



# TRAPPINGS

| Item                 | Location | Enc          | Item                 | Location  | Enc | Item                 | Location | Enc |  |
|----------------------|----------|--------------|----------------------|-----------|-----|----------------------|----------|-----|--|
|                      |          |              |                      |           |     |                      |          |     |  |
|                      |          |              |                      |           |     |                      |          |     |  |
|                      |          |              |                      |           |     |                      |          |     |  |
|                      |          |              |                      |           |     |                      |          |     |  |
|                      |          |              |                      |           |     |                      |          |     |  |
|                      |          |              |                      |           |     |                      |          |     |  |
|                      |          |              |                      |           |     |                      |          |     |  |
|                      |          |              |                      |           |     |                      |          |     |  |
|                      |          |              |                      |           |     |                      |          |     |  |
|                      |          |              |                      |           |     |                      |          |     |  |
| Maximum Enc Capacity |          | = (S+T) × 10 | <input type="text"/> | Total Enc |     | <input type="text"/> |          |     |  |

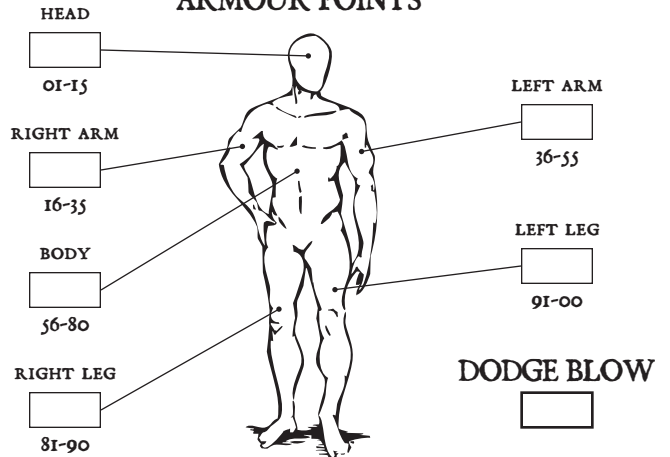
## WEAPONS

| WEAPON    | GROUP | DAMAGE               | RANGE                | RELOAD               |
|-----------|-------|----------------------|----------------------|----------------------|
|           |       |                      |                      |                      |
| QUALITIES |       | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| WEAPON    | GROUP | DAMAGE               | RANGE                | RELOAD               |
|           |       |                      |                      |                      |
| QUALITIES |       | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| WEAPON    | GROUP | DAMAGE               | RANGE                | RELOAD               |
|           |       |                      |                      |                      |
| QUALITIES |       | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| WEAPON    | GROUP | DAMAGE               | RANGE                | RELOAD               |
|           |       |                      |                      |                      |
| QUALITIES |       | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| WEAPON    | GROUP | DAMAGE               | RANGE                | RELOAD               |
|           |       |                      |                      |                      |
| QUALITIES |       | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| WEAPON    | GROUP | DAMAGE               | RANGE                | RELOAD               |
|           |       |                      |                      |                      |
| QUALITIES |       | <input type="text"/> | <input type="text"/> | <input type="text"/> |

## ARMOUR

| ARMOUR TYPE | LOCATIONS COVERED | ENC | AP |
|-------------|-------------------|-----|----|
|             |                   |     |    |
|             |                   |     |    |
|             |                   |     |    |
|             |                   |     |    |

### ARMOUR POINTS



## MOVEMENT

| ARMOURD MOVE/        |                      | CHARGE               | RUNNING STANDING     |                      |                      |                      |                      |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| M                    | M                    | DISENGAGE            | ATTACK               | RUN                  | LEAP                 | LEAP                 | FLYING               |
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| = M × 2              |                      | = M × 4              | = M × 6              | = M + SB             | = (M + SB) ÷ 2       |                      |                      |
| HAMPERED MOVEMENT    |                      |                      | STANDARD MOVEMENT    |                      |                      |                      |                      |
| YARDS PER MINUTE     |                      | <input type="text"/> | YARDS PER MINUTE     |                      | <input type="text"/> |                      |                      |
| MILES PER HOUR       |                      | <input type="text"/> | MILES PER HOUR       |                      | <input type="text"/> |                      |                      |

## WOUNDS

|  |
|--|
|  |
|  |
|  |

### COMBAT SCORES

| WS                   | BS                   | Ag                   |
|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> |
| SB                   | TB                   | FP                   |
| <input type="text"/> | <input type="text"/> | <input type="text"/> |

## 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 |                  |      |

## MONEY & TREASURE

|                        |                  |
|------------------------|------------------|
| GOLD CROWNS (gc) —     | OTHER TREASURE — |
| SILVER SHILLINGS (s) — |                  |
| BRASS PENNIES (p) —    |                  |



# PERSONALITY

Personality: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Contacts/Friends: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Enemies: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Quote(s): \_\_\_\_\_  
\_\_\_\_\_

## CHARACTER SKETCH



Blank area for character sketch.

# BACKGROUND & NOTES

PLAYER NAME: \_\_\_\_\_ GAME MASTER: \_\_\_\_\_ CAMPAIGN: \_\_\_\_\_ CAMPAIGN YEAR: \_\_\_\_\_ DATE CREATED: \_\_\_\_\_

Star Sign: \_\_\_\_\_ Doom: \_\_\_\_\_

Large lined area for background and notes.