Name:	Player:
Profession:	Income / Savings:

Characteristics	Combat Factors	History		Ярреагапсе
Strength	Hits	Nationality		Sex
Endurance	Stun	Social Class		Age
Dexterity	Morale	Siblings		Height
Intuition	Winded	Birth Date		Weight
Self Discipline	Exhausted	Birthplace		Skin
Reasoning	Burnout	Residence		Hair
Ego	Power	Religion		Eyes
Awareness	Fate	Movement	Encumbrance	Magic Resistance
Presence	Luck	0 Walk	Light	Ceremonial
Attractiveness	Piety	1 Jog	Medium	Natural
Extra Damage	Spirit	2 Run	Heavy	Extrasensory
Speed Bonus	Initiative	5 Sprint	Extreme	Black Magic

#### Possessions

	Wealth:

Melee Weapons

Weapon	Skill %	Я	Throw	Wt.	Mat.	Break %	Sharp.	I	$\mathcal{F}$	Parry	Parry %	Damage

Missile Weapons

							_					
Weapon	Skill %	Ammo	Wt.	Pull	Load	I	F	S	М	L	x	Damage
								-0%	-25%	-50%	-75%	

Armor

Name & Material		Wt.	Hits	Дап	rage	Locat	ion	Value	Locat	ion	Value
						Skul	1		Shou	ılder	
						Eye			Arm	pit	
						Ears	<b> </b>		Upp	er Arm	
						Nose	e		Insic	le Arm	
						Face	)		Elbo	w	
						Mou	ıth		Fore	arm	
						Chir	1		Wris	st	
						Thro	oat		Han	d	
						Necl	k		Thig	gh	
						Ches	st		Kne	e	
						Abd	omen		Shin	l	
						Bacl	k		Calf		
						Hip			Foot		
						Groi	in				
Shield B	SE	Wt.	Materi	al I	$\mathcal{F}$	Turn	Missiles	Hits	Damage	Parry	Parry %

Total

Skill	Base	%	Skill	Base	%	Skill	Base	%
Acrobatics	DX		Fletching	DX		Riding (Horse)	IN	
Acting	SD		Foraging	AW		Riding (Mythical)	PR	
Administration	RE		Forgery	DX		Sculpture	DX	
Agriculture	EN		Gambling	SD		Seamanship	SD	
Alchemist's Script	RE		Glassworking	DX		Seduction (PR-men	AT*	
Ambush	AW		Heraldry	RE		Sensuality	IN	
Animalcraft	SD		Herbology	RE		Sewing (hand)	SD	
Astrology	IN		Hideworking	SD		Shipwright	RE	
Astronomy	RE		History	RE		Singing	PR	
Brewery	RE		Interrogation	IN		Skiing	DX	
Bribery	IN		Intrigue	AW		Song Lore	RE	
Business	RE		Juggling	DX		Stealth	SD	
Candlemaking	AW		Jumping	ST		Streetwise	EG	
Carpentry	EN		Legends & Myths	RE		Strategy	RE	
Cartography	AW		Legerdemain	DX		Survival:		
Ceramics	DX		Locksmithing	DX		Arctic	RE	
Chemistry	RE		Masonry	EN		Desert	RE	
Climbing	EN		Mathematics	RE		Forest	RE	
Cooking	IN		Metallurgy	RE		Jungle	RE	
Counterfeiting	AW		Milling	RE		Marine	RE	
Cryptography	RE		Mineralogy	RE		Steppeland	RE	
Dancing	PR	-	Mountaineering	EN		Swimming	EN	
Disguise	AW		Oratory, Command	PR		Tactics	RE	
Diving	DX		Painting	AW		Textiles	RE	
Drawing	AW		Perfumery	AW		Timberwright	ST	
Embalming	SD		Physician	RE		Tracking	AW	
Engineering	RE		Piloting	AW		Trapping	DX	
Etiquette	PR		Reconnaissance	AW		Weaponcraft	RE	
First Aid	RE		Religious Doctrine	IN		Weatherlore	AW	
Fishing	IN		Rhetoric, Bargain	PR		Writing (Author)	PR	
C	Φ		m - ft - augulatut -	<b>A</b>	or	Musical Instruments	0	
Languages	Base	%	Reading & Writing	Base	%		Ваѕе	<u>%</u>
						Drum		
						Dulcimer		
						Flute		
						Harp		
						Lute		
						Lyre		
						Mandolin		
						Pipes		
Miscellaneous	Base	%	Miscellaneous	Base	%	Miscellaneous	Base	%

Edged Weapons	Base	%
Knife	DX	
Hand Axe	DX	
Axe	DX	
Short Sword	DX	
Saber	DX	
Sword	DX	
Hand &1/2 Sword	DX	
Two-Handed Swd.	DX	
Rapier	DX	
Cut & Thrust Swd.	DX	

Non–Edged Weapon	Base	%
Ball & Chain	DX	
Club	DX	
Staff	DX	
Mace	DX	
Warhammer	DX	
Whip	DX	

Polearm Weapons	Base	%
Bill	DX	
Guisarme	DX	
Halberd	DX	
Lance	DX	
Military Fork	DX	
Partisan	DX	
Pike	DX	
Poleaxe	DX	
Spear	DX	

Missile Weapons	Base	%
Aclys, Rock	DX	
Axe	DX	
Crossbow	DX	
Javelin	DX	
Knife	DX	
Shortbow	DX	
Longbow	DX	
Sling	DX	
Staff Sling	DX	
Spearthrower	DX	

Note.	5			

Maneuv	ering in Armor	Level
Leather	(-1 initiative)	
Ring	(–2 initiative)	
Scale	(–3 initiative)	
Mail	(–4 initiative)	
Plate	(–5 initiative)	

Shield Parry	Base	
Buckler	DX	
Round Shield	DX	
Heater	DX	
Oval Shield	DX	
Viking Shield	DX	
Kite Shield	DX	
Legionary Shield	DX	
Tower Shield	DX	•

Unarmed Combat	Base	%
Boxing	ST	
Wrestling	DX	
Street Fighting	ST	
Close Combat	DX	
Groundfighting	DX	
Unarmed Combat	DX	
Restraints	DX	
Falling	DX	

Firearms	Base	%
Handgonnes	SD	
Arquebus	SD	
Wheel-Lock Pistols	SD	
Flint-Lock Pistols	SD	
Muskets	SD	
Blunderbus	SD	
Bombs	DX	

Siege Weapons	Base	%
Battering Ram	RE	
Oxybeles (tension)	RE	
Catapult (torsion)	RE	
Ballistae (torsion)	RE	
Trebuchet (traction)	RE	
Treb.(counterpoise)	RE	
Greek Fire	RE	
Cannons	RE	
Sapper	RE	

Notes			

Ceremonial	Base	%
Alchymy	IN+SD	
Conjuration	IN+SD	
Ritualism	IN+SD	
Spiritualism	IN+SD	

Natural	Base	%
Deceiver	RE+EG	
Enchantment	RE+EG	
Elementalism	RE+EG	
Sorcery	RE+EG	

Extrasensory	Base	%
Mysticism	AW+PR	
Psychic	AW+PR	
Seer	AW+PR	
Talismanic	AW+PR	

The Black Arts	Base	%
Black Magic	Best	·

We	apon	Ехр	ertis	e		

Experience Points	

Name:	Player:
Disciplines	

Spell	Рошет	Spell	Power	Spell	Power

*	What the Character Does.
	Profession:
	Actions:
*	Motive.
	Goal:
	Desires:
*	Past.
	History:
	-
*	Reputation.
	History:
*	Stereotypes.
	Obvious things:
	Familiarity & Strangeness:
*	Actions.
	How does he/she act towards & treat others?
*	Habits & Patterns.
	Noticeable things:
*	Talents & Abilities.
	Noticeable things:
*	Tastes & Preferences.
	Favorite things:
*	Арреатапсе.
	Physical looks:
	Distinctive features:

\* Character Flaws:

Emotional or Psychological Needs: