

Character Sheet



Name	Alignment	Description

Age	Height	Weight	Hair	Eyes	Gender	Race	Career Class

Current Career	Career Path	Career Exits

Profiles	M	W	B	S	T	U	I	A	Dex	Ld	Int	Cl	Wp	Fel
Basic														
Advances														
Skill Bonus														
Current														

Clothing & Armour	Location	Enc

Move	Yds/r	Yds/t	Mph
Cautious			
Standard			
Running			

Skills

Wound Points	Critical Effects

Armour Points

01 - 15 Head

16 - 35 Right Arm

36 - 55 Left Arm

56 - 80 Body

81 - 90 Left Leg

91 - 00 Right Leg

Hand Weapons	I	W	Dam	Parry

Missile Weapons	B	Load	Pb/Es	S/Es	L/Es	e/Es
			+10 to hit	+ 0 to hit	- 10 to hit	- 20 to hit

Spells	Sl	Mp	R	D	Ingredients	Effect	Power Level
							Magic Points

Equipment/Trappings	Loc	Enc	Insanity Points	Social Level	Fate Points	
			Psychology & Health	Languages	Rank	Experience
			Background	Contacts & Friends		
			Place of Birth:			
			Family:			
			Religion:			
Total						

Companions	M	W	B	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel	Wealth	Loc	Enc
Total																	

Skill Sheet Part One



A-skills

- Acrobatics**
+2 yards to Leap, +2 to Jump & Fall, +10 to Busk
- Acting**
+15 to Bluff & Gossip, +10 to Busk
- Acute Hearing**
+10 to Listen & +2 yards to sound distance
- Ambidextrous**
No modifiers using wrong hand, +10 to Dex
- Animal - Care**
Knowledge & caretaking of domestic animals
- Animal - Charm**
If animals within 12 yards fails a Wp test, they will follow simple commands
- Animal - Train**
Learn animals to do tricks
- Art**
+15 to spot forgeries, +10 to Busk
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- Astronomy**
Navigation possible by Int test
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B-skills

- Begging**
Gains D3 shillings an hour on (Wp+Fel)/2 test
- Blather**
Victims distracted 1 round on Fel test, success by +10 last D6+1 round
- Boat Building**
+10 to Construct test with "boat materials"
- Brewing**
+10 to detect poison in beer & wine
- Bribery**
+20 to Bribe test
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C-skills

- Carpentry**
+10 to Construct test with wood
- Cartography**
Navigation possible by Int test
- Cast Spells**
- Petty
- I II III IV Battle Magic
- I II III IV Demonologist
- I II III IV Druidic
- I II III IV Clerical
- I II III IV Elemental
- I II III IV Illusionist
- I II III IV Necromantic
- Charm**
+10 to Fel
- Chemistry**
Can recognize mineral ores & make chemicals
- Clown**
+1 to Jump & Fall, +10 to Bluff & Busk
- Comedian**
+15 to Gossip, +10 to Busk
- Concealment Rural**
+20 to hide, +5 if moving
- Concealment Urban**
+20 to hide, +5 if moving
- Consume Alcohol**
1/2 Profile reduction, -10 to Wp to resist a drink

C-skills

- Contortionist**
Escape bonds on Dex-(1/2 enemy Int), +10 to Busk
- Cook**
+10 to detect poison in food
- Cryptography**
+10 to Int when breaking codes
- Cure Disease**
Recognize rare disease on Int test
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D-skills

- Dance**
+10 to Busk
- Demon Lore**
Detects Demons within 48 yards, on an Int test one knows things about the Demon when meet
- Disarm**
2 x to hit disarms an enemy
- Disguise**
Fel test to pass casual examination
- Divining**
Crystal gazing etc
- Dodge Blow**
On 1 test ignore one hit
- Dowsing**
Ability to find water
- Drive Cart**
Ignore Risk test
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E-skills

- Embezzling**
Acquire D6 GC on Int test
- Engineering**
+20 to Construct test
- Escapology**
Escape bonds on Dex test, +10 to Busk
- Etiquette**
+10 to Fel in high society
- Evaluate**
+10 to Estimate tests, 5% margin
- Excellent Vision**
+50% to normal vision distance
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F-skills

- Fire Eating**
Can be used as an attack, +10 to Busk
- Fish**
Knowledge to catch fish
- Flee!**
+50% to move when running away
- Fleet Footed**
+2 yards to basic Move characteristic
- Follow Trail**
Int test to follow difficult trails, +10 to Estimate distance to quarry, and their number
- Frenzied Attack**
If Cool test fails, then +1 to S, -1 dam taken, take no Terror or Fear tests, always attack never parry
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G-skills

- Gamble**
+Int/2 to gambling
- Game Hunting**
Can find game on Int test

- Gem Cutting**
(Dex+Int)/2 test to increase gem value
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H-skills

- Haggle**
+10 to Bargain
- Heal Wounds**
Int test to give first aid, D3 to light, 1 to heavy accelerate recovery on Int test +20
- Heraldry**
Know a few things on Int test
- Herb Lore**
Know where to find herbs on Int test
- History**
Are aware of history events on Int test
- Hypnotise**
Subject answers D4 questions on failed Wp test
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I-skills

- Identify Magical Artifact**
Feel magic on torch, on Int test have knowledge
- Identify Plant**
Int test to find plants
- Identify Undead**
Can spot all kinds of undeads
- Immunity to Disease**
+10 to Disease test
- Immunity to Poison**
+10 to Poison test, total immune to 3 poison
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J-skills

- Jest**
+10 to Bluff, +10 to Busk
- Juggle**
+10 to Bs with thrown weapons, +10 to Busk
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L-skills

- Law**
Avoid punishment or other things on Int test
- Lightning Reflexes**
+10 to I
- Linguistics**
+10 to Understand Language test
- Lip Reading**
Int test to understand what is said
- Luck**
+1 to D6 test, +10 to D100 test, D6 times a day
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M-skills

- Magical Awareness**
Aware of magic-using creatures within 100 yards
- Magical Sense**
Able to sense magic by torch
- Manufacture**
- Drugs**
- Magical Items**
- Potions**
- Scrolls**
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Skill Sheet Part Two



M-skills

- Marksmanship**
+10 to Bs, +20 to Bs with Specialist Weapon
- Meditation**
Rebuild magical constitution
- Metallurgy**
Can recognize metal ores, know how to mix metals
- Mime**
+10 to Busk, communicate without talk on Int test
- Mimic**
+10 or more to Bluff, +10 to Busk
- Mining**
When underground +10 to Construct test, +10 to spot secret doors, spot ores on Int test
- Musicianship**
- Percussion**
- String**
- Wind**
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N-skills

- Nightvision**
Ability to see in darkness
- Numismatics**
Int test to recognized unusual coins
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O-skills

- Orientation**
Int test to find the way in very difficult situations
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P-skills

- Palm Object**
+15 to Palm Object test
- Palmistry**
Ability read palms, +10 to Busk
- Pick Lock** +10 +20 +30 +40
- Pick Pocket** +10 +20 +30 +40
- Prepare Poisons**
+10 to detect poison in drink and food, can prepare and recognize poison on Int test
- Public Speaking**
Can persuade many people a time(Ld = maximum)
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R-skills

- Read/Write**
Ability to read and write known language
- Ride**
+10 to Risk jump onto moving horse and the like
- River Lore**
Knowledge of the rivers
- Row**
Ability to row with out danger
- Rune Lore**
Ability to spot real runes from fake ones
- Rune Mastery**
Ability use and make runes
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S-skills

- Sailing**
Ability sail sailing boats
- Scale Sheer Surface**
Need only to take Risk test on very difficult climbs

S-skills

- Scroll Lore**
Can recognize magical scrolls and use them
- Secret Signs**
- Druid**
- Engineer**
- Lawyer**
- Pedlar**
- Poacher**
- Scout**
- Templar**
- Thief**
- Woodsman**
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- Seduction**
+10 to Bargain, Bluff and Gossip with opposite sex
- Set Trap-Rural**
-20 to victims I test
- Set Trap-Urban**
-20 to victims I test, 50%+Int to catch small game
- Shadowing**
+10 to Hide test
- Silent Move Rural**
-10 to Listen test made against character
- Silent Move Urban**
-10 to Listen test made against character
- Sing**
+ 10 to Busk
- Sixth Sense**
Can feel people watching or following character
- Smithing**
+10 to Construction test with metal products
- Specialist Weapon**
- Two handed weapon**
- Artillerly - bolt thrower**
- Artillerly - bombard**
- Artillerly - stone thrower**
- Blowpipe**
- Blunderbus**
- Bomb**
- Crossbow pistol**
- Fencing sword**
- Firearms**
- Fist weapons**
- Flail weapon**
- Incendiaries**
- Lance**
- Lasso**
- Longbow**
- Net**
- Parrying weapon**
- Pistol**
- Pole arm**
- Repeating crossbow**
- Sling**
- Throwing weapons**
- Whip**
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- Spot Trap-Rura**
+10 to avoid traps, Dex test to disarm traps

- Spot Trap-Urban**
+10 to avoid traps, Dex test to disarm traps
- Stoneworking**
+10 to Construction test with stone
- Story Telling**
+10 to Gossip, +10 to Busk
- Street Fighter**
No modifier, only -1 to Dam
- Strike Mighty Blow**
+1 to Dam
- Strike to Injure**
Can modifier Hit Location by 10%
- Strike to Stun**
+20 to stun, no to Ws modifier
- Strongman**
+1 to S, +D4 wounds
- Super Numerate**
+20 to Estimate test, +10 to Gambe test, Int test to solve math problems
- Surgery**
See rolebook page 57-58
- Swim**
+20 to Risk test, move 2/3 of Cautious
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T-skills

- Tailor**
Can make disguise which gives +10 to Bluff test
- Theology**
Knowledge about all Religions
- Torture**
-10 to victims Wp, victim takes only half Dam
- Trick Riding**
No Ride Risk test, no Bs modifier, +30 Risk action
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V-skills

- Ventriloquism**
Can speak without moving the lips
- Very Resilient**
+1 to Toughness
- Very Strong**
+1 to Strength
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W-skills

- Wit**
+10 to Bluff test, +10 to Gossip test
- Wrestling**
No Ws modifier, can grapple on hit
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Other-skills

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