

Classic Fantasy

Character Record

STR CON SIZ DEX INT POW CHA

13 13 14 12 13 12 14

Luck Points

4

Attributes

Action Points	Damage Mod	Exp. Mod	Healing Rate	Move Rate	Initiative	Initiative Penalty	Magic Points
3	+1d2	+2	3	20'	13	6*	12

*Current Initiative = 7

Hit Locations

1d20	Location	AP / HP	Armour Type	ENC
01-03	Right Leg	5 / 6	Chain	4
04-06	Left Leg	5 / 6	Chain	4
07-09	Abdomen	5 / 7	Chain	4
10-12	Chest	5 / 8	Chain	4
13-15	Right Arm	5 / 5	Chain	4
16-18	Left Arm	5 / 5	Chain	4
19-20	Head	5 / 6	Chain	4

Character Information

Player _____
 Character Valamir Drake Race/Culture Human/Barbarian
 Class Paladin Rank 1 (Gallant)
 Village of Dunfel Homeland in the Kingdom of Greymoor Deity Nimue, the Lady of the Lake
 Age 19 Gender Male Handedness Right
 Frame Medium Height 6' Weight 210 lbs

Description/Portrait

Attractive with a commanding presence and authoritative nature



Passions

Good (Lawful and Honourable)	54 %
Love (Miranda; Sibling)	58 %
Oath (Holy Order of Paladins)	54 %
	%

Weapons

Weapon Type	Size	Reach (Force)	Damage	AP/HP	Special Effects	Range & Load
Long Sword	M	L	1d8+1d2	6/12	Bleed, Impale	-
Dagger	S	S	1d4+1+1d2	6/8	Bleed, Impale	-
Dagger, Thrown	-	(S)	1d4+1d2	6/8	Bleed, Impale	15/30/60
Kite Shield	H	S	1d4+1d2	4/15	Bash, Stun Location	-

Standard Skills

Skill	Characteristics	%
Athletics	STR+DEX	35 %
Boating	STR+CON	26 %
Brawn	STR+SIZ	47 %
Conceal	DEX+POW	24 %
Customs	INT x2	76 %
Dance	DEX+CHA	26 %
Deceit	INT+CHA	27 %
Drive	DEX+POW	24 %
Endurance	CON x2	36 %
Evade	DEX x2	24 %
First Aid	INT+DEX	30 %
Influence	CHA x2	63 %
Insight	INT+POW	50 %
Locale	INT x2	36 %
Perception	INT+POW	25 %
Ride	DEX+POW	39 %
Sing	POW+CHA	26 %
Stealth	INT+DEX	25 %
Swim	STR+DEX	26 %
Unarmed	STR+DEX	30 %
Willpower	POW x2	59 %

Professional Skills

Skill	Characteristics	%
Channel	INT+CHA	50 %
Courtesy	INT+CHA	37 %
Healing	INT+POW	40 %
Lang. (Common)	INT+CHA	67 %
Lang. (Elven)	INT+CHA	36 %
Lore (Geography)	INTx2	26 %
Piety (Nimue)	POW+CHA	50 %
		%
		%
		%
		%
		%

Skill Grades

Grade	Modifier
Automatic	No Roll Needed
Very Easy	Double
Easy	Increase by Half
Standard	-
Hard	Reduce by 1/3
Formidable	Reduce by 1/2
Herculean	Reduce to 1/10
Hopeless	No Attempt Poss

Fatigue

Current Level	State	Skill	Move	Strike Rank	Action Points	Recovery
<input type="checkbox"/>	Fresh	-	-	-	-	-
<input type="checkbox"/>	Winded	Hard	-	-	-	15 mins
<input type="checkbox"/>	Tired	Hard	-5 feet	-	-	3 hours
<input type="checkbox"/>	Wearied	Form	-5 feet	-2	-	6 hours
<input type="checkbox"/>	Exhausted	Form	Half	-4	-1	12 hours
<input type="checkbox"/>	Debilitated	Herc	Half	-6	-2	18 hours
<input type="checkbox"/>	Incapacitated	Herc	None	-8	-3	24 hours
<input type="checkbox"/>	Semi-Conscious	Hope	No Activity Possible			36 hours
<input type="checkbox"/>	Comatose		No Activity Possible			48 hours
			Dead			Never

Combat Styles

Style	%	Weapons
Paladin	55 %	Lance, longsword, broadsword, mace, flail
Unarmed	30 %	shield, military pick, dagger, and scimitar

Notes

* Possesses the traits: Ranged Parry and Passive Block 4

Experience Rolls

Total: 12

Money & Wealth

PP
EP
GP
SP 45
CP
Gems, Jewels and Other Items

Magic Items

Item and Magic

Equipment

Item	Enc
Full suit of chain armour	7
Longsword	2
Kite Shield	3
Dagger	-
Riding Horse	-
Clothing	
One simple but quality tunic	
One set of quality day wear	
One set of quality evening wear	
One suit of formal wear	

Notes

Class Talents and Abilities

Armour Proficiency: You are trained in the use of all armours up to and including plate, knowing how position oneself to receive a blow in such a way as to deflect a portion of the attack. Light armours receive 1 extra Armour Point, and heavy armours 2. The only stipulation is that you have to know the attack is coming. In addition, when worn, only 1/4 the total ENC of the armour is counted towards Encumbrance instead of 1/2.

Hospitality: You may expect food and lodging from other paladins or cavaliers of non-conflicting Passions, as well as noble and royal households of similar political divisions.

Lay on Hands: Once per day for each rank attained, you may spend a full Round laying hands upon a creature suffering a Minor Wound to one location and restore all lost Hit Points. Against Serious or Major Wounds, no Hit Points are recovered; however, laying on hands will stabilise the location, stopping all bleeding and preventing imminent death from inattention.

Divine Protection: You receive a +10% Bonus to Willpower, Endurance, and Evade when used to resist offensive actions.

Immunity to Disease: You are immune to 'natural' diseases, but not supernatural ones like lycanthropy or vampirism.

Cure Disease: Once per week for every rank attained, you may remove any one natural disease from a sick individual.

Immunity to Fear (10' Radius): You are immune to the effects of fear, magical or otherwise. This immunity extends around you in a 3 metre (10 foot) radius, granting this ability to all friends and allies in the radius of effect. This will nullify a berserker's fear of magic for as long as the berserker remains within range of the paladin.

Protection from Evil (10' Radius): You and all allies within 3 metres (10 feet) find Resistance Rolls 1 grade easier when avoiding the effects of creatures of evil. In addition, summoned, conjured, or enchanted creatures of any type are unable to enter the radius of protection of their own accord; however, you may close with such beings forcing them within the radius, and once there, they are unaffected by its effects for at least 24 hours.

Detect Evil: By concentrating for a single melee round, you can detect any evil beings up to 18 metres (60 feet) away within your field of vision. This ability will only detect evil creatures of a supernatural nature like demons and vampires, or mundane beings of either evil or vile intention, as determined by the Games Master.

Holy Weapons: If you are using a holy weapon of any type, you can create a circle of power 10 feet in diameter when it is held. See page 59 when you get your first holy weapon for additional information.

Spells Known

Spell & Rank

Total: 12

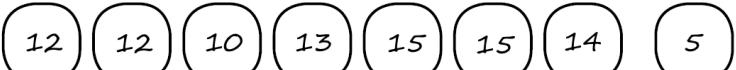
Classic Fantasy

Character Record

STR CON SIZ DEX INT POW CHA

12 12 10 13 15 15 14

Luck Points



Attributes

Action Points	Damage Mod	Exp. Mod	Healing Rate	Move Rate	Initiative	Initiative Penalty	Magic Points
3	+0	+2	2	20'	14	5*	15

*Current Initiative = 9

Hit Locations

1d20	Location	AP / HP	Armour Type	ENC
01-03	Right Leg	4 / 5	Scale	3
04-06	Left Leg	4 / 5	Scale	3
07-09	Abdomen	4 / 6	Scale	3
10-12	Chest	4 / 7	Scale	3
13-15	Right Arm	4 / 4	Scale	3
16-18	Left Arm	4 / 4	Scale	3
19-20	Head	4 / 5	Scale	3

Weapons

Weapon Type	Size	Reach (Force)	Damage	AP/HP	Special Effects	Range & Load
Horseman's Mace	M	S	1d8	6/6	Bash, Stun Location	-
Kite Shield *	H	S	1d4+1d2	4/15	Bash, Stun Location	-

Standard Skills

Skill	Characteristics	%
Athletics	STR+DEX	<u>25</u> %
Boating	STR+CON	<u>24</u> %
Brawn	STR+SIZ	<u>22</u> %
Conceal	DEX+POW	<u>38</u> %
Customs	INT x2	<u>70</u> %
Dance	DEX+CHA	<u>27</u> %
Deceit	INT+CHA	<u>39</u> %
Drive	DEX+POW	<u>38</u> %
Endurance	CON x2	<u>24</u> %
Evade	DEX x2	<u>26</u> %
First Aid	INT+DEX	<u>53</u> %
Influence	CHA x2	<u>60</u> %
Insight	INT+POW	<u>60</u> %
Locale	INT x2	<u>45</u> %
Perception	INT+POW	<u>40</u> %
Ride	DEX+POW	<u>28</u> %
Sing	POW+CHA	<u>29</u> %
Stealth	INT+DEX	<u>28</u> %
Swim	STR+DEX	<u>24</u> %
Unarmed	STR+DEX	<u>25</u> %
Willpower	POW x2	<u>60</u> %

Professional Skills

Skill	Characteristics	%
Channel	INT+CHA	59 %
Courtesy	INT+CHA	39 %
Healing	INT+POW	50 %
Lang. (Common)	INT+CHA	69 %
Lore (Cosmology)	INTx2	40 %
Musicianship	DEX+CHA	37 %
(Plucked Strings)		%
Piety	POW+CHA	59 %
(Greymoor Pantheon)		%
		%
		%

Skill Grades

Grade	Modifier
Automatic	No Roll Needed
Very Easy	Double
Easy	Increase by Half
Standard	-
Hard	Reduce by 1/3
Formidable	Reduce by 1/2
Herculean	Reduce to 1/10
Hopeless	No Attempt Poss

Character Information

Player

Character Alexandra the Pious Race/Culture Human/Civilized
Class Cleric Rank 1 (Initiate)
Homeland Barony of Ostwyn Deity Greymoor Pantheon
Age 18 Gender Female Handedness Right
Frame Medium Height 5'4" Weight 138 Lbs

Description/Portrait

Very attractive with long auburn hair
and amethyst eyes



Passions

<u>Good (Merciful and Saintly)</u>	<u>60 %</u>
<u>Hate (Demons and Devils)</u>	<u>60 %</u>
<u>Clerical Oath</u>	<u>60 %</u>

Fatigue

Current Level	State	Skill	Move	Strike Rank	Action Points	Recovery
<input type="checkbox"/>	Fresh	-	-	-	-	-
<input type="checkbox"/>	Winded	Hard	-	-	-	15 mins
<input type="checkbox"/>	Tired	Hard	-5 feet	-	-	3 hours
<input type="checkbox"/>	Wearied	Form	-5 feet	-2	-	6 hours
<input type="checkbox"/>	Exhausted	Form	Half	-4	-1	12 hours
<input type="checkbox"/>	Debilitated	Herc	Half	-6	-2	18 hours
<input type="checkbox"/>	Incapacitated	Herc	None	-8	-3	24 hours
<input type="checkbox"/>	Semi-Conscious	Hope	No Activity Possible			36 hours
<input type="checkbox"/>	Comatose	No Activity Possible			48 hours	
<input type="checkbox"/>	Dead			Never		

Combat Styles

Style	%	Weapons
Cleric	53%	<u>Club, flail, hammer, mace, shield, sling,</u>
Unarmed	25%	<u>staff, and staff sling</u>

Notes

* Possesses the traits: Banged Parry and Passive Block 4

Experience Rolls

Money & Wealth

Magic Items

PP
EP
GP
SP 15
CP
Gems, Jewels and Other Items

Equipment

Item	Enc
Full suit of scale armour	11
Horseman's Mace	1
Kite Shield	3
Holy Symbol of Greymoor Pantheon -	
Spell Component Pouch	-
<i>Clothing</i>	
One set of common clothes	
One set of clerical vestments	

Item and Magic

Spells Known

Spell & Rank

Rank 1 Spells Known: (Check off those in memory)

Bless (R): (Cost 1/Intensity) Bless a single item or group of allies. Page 164.

Cure Fatigue (R): (Cost 1) Restore all lost fatigue at a rate of 1 level per round. Page 165.

Cure Minor Wounds (R): (Cost 3) Restore all hit points to a single location suffering minor wounds. Page 165.

Detect Magic: (Cost 1/Intensity) Detect magic out to 100' for 10 minutes. Page 135 and 165.

Light (R): (Cost 1/Intensity) Create light lasting 1 hour per intensity on an item or area. Page 167.

Protection from Evil (R): (Cost 1/Intensity) Evil creatures suffer a -10% penalty to hit and cannot make physical contact. Page: 168.

Notes

Class Abilities and Talents

Divine Spell Caster: May memorize INT/4 Rank 1 spells (4 spells at Rank 1). See page 44 for higher Ranks.

Allowed Spheres: The Major Spheres of Influence are All, Astral, Charm, Combat, Creation, Divination, Guardian, Healing, Necromantic, Protection, Summoning, and Sun. You have Minor access to the Elemental Sphere. While you may learn any spells within a Major Sphere, you are limited to spells of Rank 1 and 2 within all Minor Spheres.

Turn Undead, Demons, and Devils: Detailed on page 44.

Total: 15

Classic Fantasy

Character Record

STR CON SIZ DEX INT POW CHA

11 12 13 12 16 17 10

Luck Points

5

Attributes

Action Points	Damage Mod	Exp. Mod	Healing Rate	Move Rate	Initiative	Initiative Penalty	Magic Points
3	+0	+2	2	20'	14	0	17

Passions

Neutral (Well Balanced, Egotistic)	64 %
Loyalty to Greymoor	63 %
	%
	%



Hit Locations

1d20	Location	AP / HP	Armour Type	ENC
01-03	Right Leg	0 / 5		
04-06	Left Leg	0 / 5		
07-09	Abdomen	0 / 6		
10-12	Chest	0 / 7		
13-15	Right Arm	0 / 4		
16-18	Left Arm	0 / 4		
19-20	Head	0 / 5		

Weapons

Weapon Type	Size	Reach (Force)	Damage	AP/HP	Special Effects	Range & Load
Staff	M	L	1d8	4/8	Stun Location	-
Dagger	S	S	1d4+1	6/8	Bleed, Impale	-
Dagger, Thrown	(S)	(S)	1d4	6/8	Bleed, Impale	15/30/60

Standard Skills

Skill	Characteristics	%
Athletics	STR+DEX	23 %
Boating	STR+CON	23 %
Brawn	STR+SIZ	24 %
Conceal	DEX+POW	39 %
Customs	INT x2	77 %
Dance	DEX+CHA	22 %
Deceit	INT+CHA	36 %
Drive	DEX+POW	39 %
Endurance	CON x2	34 %
Evade	DEX x2	34 %
First Aid	INT+DEX	38 %
Influence	CHA x2	42 %
Insight	INT+POW	63 %
Locale	INT x2	52 %
Perception	INT+POW	53 %
Ride	DEX+POW	29 %
Sing	POW+CHA	27 %
Stealth	INT+DEX	24 %
Swim	STR+DEX	23 %
Unarmed	STR+DEX	23 %
Willpower	POW x2	74 %

Professional Skills

Skill	Characteristics	%
Arcane Casting	INT+POW	58 %
Arcane Knowledge	INTx2	57 %
Commerce	INT+CHA	46 %
Courtesy	INT+CHA	36 %
Lang. (Common)	INT+CHA	66 %
Lang. (Draconic)	INT+CHA	41 %
Lore (Dragons)	INTx2	42 %
		%
		%
		%
		%
		%

Fatigue

Current Level	State	Skill	Move	Strike Rank	Action Points	Recovery
<input type="checkbox"/>	Fresh	-	-	-	-	-
<input type="checkbox"/>	Winded	Hard	-	-	-	15 mins
<input type="checkbox"/>	Tired	Hard	-5 feet	-	-	3 hours
<input type="checkbox"/>	Wearied	Form	-5 feet	-2	-	6 hours
<input type="checkbox"/>	Exhausted	Form	Half	-4	-1	12 hours
<input type="checkbox"/>	Debilitated	Herc	Half	-6	-2	18 hours
<input type="checkbox"/>	Incapacitated	Herc	None	-8	-3	24 hours
<input type="checkbox"/>	Semi-Conscious	Hope	No Activity Possible			36 hours
<input type="checkbox"/>	Comatose		No Activity Possible			48 hours
<input checked="" type="checkbox"/>	Dead					Never

Skill Grades

Grade	Modifier
Automatic	No Roll Needed
Very Easy	Double
Easy	Increase by Half
Standard	-
Hard	Reduce by 1/3
Formidable	Reduce by 1/2
Herculean	Reduce to 1/10
Hopeless	No Attempt Poss

Combat Styles

Style	%	Weapons
Magic-User	33 %	Dagger, dart, knife, sling, and staff
Unarmed	23 %	

Notes

Owl familiar (Rassiter)

STR 1, CON 7, SIZ 1, DEX 20, INS 14, POW 9, Move 25' (Fly)

Actions 3, Dmg Bonus -1d8, Magic Points 9, Initiative 14, Armour 0

Abilities: Camouflaged, Flying, and Night Sight

Granted Abilities: Night Vision, +10% Perception (Night), +10% Willpower*

* Willpower bonus already included

Experience Rolls

-1*

Money & Wealth

PP

EP

GP

SP 20

CP

Gems, Jewels and Other Items

Magic Items

Item and Magic

Equipment

Item	Enc
Staff	2
Dagger	-
Travelling Spell Book	-
Spell Component Pouch	-
2 Sets of Common Undecorated Clothing	

Total: 2

Spells Known

Spell & Rank

Rank 0 Cantrips Known:

Appraise, Cleanse, Chill, Deflect, Dry, Extinguish, Glue, Ignite, Magic Tricks, Repair, Tidy, and Warmth

Rank 1 Spells Known: (Check off those in memory)

Detect Magic: (1/Intensity) Detect magical auras out to 60 feet. Page 135

Familiar: (3/Intensity, +1 EXP) Summon a familiar. Page 136-137

Identify: (1/Intensity) Identify the magical properties of a magic item. Page 139

Light: (1/Intensity) Create a glowing source of light on an object or a point in space. Page 140-141

Magic Missile: (3, +1/Intensity) Create 1 missile per Rank doing 1d6+1 damage each. Page 141

Read Magic: (1/Intensity) Read magical script such as that used in spell books and scrolls. Page 141

Notes

*Rengarth has been allowed to begin with a familiar (owl). He must pay the Experience Roll as soon as he gains his first award.

Classic Fantasy

Character Record

STR CON SIZ DEX INT POW CHA

Times

8	16	8	18	14	12	15	3
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Attributes							
Action Points	Damage Mod	Exp. Mod	Healing Rate	Move Rate	Initiative	Initiative Penalty	Magic Points
3	-1d2	+1	3	15'	16	3*	12

*Current Initiative = 13

Hit Locations

id20	Location	AP / HP	Armour Type	ENC
01-03	Right Leg	3 / 5	<u>Studded Leather</u>	2
04-06	Left Leg	3 / 5	<u>Studded Leather</u>	2
07-09	Abdomen	3 / 6	<u>Studded Leather</u>	2
10-12	Chest	3 / 7	<u>Studded Leather</u>	2
13-15	Right Arm	3 / 4	<u>Studded Leather</u>	2
16-18	Left Arm	3 / 4	<u>Studded Leather</u>	2
19-20	Head	3 / 5	<u>Studded Leather</u>	2

Standard Skills

Skill	Characteristics	%
Athletics	STR+DEX	<u>51</u> %
Boating	STR+CON	<u>24</u> %
Brawn	STR+SIZ	<u>16</u> %
Conceal	DEX+POW	<u>40</u> %
Customs	INT x2	<u>68</u> %
Dance	DEX+CHA	<u>33</u> %
Deceit	INT+CHA	<u>54</u> %
Drive	DEX+POW	<u>30</u> %
Endurance	CON x2	<u>32</u> %
Evade	DEX x2	<u>66</u> %
First Aid	INT+DEX	<u>32</u> %
Influence	CHA x2	<u>30</u> %
Insight	INT+POW	<u>41</u> %
Locale	INT x2	<u>38</u> %
Perception	INT+POW	<u>46</u> %
Ride	DEX+POW	<u>30</u> %
Sing	POW+CHA	<u>37</u> %
Stealth	INT+DEX	<u>62</u> %
Swim	STR+DEX	<u>24</u> %
Unarmed	STR+DEX	<u>26</u> %
Willpower	POW x2	<u>34</u> %

Professional Skills

Skill	Characteristics	%
<u>Commerce</u>	INT+CHA	39 %
<u>Lang. (Common)</u>	INT+CHA	69 %
<u>Lang. (Goblin)</u>	INT+CHA	39 %
<u>Lang. (Halfling)</u>	INT+CHA	69 %
<u>Lang. (Thieves)</u>	INT+CHA	69 %
<u>Lockpicking</u>	DEXX2	51 %
<u>Mechanisms</u>	DEX+INT	47 %
<u>Slight</u>	DEX+CHA	53 %
		%
-		%
		%

Skill Grades

Grade	Modifier
Automatic	No Roll Needed
Very Easy	Double
Easy	Increase by Half
Standard	-
Hard	Reduce by 1/3
Formidable	Reduce by 1/2
Herculean	Reduce to 1/10
Hopeless	No Attempt Poss

Character Information

Player _____
Character Lilly Tanglefoot Race/Culture Halfling
Class Thief Rank 1 (Cutpurse)
Homeland The Dale in N. Borough Deity _____
Age 28 Gender Female Handedness Right
Frame Lithe Height 4'9" Weight 65 lbs

Description/Portrait
Cute as a button, with auburn hair
and blue eyes



Passions

Neutral (Greedy)	54 %
Loyalty to Friends and Family	56 %
Hates Goblins	54 %
Oath (Thieves Guild)	56 %

Weapons

Weapon Type	Size	Reach (Force)	Damage	AP/HP	Special Effects	Range & Load
<u>Shortsword</u>	M	S	<u>1d6-1d2</u>	<u>6/8</u>	<u>Bleed, Impale</u>	-
<u>Sling</u>	-	(L)	<u>1d6</u>	<u>1/2</u>	<u>Stun Location</u>	<u>30/450/900</u>

Fatigue

Current Level	State	Skill	Move	Strike Rank	Action Points	Recovery
<input type="checkbox"/>	Fresh	-	-	-	-	-
<input checked="" type="checkbox"/>	Winded	Hard	-	-	-	15 mins
<input checked="" type="checkbox"/>	Tired	Hard	-5 feet	-	-	3 hours
<input checked="" type="checkbox"/>	Wearied	Form	-5 feet	-2	-	6 hours
<input checked="" type="checkbox"/>	Exhausted	Form	Half	-4	-1	12 hours
<input checked="" type="checkbox"/>	Debilitated	Herc	Half	-6	-2	18 hours
<input checked="" type="checkbox"/>	Incapacitated	Herc	None	-8	-3	24 hours
<input checked="" type="checkbox"/>	Semi-Conscious	Hope	No Activity Possible			36 hours
<input checked="" type="checkbox"/>	Comatose	No Activity Possible			48 hours	

Combat Styles

Style	%	Weapons
Thief	51 %	<u>Broadsword, club, dagger, dart, falchion,</u>
Unarmed	26 %	<u>garrote, hand crossbow, knife, longsword,</u> <u>shortbow, shortsword, and sling</u>

Notes

Experience Rolls

Money & Wealth

Magic Items

PP
EP
GP
SP 30
CP
Gems, Jewels and Other Items

Equipment

Item	Enc
Full suit of Studded Leather	7
Shortsword	1
Sling	-
Pouch with 20 Sling Bullets	-
Lock Picks and Thieves Tools	-
2 Sets of Common Undecorated Clothing	

Item and Magic

Notes

Racial Abilities:

Magic Resistance: 1 grade easier to resist arcane magic. Page 28

Poison Resistance: 1 grade easier to resist poison

Stealthy: Stealth 1 grade easier when wearing light armour or less

Exposure Tolerance (feet): No negative effects from exposure to feet regardless of temperature

Class Abilities and Talents:

Artful Dodger: The Artful Dodger talent requires you to be Unburdened (ENC less than STRx2), and wearing nothing more restrictive than light armour. You possess fast reflexes and gain 1 extra Action Point, which may only be used to Parry or Evade. In addition, you may use the Evade skill to dodge a melee attack without falling prone. Against a ranged attack, you only end up prone if you fail the roll.

Backstab: Backstab allows the attacker to use the Kill Silently Special Effect to neutralise a victim with a surprise attack.

Climb Walls: You are very good at climbing anything up to and including sheer surfaces. As long as you are Unburdened (ENC less than STRx2) and wearing nothing more restrictive than light armour, you may ignore 1 grade of difficulty to your Athletics roll when performing any attempt at climbing. In addition the Armour Penalty to Base Movement when climbing may be ignored.

Hide in Shadows: You are a master of stealth and have perfected the art of hiding in shadows. As long as you can position yourself in an area enshrouded in shadow, all Perception rolls to spot you are 1 difficulty grade harder.

Language (Thieves' Cant): This 'Language' skill consists of slang and implied meanings and is used between thieves as a way to discuss pursuits of an illicit nature in public, without giving away information to other interested parties. Like all languages, it is a Professional Skill and has a base equal to INTx2.

Classic Fantasy

Character Record

STR CON SIZ DEX INT POW CHA

Points

16	14	8	13	12	12	13	3
----	----	---	----	----	----	----	---

Attributes							
Action Points	Damage Mod	Exp. Mod	Healing Rate	Move Rate	Initiative	Initiative Penalty	Magic Points
3	+0	+1	3	20'	13	2*	12

*Current Initiative = 11

Hit Locations

id2o	Location	AP / HP	Armour Type	ENC
01-03	Right Leg	/ 5	—	—
04-06	Left Leg	/ 5	—	—
07-09	Abdomen	3 / 6	<u>Studded Leather</u>	2
10-12	Chest	3 / 7	<u>Studded Leather</u>	2
13-15	Right Arm	/ 4	—	—
16-18	Left Arm	/ 4	—	—
19-20	Head	3 / 5	<u>Studded Leather</u>	2

Standard Skills

Skill	Characteristics	%
Athletics	STR+DEX	<u>64</u> %
Boating	STR+CON	<u>30</u> %
Brawn	STR+SIZ	<u>59</u> %
Conceal	DEX+POW	<u>25</u> %
Customs	INT x2	<u>64</u> %
Dance	DEX+CHA	<u>26</u> %
Deceit	INT+CHA	<u>25</u> %
Drive	DEX+POW	<u>25</u> %
Endurance	CON x2	<u>63</u> %
Evade	DEX x2	<u>51</u> %
First Aid	INT+DEX	<u>35</u> %
Influence	CHA x2	<u>26</u> %
Insight	INT+POW	<u>24</u> %
Locale	INT x2	<u>44</u> %
Perception	INT+POW	<u>44</u> %
Ride	DEX+POW	<u>30</u> %
Sing	POW+CHA	<u>25</u> %
Stealth	INT+DEX	<u>39</u> %
Swim	STR+DEX	<u>30</u> %
Unarmed	STR+DEX	<u>50</u> %
Willpower	POW x2	<u>34</u> %

Professional Skills

Skill	Characteristics	%
Acrobatics	STR+DEX	39 %
Craft (Leather)	DEX+INT	35 %
Lang. (Common)	INT+CHA	65 %
Lang. (Elvish)	INT+CHA	65 %
Lore (Frost Giants)	INTX2	34 %
Lore (N. Territories)	INTX2	29 %
Survival	CON+POW	36 %
Track	INT+CON	31 %

Skill Grades

Grade	Modifier
Automatic	No Roll Needed
Very Easy	Double
Easy	Increase by Half
Standard	-
Hard	Reduce by 1/3
Formidable	Reduce by 1/2
Herculean	Reduce to 1/10
Hopeless	No Attempt Poss

Character Information

Player	<u>Lorissa of Stormholm</u>		
Character	<u>Lorissa of Stormholm</u>	Race/Culture	<u>Half-elf</u>
Class	<u>Berserker</u>	Rank	<u>1 (Berserker)</u>
Homeland	<u>Stormholm in the Northern Territories</u>	Deity	
Age	<u>19</u>	Gender	<u>Female</u>
Frame	<u>Medium</u>	Height	<u>4'11"</u>
		Weight	<u>108 lbs</u>

Description/Portrait
Her small size and attractiveness belies a powerful adversary when enraged



Passions

<u>Good (Trustworthy and Reliable)</u>	<u>54</u> %
<u>Loyalty to Friends and Family</u>	<u>54</u> %
<u>Fear of Arcane Magic</u>	<u>54</u> %

Weapons

Weapon Type	Size	Reach (Force)	Damage	AP/HP	Special Effects	Range & Load
Great Axe	H	L	$2d6+2$	4/10	Bleed, Sunder	-
Hatchet (2)	S	S	1d6	3/6	Bleed	-
Hatchet, Thrown	-	(S)	1d6	-	Bleed	30/60/90

Fatigue

Current Level	State	Skill	Move	Strike Rank	Action Points	Recovery
	Fresh	-	-	-	-	-
	Winded	Hard	-	-	-	15 mins
	Tired	Hard	-5 feet	-	-	3 hours
	Wearied	Form	-5 feet	-2	-	6 hours
	Exhausted	Form	Half	-4	-1	12 hours
	Debilitated	Herc	Half	-6	-2	18 hours
	Incapacitated	Herc	None	-8	-3	24 hours
	Semi-Conscious	Hope	No Activity Possible			36 hours
	Comatose	No Activity Possible			48 hours	
	Dead				Never	

Combat Styles

Style	%	Weapons
Berserker	54 %	All weapons and shields
Unarmed	50 %	

Notes

10. The following table summarizes the results of the study. The first column lists the variables, the second column lists the sample size, and the third column lists the estimated effect sizes.

Experience Rolls

Money & Wealth

Magic Items

Equipment	
Item	Enc
Studded Leather on chest, abdomen, and head	3
Great Axe	2
Hatchets (x2)	2
2 Sets of Common Undecorated Clothing	

Money & Wealth

Magic Items

Item and Magic

Notes

Racial Abilities and Talents

Infravision 60'

Resistance to Sleep and Charm: Rolls are one grade easier

Stealthy: Stealth rolls in light armour or less are one grade easier

Detect Secret and Concealed Doors: Notice on a successful Perception test even when passing within 10'. Otherwise normal chance of success.

Class Abilities and Talents:

Artful Dodger: The Artful Dodger talent requires you to be Unburdened (ENC less than STRx2), and wearing nothing more restrictive than light armour. You possess fast reflexes and gain 1 extra Action Point, which may only be used to Parry or Evade. In addition, you may use the Evade skill to dodge a melee attack without falling prone. Against a ranged attack, you only end up prone if you fail the roll.

Eyes in the Back of Your Head: When attacked from behind, you may attempt a Formidable Perception check, and if successful, you may Parry or Evade their attack as normal. Requires the expenditure of 1 Action Point (include both the maneuver and the defense roll)

Detect Magic and Illusions with a successful Willpower roll

Berserk Rage: Fly into a berserk rage at will lasting a number of rounds equal to CON. Damage Modifier is increased 2 steps to +1d4, weapon Size increases 1 step for the purposes of penetrating pierces, take only half the damage that gets through armour, immunity to the detrimental effects of Serious Wounds and Fatigue, Brawn rolls are 1 grade easier, as are Endurance and Willpower rolls that would allow you to continue combat. During this time you lose the benefits provided by Artful Dodger and you gain an extra level of Fatigue at the end of the period of rage.

Classic Fantasy

Character Record

STR CON SIZ DEX INT POW CHA

12	13	11	18	14	13	12	4
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Luck Points

Action Points	Damage Mod	Exp. Mod	Healing Rate	Move Rate	Initiative	Initiative Penalty	Magic Points
3	+0	+0	3	20 ¹	16	3*	13

*Current Initiative = 13

Hit Locations

1d20	Location	AP / HP	Armour Type	ENC
01-03	Right Leg	3 / 5	Studded Leather	2
04-06	Left Leg	3 / 5	Studded Leather	2
07-09	Abdomen	3 / 6	Studded Leather	2
10-12	Chest	3 / 7	Studded Leather	2
13-15	Right Arm	3 / 4	Studded Leather	2
16-18	Left Arm	3 / 4	Studded Leather	2
19-20	Head	3 / 5	Studded Leather	2

Character Information

Player _____
 Character Sorack Blackwolf Race/Culture Elf
 Class Ranger Rank 1 (Scout)
 Homeland Faewood Vale in the Barony of Ostwyn Deity Galendaar Tamnaeuth
 Age 120 Gender Male Handedness Right
 Frame Medium Height 5'2" Weight 154 lbs

Description/Poritrait
Back hair and silver eyes



Passions

<u>Good (Friendly and Honest)</u>	<u>56 %</u>
<u>Hate Orcs</u>	<u>56 %</u>
<u>Oath (Order of Rangers)</u>	<u>56 %</u>
	<u>%</u>

Standard Skills

Skill	Characteristics	%
Athletics	STR+DEX	55 %
Boating	STR+CON	25 %
Brawn	STR+SIZ	33 %
Conceal	DEX+POW	41 %
Customs	INT x2	68 %
Dance	DEX+CHA	30 %
Deceit	INT+CHA	26 %
Drive	DEX+POW	31 %
Endurance	CON x2	46 %
Evade	DEX x2	46 %
First Aid	INT+DEX	37 %
Influence	CHA x2	34 %
Insight	INT+POW	37 %
Locale	INT x2	38 %
Perception	INT+POW	57 %
Ride	DEX+POW	31 %
Sing	POW+CHA	25 %
Stealth	INT+DEX	62 %
Swim	STR+DEX	30 %
Unarmed	STR+DEX	30 %
Willpower	POW x2	46 %

Professional Skills

Skill	Characteristics	%
<u>Animal Training</u>	<u>POW+CHA</u>	<u>35 %</u>
<u>Channel</u>	<u>INT+CHA</u>	<u>36 %</u>
<u>Lang. (Common)</u>	<u>INT+CHA</u>	<u>66 %</u>
<u>Lang. (Elvish)</u>	<u>INT+CHA</u>	<u>66 %</u>
<u>Lang. (Orcish)</u>	<u>INT+CHA</u>	<u>36 %</u>
<u>Navigation</u>	<u>INT+POW</u>	<u>37 %</u>
<u>Piety (Galendaar)</u>	<u>POW+CHA</u>	<u>30 %</u>
<u>Survival</u>	<u>CON+POW</u>	<u>36 %</u>
<u>Track</u>	<u>INT+CON</u>	<u>52 %</u>

Skill Grades

Grade	Modifier
Automatic	No Roll Needed
Very Easy	Double
Easy	Increase by Half
Standard	-
Hard	Reduce by 1/3
Formidable	Reduce by 1/2
Herculean	Reduce to 1/10
Hopeless	No Attempt Poss

Weapons

Weapon Type	Size	Reach (Force)	Damage	AP/HP	Special Effects	Range & Load
<u>Scimitars (2)</u>	<u>M</u>	<u>M</u>	<u>1d8</u>	<u>6/10</u>	<u>Bleed</u>	<u>-</u>
<u>Longbow</u>	<u>-</u>	<u>H</u>	<u>1d8</u>	<u>4/7</u>	<u>Impale</u>	<u>45/375/450 (2)</u>

Fatigue

Current Level	State	Skill	Move	Strike Rank	Action Points	Recovery
<input type="checkbox"/>	Fresh	-	-	-	-	-
<input type="checkbox"/>	Winded	Hard	-	-	-	15 mins
<input type="checkbox"/>	Tired	Hard	-5 feet	-	-	3 hours
<input type="checkbox"/>	Wearied	Form	-5 feet	-2	-	6 hours
<input type="checkbox"/>	Exhausted	Form	Half	-4	-1	12 hours
<input type="checkbox"/>	Debilitated	Herc	Half	-6	-2	18 hours
<input type="checkbox"/>	Incapacitated	Herc	None	-8	-3	24 hours
<input type="checkbox"/>	Semi-Conscious	Hope	No Activity Possible			36 hours
<input type="checkbox"/>	Comatose		No Activity Possible			48 hours
			Dead			Never

Combat Styles

Style	%	Weapons
<u>Ranger</u>	<u>60 %</u>	<u>All weapons and shields</u>
<u>Unarmed</u>	<u>— %</u>	

Notes

Experience Rolls

Money & Wealth

Magic Items

PP

EP

GP

SP 65

CP

Gems, Jewels and Other Items

Equipment

Item	Enc
Full suit of Studded Leather	7
Scimitars (2)	2
Longbow	1
Quiver with 12 normal arrows	1
2 Sets of Common Undecorated Clothing	

Item and Magic

Notes

Racial Abilities and Talents

Infravision 60'

Resistance to Sleep and Charm: Rolls are two grades easier

Stealthy: Stealth rolls in light armour or less are one grade easier

Detect Secret and Concealed Doors: Notice on a successful Perception test even when passing within 10'.

Otherwise normal chance of success.

Unaffected by Raise Dead: Elves are unaffected by the casting of Raise Dead, requiring other methods of revival to be found if they are to be resurrected.

Class Abilities and Talents

Artful Dodger: Must be Unburdened (ENC less than STRx2), and wearing nothing more restrictive than light armour. You gain 1 extra Action Point, which may only be used to Parry or Evade. In addition, you may use the Evade skill to dodge a melee attack without falling prone. Against a ranged attack, you only end up prone if you fail the roll.

Bow/Light Crossbow Specialisation: When attacking a target at the weapon's Close range, Aiming requires 1 Turn steadyng the weapon instead of a full Round, and makes the following attack 1 grade easier. Attacks made beyond Close range follow the normal rules for aiming set forth in Mythras in Chapter 7 under Ranged Combat. Additional rounds spent aiming grant no further advantage. Finally, when aiming your Critical chance is equal to 1/20th your final modified skill instead of the normal 1/10th.

Species Enemy (Orcs): You have dedicated yourself to fighting against a chosen enemy and know their habits, tactics, culture, and right where to hit them to cause maximum effect. You may simulate this by adding 20% of your oath to all skills that involve the designated species. This can include your Combat Style when both attacking and defending, as well as skills such as Track, if attempting to follow a trail; Perception, for spotting an ambush; or Lore, if attempting discern a specific piece of information.