

CHARACTER NAME		Race		Human				
PLAYER		Languages						
Age	Adult	25 years	Culture	Civilised	Homeland			
Frame	Medium		Career	Warrior	Home Town			
Gender	Male		Social Class	Gentry	Cults			
Handedness	Right	25	Magic	-	Height	187 cm	Weight	102 Kg
			Skin Colour		Eye Colour		Hair Colour	

CHARACTER DESCRIPTION

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ATTRIBUTES

Strength (STR)	12
Constitution (CON)	12
Size (SIZ)	15
Dexterity (DEX)	8
Intelligence (INT)	11
Power (POW)	7
Charisma (CHA)	8
	73 pts

RANDOM

13
15
13
3
12
14
13
83 pts

CHARACTERISTICS

Action Points	2	Luck Points	2
Damage Mod	+1D2	Magic Points	7
Healing Rate	2	Magic Abilities	None
Strike Rank	10 (5)	Exp. Modifier	0
SR Penalty	5	Movement Rate	6
Encumbrance	15,5/24	Total Hit Points	43

ARMOUR

Location	Material	Construction	Cost	Location HP	AP	ENC
Head	Iron	Scaled	320	6	4	3
Left Arm	Iron	Scaled	320	5	4	3
Right Arm	Iron	Scaled	320	5	4	3
Chest	Iron	Scaled	320	8	4	3
Abdomen	Iron	Scaled	320	7	4	3
Left Leg	Iron	Scaled	320	6	4	3
Right Leg	Iron	Scaled	320	6	4	3

ONE HANDED WEAPONS

Weapon	Dagger	Longsword	-
Damage	1d4+1	1d8	-
Size	S	M	-
Reach	S	L	-
Combat Effects	Bleed, Impale	Bleed, Impale	-
ENC	0	2	0
AP/HP	6/8	6/12	0/0
Traits	Thrown	0	-
Milieu	All	M-R	-
Cost	30	250	0

TWO HANDED WEAPONS

Weapon	Longsword	-	-
Damage	1d10	-	-
Size	L	-	-
Reach	L	-	-
Combat Effects	Bleed, Impale, Sunder	-	-
ENC	2	0	0
AP/HP	6/12	0/0	0/0
Traits	0	-	-
Milieu	M-E	-	-
Cost	250	0	0

SHIELD

Weapon	Buckler
Damage	1d3
Size	M
Reach	S
Combat Effects	Bash, Stun Location
ENC	1
AP/HP	6/9
Traits	Ranged Parry; Passive Blocks 2 locations
Milieu	M-E
Cost	50

RANGED WEAPONS

Weapon	Dagger	-	-
Damage	1d4	-	-
Damage Mod	Y	-	-
Force	S	-	-
Range	5/10/20	-	-
Load	-	-	-
Combat Effects	Impale	-	-
Impale Size	S	-	-
ENC	0	0	0
AP/HP	4/6	0/0	0/0
Milieu	All	-	-
Cost	30	0	0

MOVEMENT RATE

Walking	6
Running	19
Sprinting	30
Swimming (ENC)	7 (Drowning!)
Climbing (Rough)	4
Climbing (Steep)	1
Climbing (Sheer)	Too difficult!
Jumping (Vert)	Too difficult!
Jumping (Horiz)	324 cm (162 cm)

LIFTING & CARRYING

Lift & Carry	85 kg (SIZ 17)
Lifting (Max)	145 kg (SIZ 29)
Dragging	145 kg (SIZ 29)

Total Armour Cost	2240 SP
Total Weapon Cost	610 SP
Money Left	2325 SP

STANDARD SKILLS

3

Skill	Base %	Culture %	Career %	Bonus %	TOTAL %
Athletics	20		15	15	50
Boating	24				24
Brawn	27		15	15	57
Conceal	15				15
Customs	22				22
Dance	16				16
Deceit	19	15			34
Drive	15				15
Endurance	24		15	15	54
Evade	16		15	15	46
First Aid	19				19
Influence	16	15		15	46
Insight	18	15		15	48
Locale	22	15		15	52
Native Tongue	19				19
Perception	18				18
Ride	15				15
Sing	15				15
Stealth	19				19
Swim	24				24
Unarmed	20		15	15	50
Willpower	14	15			29

Bonus Skill Points: 150 pts, 15 max per skill

COMBAT STYLES

Cultural Style					
Weapons	Adaga				
	20	15			35
Career Style					
Weapons					
	20		15	15	50
Bonus Style					
Weapons					
	20				20

PASSIONS

Object of Passion	Base %	Target of Passion		Start %
		POW	CHA	
Person (Enemy/Rival)	37			37
Person (Romantic)	30			30
Race/Species	44			44

ERROR CHECKING

Culture SP OK?	100 out of 100
	1 out of 3
Career SP OK?	100 out of 100
	1 out of 3
Bonus SP OK?	150 out of 150
	1 out of 2

PROFESSIONAL SKILLS

Skill	Base %	Culture %	Career %	Bonus %	TOTAL %
Acrobatics	20				20
Acting	16				16
Art	15				15
Binding	15				15
Bureaucracy	22				22
Commerce	19				19
Courtesy	19				19
Craft (Primary)	19				19
Craft (Secondary)	19				19
Culture	22				22
Devotion	15				15
Disguise	19				19
Engineering	22				22
Exhort	19				19
Folk Magic	15				15
Gambling	18				18
Healing	18				18
Invocation	22				22
Language	19				19
Literacy	22				22
Lockpicking	16				16
Lore (Primary)	22				22
Lore (Secondary)	22				22
Mechanisms	19				19
Meditation	23				23
Musicianship	16				16
Mysticism	19				19
Navigation	18				18
Oratory	15				15
Seamanship	23				23
Seduction	19				19
Shaping	18				18
Sleight	16				16
Streetwise	15	10			25
Survival	19		10	15	44
Teach	19				19
Track	23				23
Trance	19				19

Bonus Skill Points: 150 pts, 15 max per skill

ADDITIONAL SKILLS

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SOCIAL CLASS

Class	Example Title	Starting Money	Background Resources
Gentry	Bailiff, Equite, Master, Official, Steward, Warden	5175 SP	Owens property, farm or business; furniture, tools, weapons & armour, mount, several servant or slave retainers; support from locals

FAMILY STRUCTURE

Marrital Status	Single		
Parents	Both parents dead		
Siblings	0 Sister(s) & 8 Brother(s)	Aunts & Uncles	2
Grandparents	None	Cousins	1

COMMUNITY CONNECTIONS

Reputation	A sound family reputation	3 Contacts or Allies
Connections	Family is well connected in the community and is known to those commanding local power. Some Status with those commanding regional power	Rival

BACKGROUND EVENTS

You are adopted. Your true parents either abandoned you or were killed, and the family that raised you has always accepted you as one of their own – except for certain jealous relatives who see you as an imposter and would gladly have you cast out of the family so their own offspring might benefit. You have had to fight their resentment for most of your life but now things appear to be coming to a head.	

BACKGROUND EQUIPMENT

Clothing	Weapons	Armour	Transport
4 sets of clothing, made of good quality fabrics and a modest level of decoration	4 weapons of higher status and/or quality. Swords, maces, shields, bows, great weapons and so on	Full set of protection worth 4 Armour Points	Hired or Slave Porter, Boat, Wagon or Riding Mount