

Character

Name:
Race:
Current Career:
Previous Careers:

Personal Details

Gender:	Age:
Star Sign:	Eye Colour:
Birthplace:	Hair Colour:
Siblings:	Height:
Religion:	Weight:
Distinguishing Marks:	

Character Profile

MAIN	WS	BS	S	T	Ag	Int	WP	Fel
Starting	%	%	%	%	%	%	%	%
Advance								
Current	%	%	%	%	%	%	%	%
	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□

SECONDARY	A	W	SB	TB	M	Mag	IP	FP
Starting								
Advance								
Current								
	□□	□□□□			□□	□□		
		□□□□						

Weapons

NAME	GRP	DAM	RANGE	RELOAD	QUALITIES

Armour

BASIC ARMOUR		
Armour Type:	Armour Points:	
ADVANCED ARMOUR		
ARMOUR TYPE	LOCATIONS COVERED	AP



Player

Name:	Games Master:
Campaign:	Campaign Year:

Experience Points

Current:	Total:
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Movement

Move/Disengage:	Charge Attack:	Run:
Yards per Minute:	Miles per Hour:	
Running Leap:	Standing Leap:	

Armour Points

Head: 01-15

Body: 56-80

Right Arm: 16-35

Left Arm: 36-55

Right Leg: 81-90

Left Leg: 91-00

Current Wounds:

Current Fortune Points:

Shield Parry	%	Weapon Parry	%	Dodge Blow	%
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Action Summary

BASIC ACTION	TYPE	ADVANCED ACTION	TYPE
Aim	Half	All Out Attack	Full
Cast	Varies	Defensive Stance	Half
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	Scream Like a Girl	Varies
Use a Skill	Varies	Suck Thumb	Varies

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

ADVANCED SKILLS	CHAR	TAKEN	+10%	+20%	TOTAL	RELATED TALENTS
	()	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	(%)	
	()	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	(%)	
	()	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	(%)	
	()	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	(%)	
	()	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	(%)	
	()	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	(%)	
	()	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	(%)	
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	()	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	(%)	
	()	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	(%)	
	()	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	(%)	
	()	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	(%)	

Talents	
TALENT	DESCRIPTION

Trappings	
ITEM	NOTES

Wealth	
Gold Crowns (GC):	Banked Wealth:
Silver Shillings (s):	Debts:
Brass Pennies (p):	