FP
STARTING								
ADVANCE			—	—			—	—
CURRENT								
	□ □	□ □ □ □ □ □ □ □			□	□ □ □ □		

TALENTS

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SKILLS

TAKEN	BASIC SKILLS	TOTAL CHAR	+10%	+20%	RELATED TALENTS	ASSOC CHAR
☐	Animal Care		☐	☐		(Int)
☐	Charm		☐	☐		(Fel)
☐	Command		☐	☐		(Fel)
☐	Concealment		☐	☐		(Ag)
☐	Consume Alcohol		☐	☐		(T)
☐	Disguise		☐	☐		(Fel)
☐	Drive		☐	☐		(S)
☐	Evaluate		☐	☐		(Int)
☐	Gamble		☐	☐		(Int)
☐	Gossip		☐	☐		(Fel)
☐	Haggle		☐	☐		(Fel)
☐	Intimidate		☐	☐		(S)
☐	Outdoor Survival		☐	☐		(Int)
☐	Perception		☐	☐		(Int)
☐	Ride		☐	☐		(Ag)
☐	Row		☐	☐		(S)
☐	Scale Sheer Surface		☐	☐		(S)
☐	Search		☐	☐		(Int)
☐	Silent Move		☐	☐		(Ag)
☐	Swim		☐	☐		(S)

[illegible]

Item	Location	Enc	Item	Location	Enc	Item	Location	Enc
Maximum Enc Capacity	= S × IO		Total Enc					

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					

[illegible]

ARMOUR POINTS

HEAD

 01-15

RIGHT ARM

 16-35

BODY

 56-80

RIGHT LEG

 81-90

LEFT ARM

 36-55

LEFT LEG

 91-00

DODGE BLOW

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

GOLD CROWNS (GC) — OTHER TREASURE —

SILVER SHILLINGS (S) —

BRASS PENNIES (P) —

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WS	BS	Ag
SB	TB	FP

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

SPELL GRIMOIRE

[illegible]

HENCHMEN & ANIMAL COMPANIONS

Name: _____ Type: _____

Name: _____ Type: _____

PROFILES	WS	BS	S	T	AG	INT	WP	FEL
MAIN								
	A	W	SB	TB	M	M _{AG}	IP	FP
SECONDARY								
SKILLS								
TALENTS								
ARMOUR								
ATTACKS								

PROFILES		WS	BS	S	T	AG	INT	WP	FEL
MAIN									
	A	W	SB	TB	M	M _{AG}	IP	FP	
SECONDARY									
SKILLS									
TALENTS									
ARMOUR									
ATTACKS									

PERSONALITY

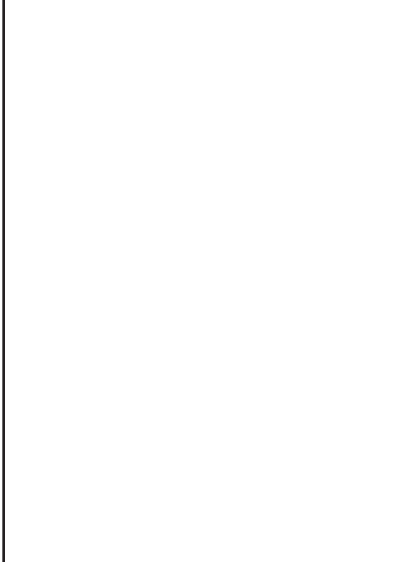
Personality: _____

Contacts/Friends: _____

Enemies: _____

Quote(s): _____

CHARACTER SKETCH



BACKGROUND & NOTES

Player Name: _____ Game Master: _____
 Campaign: _____ Campaign Year: _____ Date Created: _____
 Star Sign: _____ Doom: _____

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