

CHARACTER

NAME: Sir Alein
 RACE: Human
 CURRENT CAREER: Entertainer
 PREVIOUS CAREERS: Knight Errant

PERSONAL DETAILS

AGE: GENDER:
 EYE COLOR: WEIGHT:
 HAIR COLOR: HEIGHT:
 STAR SIGN: NUMBER OF SIBLINGS:
 BIRTHPLACE:
 DISTINGUISHING MARKS:

CHARACTER PROFILE

MAIN	WS	BS	S	T	AG	INT	WP	FEL
STARTING	26	26	31	31	36	31	31	36
ADVANCE	+25%	—	+15%	+15%	+15%	—	+10%	+15%
CURRENT	51	26	46	46	46	31	41	51
SECONDARY	A	W	SB	TB	M	MAG	IP	FP
STARTING	1	11	3	3	4	0	0	2
ADVANCE	+1	+4	—	—	—	—	—	—
CURRENT	2	15	4	4	4	0	2	2

WEAPONS

NAME	ENC	GROUP	DAMAGE	RANGE	RELOAD	QUALITIES
Lance			SB+1			
Sword			SB			
Shield						

ARMOUR

BASIC ARMOUR

ARMOUR TYPE: ARMOUR POINTS:

ADVANCED ARMOUR

ARMOUR TYPE	ENC	LOCATIONS COVERED	AP
Helmet		Head	2
Full Mail Armour		All	2
Full Leather Armour		All	1



PLAYER

NAME: GAME MASTER:
 CAMPAIGN: CAMPAIGN YEAR:

EXPERIENCE POINTS

CURRENT: TOTAL:

COMBAT MOVEMENT

MOVE/DISENGAGE: CHARGE ATTACK: RUN:

ARMOUR POINTS

Diagram showing armor points distribution for a human figure:

- HEAD: 5 (01-15)
- BODY: 3 (36-80)
- RIGHT ARM: 3 (16-35)
- LEFT ARM: 3 (36-55)
- RIGHT LEG: 3 (81-90)
- LEFT LEG: 3 (91-00)

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		

SKILLS

BASIC SKILLS (CHARACTERISTIC)	TAKEN	+10%	+20%	RELATED TALENTS
Animal Care (Int)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Charm (Fel)	<input checked="" 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 checked="" 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 checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Perception (Int)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
Ride (Ag)	<input checked="" 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"/>	_____

[illegible]

TALENTS

[illegible]

TRAPPINGS

[illegible]

MONEY

GOLD CROWNS (gc):

SILVER SCHILLINGS (s):

BRASS PENNIES (p):