

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								
	□ □ □ □ □ □	□ □ □ □ □ □	□ □ □ □ □ □	□ □ □ □ □ □	□ □ □ □ □ □	□ □ □ □ □	□ □ □ □ □ □	□ □ □ □ □
SECONDARY	A	W	SB	TB	M	M_{Ag}	IP	FP
STARTING								
ADVANCE			—	—			—	—
CURRENT								
	□ □	□ □ □ □ □ □ □ □			□	□ □ □ □		

TALENTS

[illegible]

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]

TRAPPINGS

Item	Location	Enc	Item	Location	Enc	Item	Location	Enc
Maximum Enc Capacity = $S \times 10$						Total Enc		

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				

ARMOUR

ARMOUR TYPE	LOCATIONS COVERED	ENC	AP

ARMOUR POINTS

HEAD: 01-15

RIGHT ARM: 16-35

BODY: 36-80

RIGHT LEG: 81-90

LEFT ARM: 36-55

LEFT LEG: 91-00

DODGE BLOW:

MOVEMENT

ARMoured		MOVE/		CHARGE		RUNNING		STANDING	
M	M	DISENGAGE	ATTACK	RUN	LEAP	LEAP	FLYING		
		= $M \times 2$	= $M \times 4$	= $M \times 6$	= $M + SB$	= $(M + SB) \div 2$			

HAMPERED MOVEMENT		STANDARD MOVEMENT	
YARDS PER MINUTE		YARDS PER MINUTE	
MILES PER HOUR		MILES PER HOUR	

MONEY & TREASURE

GOLD CROWNS (gc) —	OTHER TREASURE —
SILVER SHILLINGS (s) —	
BRASS PENNIES (p) —	

WOUNDS

COMBAT SCORES	WS	BS	Ag
	SB	TB	FP

ACTION SUMMARY

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									

PERSONALITY

Personality: _____

[illegible]

Contacts/Friends: _____

Enemies: _____

Quote(s): _____

BACKGROUND & NOTES

Player Name: _____ Game Master: _____

Campaign: _____ Campaign Year: _____ Date Created: _____

Star Sign: _____ Doom: _____

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. On the right side, there is a vertical strip of brown material, possibly representing a book binding or a folder edge. The overall appearance is that of a clean, unused piece of stationery.