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		WEAPON SKILL	BALLISTIC SKILL	STRENGTH	TOUGHNESS	AGILITY	INTELLIGENCE	WILL	FELLOWSHIP			Outdoor S	
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1)											Pick Lock	

Concealment (Ag) Consume Alcohol (T) (Fel) Disguise (S) rive (Int) valuate (Int) amble (Fel) ossip (Fel) laggle (S) ntimidate Outdoor Survival (Int) (Int) erception (Ag) ide **(S)** cale Sheer Surface (S) earch (Int) ilent Move (Ag) **(S)** wim ASSOC RELATED ADVANCED SKILLS TOTAL CHAR +10% +20% TALENTS CHAR nimal Training (Fel) lather (Fel) Chanelling (WP) Charm Animal (Fel) Oodge Blow (Ag) ollow Trail (Int) lea1 (Int) lypnotism (WP) ip Reading (Int) Magical Sense (WP) **Vavigation** (Int) Pick Lock (Ag) ☐ Prepare Poison (Int) ☐ Read/Write (Int) ☐ Sail (Ag) ☐ Set Trap (Ag) Shadowing (Ag) ☐ Sleight of Hand (Ag) ☐ Torture (Fel) ☐ Ventriloquism (Fel)

FANTASY ROLEPLAY

SKILLS

TOTAL CHAR +10%

BASIC SKILLS

ASSOC

CHAR

(Int)

(Fel) (Fel)

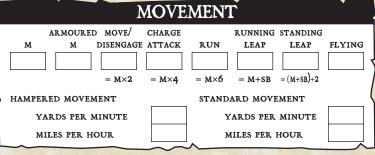
RELATED

TALENTS

+20%

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WEAPON	GROUP	DAMAGE RANGE RELOAD
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WEAPON	GROUP	DAMAGE RANGE RELOAI
QUALITIES		



MONE	EY & TREASURE
gold crowns (gc) —	OTHER TREASURE —
silver shillings (s) —	
BRASS PENNIES (P) —	

		ARMOUR		
	ARMOUR TYPE	LOCATIONS COVERED	ENC	AP
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	OI-I5	L	EFT ARM	
	RIGHT ARM		36-55	
,	I6-35 BODY		EFT LEG	•
}	56-80		91-00	
	RIGHT LEG	()()	GE BLO	W

WOUNDS	TYS	W
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81-90

ACTION SUMMARY BASIC ACTION TYPE ADVANCED ACTION TYPE All Out Attack Full Cast Varies Charge Full Delay Half Disengage Full Feint Half Move Half Guarded Attack Full	BASIC ACTION TYPE ADVANCED ACTION TYPE All Out Attack Full Cast Varies Defensive Stance Full	BASIC ACTION TYPE ADVANCED ACTION TYPE Alm Half All Out Attack Full					
Aim Half All Out Attack Full Cast Varies Defensive Stance Full Charge Full Delay Half Disengage Full Feint Half	Aim Half All Out Attack Full Cast Varies Defensive Stance Full	, Aim Half All Out Attack Full		ACTION	SUMMARY		
Ready Half Jump/Leap Full	Disengage Full Feint Half		Aim Cast Charge Disengage Move	TYPE Half Varies Full Full Half	ADVANCED ACTION All Out Attack Defensive Stance Delay Feint Guarded Attack	Full Full Half Half Full	
Stand/Mount Half Parrying Stance Half	Ready Half Jump/Leap Full Reload Varies Manoeuvre Half Stand/Mount Half Parrying Stance 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	Swift Attack	Full	Kuii	I uii	
	Ready Half Jump/Leap Full Reload Varies Manoeuvre Half	Disengage Full Feint Half Move Half Guarded Attack Full Ready Half Jump/Leap Full Reload Varies Manoeuvre Half			- -		
		Disengage Full Feint Half Move Half Guarded Attack Full					
Charge Full Delay Half Disengage Full Feint Half							
Cast Varies Defensive Stance Full Charge Full Delay Half Disengage Full Feint Half	Cast Varies Defensive Stance Full		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	Aim Half All Out Attack Full Cast Varies Defensive Stance Full	Aim Half All Out Attack Full		ACTION	SUMMARY		
BASIC ACTION TYPE ADVANCED ACTION TYPE All Out Attack Full Cast Varies Defensive Stance Full Disengage Full Feint Half	Aim Half All Out Attack Full Cast Varies Defensive Stance Full	BASIC ACTION TYPE ADVANCED ACTION TYPE Alm Half All Out Attack Full					

BS

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		A W S	ВВ ТВ	M Mag	IP FP		A W	SB TB	M Mac	g IP FP
	SECONDARY					SECONDARY	7			
	SKILLS					SKILL	s			
	TALENTS					TALENT				
1	ARMOURATTACKS					ARMOUF ATTACKS				
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		PERSONALI	TY		
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PLAYER NAME: Star Sign:	GAME MASTER:	CAMPAIGN: Door	CAMPAIGN YEAR:	DATE CREATED:	
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