			77470	A COTTO		MILEN !	PROPERTY			
		C	HAR	ACT:	EK					
Name:										
Race:									Į	
Career Path	1:									
								_		TAKEN
Experience:			1						7	.
Experience:									7	
		PERS	ONA	L DF	TAII	S				
	_									، <u>ت</u> إ
Gender:				Age:					1	
Date of Bir	th:			Birth	place:					
Nationality	7:			Relig	_					ום ל
Height:				Weig					1	
Eyes:				Hair:						
Distinguish	ning Ma	arks:								
ALTERNATION OF THE PARTY OF THE	100 (40			US COM	MOTOR S	B. A.S.		CH TOTAL		
	C	HAR	ACT:	ER P	ROF	ILE			123	
			STRENGTH				WILL	FELLOWSHIP		\ <u></u>
Main	WS	BS	S	Т	Ag	Int	WP	FEL		
Starting									SIT	
Advance									4	
CURRENT										
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	ATTACKS	WOUNDS	STRENGTH BONUS	TOUGHNESS	MOVEMENT	MAGIC	INSANITY POINTS	FATE POINTS		
Secondary	A	W	SB	ТВ	M	Mag	IP	FP		
Starting	I					0	0			TAKEN
Advance			_	_			_	_		
CURRENT										
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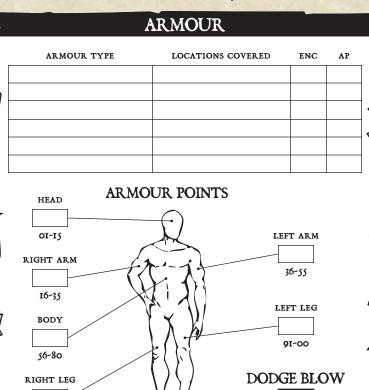
		74/11	100	W. Ale		
	S	KIL	LS			(
TAKEN BASIC SKILLS	TOTAL	CHAR	+10%	+20%	RELATED TALENTS	ASSOC CHAR
☐ Animal Care						(Int)
☐ Charm	\vdash			0 ((Fel)
☐ Command	\vdash					(Fel)
☐ Concealment	\vdash					
☐ Consume Alcohol	\vdash					(Ag)
-	\vdash					(T)
Disguise	\vdash					(Fel)
Drive	\vdash					(S)
☐ Evaluate	\vdash					(Int)
☐ Gamble	\square					(Int)
☐ Gossip	Ш					(Fel)
☐ Haggle	ш					(Fel)
Intimidate						(S)
Outdoor Survival	Ш					(Int)
Perception						(Int)
☐ Ride						(Ag)
□ Row						(S) 4
☐ Scale Sheer Surface						(S)
☐ Search						(Int)
☐ Silent Move						(4.)
_ □ Swim			$\overline{\Box}$			(Ag) (
_			_	_		
TAKEN ADVANCED SKILLS	TOTAL	CHAR	+10%	+20%	RELATED TALENTS	ASSOC CHAR
☐ Animal Training						(Fel)
Blather						(Fel)
Chanelling				0 ((WP) <
Charm Animal						(Fel)
			_			
☐ Dodge Blow☐ Follow Trail☐	\vdash					(Ag)
	\vdash					(Int)
Heal	\vdash					(Int)
Hypnotism						(WP)
Lip Reading						(Int)
Magical Sense	\vdash					(WP)
Navigation						(Int)
☐ Pick Lock	Ш					(Ag)
Prepare Poison						(Int)
☐ Read/Write						(Int)
☐ Sail	Ш					(Ag)
☐ Set Trap						(Ag)
Shadowing						(Ag)
☐ Sleight of Hand						(Ag)
☐ Torture						(Fel)
☐ Ventriloquism						(Fel)
	П					·
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	TRAPPINGS								
1	Item	Location	Enc	Item	Location	Enc	Item	Location	Enc
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7									
									(
1									
1	Maximum Enc Capacity	$= (s+T)\times 10$					Total Enc		
WEAPONS						ARMOUR			

	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		

ARMOURED MOVE/ CHARGE RUNNING STANDING M M DISENGAGE ATTACK RUN LEAP LEAP FLYING = M×2 = M×4 = M×6 = M+SB = (M+SB)÷2 HAMPERED MOVEMENT YARDS PER MINUTE MILES PER HOUR ARMOURED MOVE/CHARGE RUNNING STANDING RUNNING STANDING FLYING STANDARD MOVEMENT YARDS PER MINUTE MILES PER HOUR		MOVEMENT								
= M×2 = M×4 = M×6 = M+SB = (M+SB)÷2 HAMPERED MOVEMENT YARDS PER MINUTE YARDS PER MINUTE			EI VING							
HAMPERED MOVEMENT STANDARD MOVEMENT YARDS PER MINUTE YARDS PER MINUTE			,							
YARDS PER MINUTE YARDS PER MINUTE		,	1							
	١	HAMPERED MOVEMENT STANDARD MOVEMENT								
MILES PER HOUR MILES PER HOUR		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	TXS	WS	BS	Ag
	OMB/ CORI	SB	ТВ	FP
	Os			

81-90

1		ACTION	SUMMARY	
(Aim Cast Charge Disengage Move Ready Reload Stand/Mount Standard Attack Swift Attack	Half Varies Full Full Half Half Varies Half Full	ADVANCED ACTION All Out Attack Defensive Stance Delay Feint Guarded Attack Jump/Leap Manoeuvre Parrying Stance Run	Full Full Half Half Full Full Half Half
(Move Ready Reload Stand/Mount Standard Attack	Half Half Varies Half Half	Guarded Attack Jump/Leap Manoeuvre Parrying Stance	Full Full Half Half

				SPELL GRIMOIR	Ŀ		
SPEL	L NAME	CASTING NUMBER	CASTING TIME	INGREDIENTS		DESCRIPTION	WP TEST
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Name:		Type: _		Name:		Type:	
PROFILES	WS BS	S T	Ag Int	WP FEL PROFILES	WS BS	S T Ag Int	WP FEL
MAIN					MAIN		
CECONDARY		SB TB	M Mag	IP FP	A W	SB TB M MAG	IP FP
SECONDARY				SECONE	IAA		
SKILLS				Sk	CILLS		
TALENTS					ENTS		
ARMOUR ATTACKS					OUR ACKS		
)	•						

	PERSONAI	LITY	
Personality:			CHARACTER SKETCH
7 ————			,
7			4
Contacts/Friends:			
Enemies:			
			4
Quote(s):			
	BACKGROUND	& NOTES	
PLAYER NAME: GAME N	MASTER: CAMPAIGN:	CAMPAIGN YEAR:	DATE CREATED:
Star Sign:	Do	oom:	
}			
}			
}			

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