

## THE GRIM & PERILOUS ADVENTURES OF

(CHARACTER NAME)

**PLAYER NAME** 

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Created by: Robert Feuillerat, 2008

MEMORABLE QUOTES & MI	SCELLANEOUS NOTES	22

21 MORR CAME CALLING	GAMEMASTER:	
DOOMING:	DATE ADVENTURING LIFE B	EGAN:
		RACTER PERSONAL DETAILS
	RACE:	☐ FEMALE
FATE POINTS SPENT ON:	AGE:	HEIGHT:
	EYE COLOR:	WEIGHT:
	HAIR COLOR:	NUMBER OF SIBLINGS
	FAVORED DEITY:	BIRTH PLACE: DATE:
	STAR SIGN:	PROVINCE/NATION:
	GENERAL DESCRIPTION:	
	DISTINGUISHING MARKS:	
	DISTINGUISHINGIVIARAS:	
	LIKES:	DISLIKES:
DE FAIT		
DEATH:		
	BEFORE I BECAME AN ADVE	ENTURER
I WILL BE REMEMBERED FOR:		
T WILL BE NEW BENEEN TO M		

☐ MALE

3 FAMILY DETAILS	TZEENTC	H'S CURSE &ARCANE M	IARKS 2 0
FATHER:	MINOR CHAOS	MAJOR CHAOS	CATASTROPHIC CHAOS
MOTHER:	MANIFESTATIONS <b>*</b>	MANIFESTATIONS₩	MANIFESTATIONS <b>≇</b>
BROTHERS:	□ WITCHERY	□ WITCH EYES	□ WILD MAGIC
SISTERS:	☐ FUMBLEHAND	☐ SILENCED	☐ THE WITHERING EYE
OTHER REALTIVES:	□ RUPTURE	☐ HAIRLESS	☐ BROKEN
	□ NAILROT	□ BLACKNAIL	☐ STUPEFIED
	☐ BREATH OF CHAOS	□ WRACKED	☐ TZEENTCHS LASH
	☐ HORRIPLIATION	☐ CHANNEL	☐ AETHYRIC ASSAULT
PORTRAIT	☐ WAXY EARFUL	CONFLAGRATION	
	□ WYRDLIGHT	□ OVERLOAD	☐ ALBINO AFFLICTION
	☐ COLD SWEATS	□ RAG DOLL	☐ HERETICAL VISION
	☐ SLEEPING NERVES	□ FIRE!	☐ MINDEATEN
	☐ UNNATURAL AURA	□ LOADSTONES	☐ BOILING BLOOD
	☐ MILKY EYES	LIMBFROZEN	☐ UNINVITED COMPANY
	☐ BANE OF FLORA	☐ TONGUE-TWISTED	☐ CHAOTIC SERVITORS
	☐ HAUNTED	CHAOTIC WIND	□ DAEMONIC CONTRACT
	☐ HANDFROZEN	☐ CRAVEN FAMILAR	□ WINDBLOCK
	☐ AETHYRIC SHOCK	☐ CHAOS FORSEEN	☐ LINEAGE CONCLUDED
	☐ CREEPING	☐ UNDONE☐ REGURGITATE	□ EYEFUSE
	CONGREGATION	☐ REGURGITATE	☐ SPASMODIC PAROXYSM
	☐ MENTAL BLOCK	□ ENFEEBLEMENT	□ WITHERLIMB
	☐ CHANNEL BURN☐ INTESTINAL	☐ MINDNUMB	☐ MUTATING WIND
	REBELLION	☐ DAEMONIC POSESSION	☐ CALLED TO THE VOID☐ KIN AFFLICTED
Appreional Elimin Dream C	☐ GRAVE OFFENSE	☐ KIN AFFECTED	□ VORTEX OF CHAOS
ADDITIONAL FAMILY DETAILS:	□ FLUID	☐ STORM OF CHAOS	□ HOARD OF CHAOS
		☐ STORE OF CHAOS	☐ DARK INSPIRATION
	☐ KIN INCONVENIENCED	□ PERVERSE DELIGHT	
	☐ ACCUMULATION OF	☐ TRICK OF FATE	<u> </u>
	CHAOS		
	□ WHIMSY		
	□ UNLUCKY!		
		ARCANE MARKS №	
THINGS NO ONE ELSE KNOWS ABOUT ME OR MY FAMILY:			
AIM GOLIO STILLEDERRIO HOLLDOOL MIL ON HILL I MINEL.			
	T. S.A. A. RHEDOT ATTOM FOR	CECTE & DITH FOR FOR A DOLLARS	MADIC ADE DETAILED IN
	* MANIFESTATION EFT	FECTS & RULES FOR ARCANE N REALMS OF SORCERY	VIARKS ARE DE LAILED IN

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19	SPELL GRIN	MOIRE (CONT'D)	
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	FRIENDS OR FOE	4
NAME:	RACE/CAREER:	-
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NAME:	RACE/CAREER:	
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NAME:	RACE/CAREER:	
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NAME:	RACE/CAREER:	
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NAME:	RACE/CAREER:	
NOTES:	MAGE/ CARLER.	
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NAME:	RACE/CAREER:	
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5	(	CREA	TUR	E CC	DMP.	ANIC	)NS, I	HIRE	LINC	GS & :	FAM	ILIA	RS		
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INGREDIENT:	INGREDIENT:
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17 TRAPPINGS	LOCATION/DE	SCRIPTION	ENC	MUTATIONS, SCARS & INSANITIES 6
				CURRENT INSANITY POINTS MUTATION, MALADY/SCAR:
				GAINED THROUGH:
				EFFECT ON CHARACTER:
				ATTEMPTED TREATMENTS:
				MUTATION, MALADY/SCAR:
				GAINED THROUGH:
				EFFECT ON CHARACTER:
				ATTEMPTED TREATMENTS:
				MUTATION, MALADY/SCAR:
				GAINED THROUGH:
				EFFECT ON CHARACTER:
				ATTEMPTED TREATMENTS:
				MUTATION, MALADY/SCAR:
				GAINED THROUGH:
N/	MONIES & OTHE	D TDE ACITEDO		EFFECT ON CHARACTER:
GOLD CROWNS (gc) 1 gc =		THER VALUABLES:		
2022 one wie (80) 1 80				ATTEMPTED TREATMENTS:
SILVER SHILLINGS (s) 1 s =	- 12 n			MUTATION, MALADY/SCAR:
OIL VER OF HELINGS (S) 1 5 -	- 12 p			GAINED THROUGH:
BRASS PENNIES (p) 240 p =	= 1 gc			EFFECT ON CHARACTER:
2	- 80			ATTEMPTED TREATMENTS:

7 MUTATIONS, SCARS & INSANITIES (cont'd)
MUTATION, MALADY/SCAR:
GAINED THROUGH:
EFFECT ON CHARACTER:
ATTEMPTED TREATMENTS:
MUTATION, MALADY/SCAR:
GAINED THROUGH:
EFFECT ON CHARACTER:
ATTEMPTED TREATMENTS:
MUTATION, MALADY/SCAR:
GAINED THROUGH:
EFFECT ON CHARACTER:
ATTEMPTED TREATMENTS:
MUTATION, MALADY/SCAR:
GAINED THROUGH:
EFFECT ON CHARACTER:
ATTEMPTED TREATMENTS:
MUTATION, MALADY/SCAR:
GAINED THROUGH:
EFFECT ON CHARACTER:
ATTEMPTED TREATMENTS:

	TALENTS (cont'd)	DESCRIPTION 16
	MIGHTY SHOT	+1 Damage with any missile weapons.
	MIMIC	+10% PERFORMÉR (Actor, Clown, Comedian, Jester & Storyteller) &DISGUISE where appropriate.
	NATURAL WEAPONS	Count as equipped with a hand weapon even when unarmed.
	NIGHT VISION	30 yard vision in natural darkness (not total darkness).
	ORIENTATION	+10% NAVIGATION, always knows North.
	PETTY MAGIC	Allows you to cast Petty Magic Spells.
	POLITIC	+10% on CHARM, BLATHER & HAGGLE checks.
	PUBLIC SPEAKING	10 times the normal crowd size with CHARM.
	QUICK DRAW	Use the READY action as FREE once per round.
	RAPID RELOAD	Reduce reload times of ranged weapons by a HALF action.
	RESISTANCE TO CHAOS	+10% WP to resist Magic and Chaos, cannot cast spells.
	RESISTANCE TO DISEASE	+10% T to resist Diseases.
<u> </u>	RESISTANCE TO MAGIC	+10% WP to resist Magic.
_	RESISTANCE TO POISON	+10% T to resist Poison.
	ROVER	+10% CONCEALMENT & SILENT MOVE in Rural areas.
	SAVVY	+5% INT ₩
15	SCHEMER	+10% CHARM to affect (or WP to resist) political/intrigue.
	SEASONED TRAVELER	+10% COMMON KNOWLEDGE & SPEAK LANGUAGE.
	SHARPSHOOTER	+20% when using the AIM action.
	SIXTH SENSE	I got a bad feeling about this (GM tests vs. WP in secret)
	ECIALIST WEAPON	□ 2-H □ CAV □ ENG □ ENT □ EXP □ FEN □ FLA
	OUP	□ GNPDR □ L-BOW □ PAR □ SLNG □ THW □ X-BOW
	STOUT-HEARTED	+10% WP resisting FEAR, INTIMIDATE & TERROR checks.
15	STREET FIGHTING	+10% WS & +1 Damage when Unarmed.
	STREETWISE	+10% CHARM & GOSSIP dealing with the Underworld.
15	STRIKE MIGHTY BLOW	+1 Damage with melee weapons.
	STRIKE TO INJURE	+1 Critical effect.
15	STRIKE TO STUN	Attacker S vs. Target T test +10% for each AP of head armor.
	STRONG-MINDED	No WP check until 8 IP, automatic Insanity after 14 IP.
	STRUDY	No Move penalty when wearing Heavy or Plate armor.
	SUAVE	+5% FEL *
15	SURE SHOT	Ignore 1 AP when using missile weapons.
	SURGERY	+10% HEAL. Increased healing rate, +20% T vs. limb loss.
	SUPER NUMERATE	+10% GAMBLE & NAVIGATION, +20% PERCEPTION.
	SWASHBUCKLER	Jump/Leap is a HALF action, increase all Leaps by 1 yard.
15	TRAPFINDER	+10% PERCEPTION & PICK LOCK locating/disarming traps.
	TRICK RIDING	+10% RIDE (not required under normal circumstances).
15	TUNNEL RAT	+10% CONCEALMENT & SILENT MOVE underground.
	VERY RESILIENT	+5% T ₩
15	VERY STRONG	+5% S ♥
	WARRIOR BORN	+5% <b>WS</b> ₩
	WITCHCRAFT	Purchase any Spell with CN 15 or less for 200 XP each.
	WRESTLING	+10% GRAPPLING & +10% S test when GRAPPLING.
_		TS line on the PROFILE & total on CURRENT.
	Ther to TALEN	13 file of the FROFILE o total of CURRENT.

15	TALENTS	DESCRIPTION
	ACUTE HEARING	+20% PERCEPTION Skill test that involve listening.
	AETHYRIC ATTUNEMENT	+10% CHANNELING & MAGIC SENSE Skill checks.
	ALLEY CAT	+10% CONCEALMENT & SILENT MOVE in Urban areas.
	AMBIDEXTROUS	No -20% penalty to WS or BS using weapons offhanded.
	ARCANE LORE	Cast Spells from one of the 8 Magical Orders.
	ARMORED CASTING	Casting penalty wearing armor reduced by 3 for Divine Lore.
	ARTISTIC	+20% TRADE (Artist) & +10% Evaluate object dart.
	CONTORTIONIST	+10% PERFOMER, +20% AG escape bonds, squeeze through narrow.
	COOLHEADED	+5% WP №
	DARK LORE	Cast Spells from one of the Dark Lore.
	DARK MAGIC	Roll extra Casting die & drop the lowest.
	DEALMAKER	+10% EVALUATE & HAGGLE checks.
	DISARM	Opposed AG checks.
	DIVINE LORE (	Cast Spells from one of the 10 Divine Lores.
		+10% TRADE (Armorer, Brewer, Gem Cutter, Gunsmith, Miner,
	DWARFCRAFT	Smith, Stoneworker & Weaponsmith).
	ETIQUETTE	+10% CHARM & GOSSIP when dealing Nobility/Etiquette.
	EXCELLENT VISION	+10% PERCEPTION, involving sight and LIP READING checks.
	EXTRA SPELL	100 XP to purchase a single Spell, note on Grimoire with (ES).
	FAST HANDS	+20% WS for "Touch" Spells.
	EL I DI LOC	Immune to FEAR, INTIMIDATION & UNSETTLING.
	FEARLESS	Treat TERROR as FEAR.
	FLEE!	+1 M for 1D10 rounds.
	FLEET FOOTED	+1 M ₩
	FOCUSSED STRIKE	+20% WS when used with the AIM action.
	FOOL'S PILOT	+20% Sailing Fool's Rocks & +10% Com. Knl. (Tilea-Tobaro).
	FRENZY	+10% S & WP but -10% to WS & INT.
	FRIGHTENING	WP to resist or no actions (move, fight, dodge etc.) this round.
	GRUDGE-BORN FURY	+5% WS when Attacking Goblins, Orcs and Hobgoblins.
	HARDY	+1 <b>W Φ</b>
_	HEDGE MAGIC	Cast Petty Magic (Arcane) w/o ARCANE LANGUAGE Skill.
	KEEN SENSES	+20% to PERCEPTION checks.
LES	SSER MAGIC	100 XP to purchase a single Spell, note on Grimoire with (LM).
	LIGHTNING PARRY	Forego 1 Attack to gain a FREE PARRY.
	LIGHTNING REFLEXES	+5% AG №
	LINGUISTICS	+10% READ/WRITE & SPEAK LANGUAGE Skill checks.
	LUCK	+1 Fortune point per day.
	MARKSMAN	+5% BS ₩
	MASTER GUNNER	Reduce black powder weapon reload time by a HALF action.
		Affect 100 times the normal crowd size with CHARM
	MASTER ORATOR	(requires PUBLIC SPEAKING).
	MEDITATION	You gain a bonus to the Casting roll equal to MAG.
	MENACING	+10% INTIMIDATE & TORTURE Skill checks.
	MIGHTY MISSILE	+1 Damage with any Magic Missile Spells.
	₩ Enter to TALEN	TS line on the PROFILE & total on CURRENT.

FANTASTCAL ARCANE ITEMS, DISCOVERED, FOUND OR SEARCHING FOR	8

9 GLORIOUS DEEDS, SLAIN BEASTS & OTHER ACTS OF VALOR

ADVANCED SKILLS	(STAT)	TOTAL	+10%	+20%	RELATED TALENTS 14
COM. KNOWL.	) (INT)				0 15 1
COM. KNOWL.	) (INT)				Seasoned Traveler
DODGE BLOW	(AG)				NONE
FOLLOW TRAIL	(INT)				NONE
HEAL	(INT)				Surgery
HYPNOTISM	(WP)				NONÉ
LIP READING	(INT)				Excellent Vision
MAGICAL SENSE	(WP)				Aethyric Attunement
NAVIGATION	(INT)				Orientation, Super Numerate
PERFORMER (	) (FEL)				<u> </u>
PERFORMER (	) (FEL)				Contortionist
PERFORMER (	) (FEL)				Mimic
PERFORMER (	) (FEL)				
PICK LOCK	(AG)				Trapfinder
PREPARE POISON	(INT)				NÔNE
READ/WRITE	(INT)				Linguistics
SAIL	(AG)				NONE
SECT. LANG. (	) (INT)				
SECT. LANG. (	) (INT)				NONE
SECT. LANG.	) (INT)				NONE
SECT. LANG.	) (INT)				
SECT. SIGN (	) (INT)				
SECT. SIGN (	) (INT)				NONE
SECT. SIGN (	) (INT)				NONE
SECT. SIGN (	) (INT)				
SET TRAP	(AG)				NONE
SHADOWING	(AG)				NONE
SLEIGHT OF HAND	(AG)				NONE
SPK. ARCANE LANGUAGE	(INT)				NONE
SPK. LANG. (	) (INT)				
SPK. LANG. (	) (INT)				Transfer a
SPK. LANG. (	) (INT)				Linguistics Mimic
SPK. LANG. (	) (INT)				Seasoned Traveler
SPK. LANG. (	) (INT)				Seasoned Traveler
SPK. LANG. (	) (INT)				
TORTURE	(FEL)				Menacing
TRADE (	) ( )				
TRADE (	) ( )				
TRADE (	) ( )				Artistic
TRADE (	) ( )				Dwarfcraft
TRADE (	) ( )				
TRADE (	) ( )				
VENTRILOQUISM	(FEL)				NONE
VERY EASY +30%	EASY +20%		UTINE		AVERAGE 0%
CHALLENGIN	G-10% F	IARD -20%	$\sqrt{0}$	ERY I	HARD-30%

13 DAMAGED ARMO	<b>R</b> LOCA	TION DA	AMAGE	ED	OF	RGINAL AP	CURRENT AI
BASIC SKILLS	(STAT)	TOTAL	+10%	+20%	n R	ELATED TA	LENTS
ANIMAL CARE	(INT)				NONE		
CHARM	(FEL)		۵		Etiquette	, Master Orat , Schemer, St	or, Public
CHARM ANIMAL	(FEL)				NONE	, Genemer, Gr	icer wise
COMMAND	(FEL)				NONE		
CONCEALMENT	(AG)				Alley Ca	it, Rover, Tuni	nel Rat
CONSUME ALCOHOL	(T)				NONE		
DISGUISE	(FEL)				Mimic		
ORIVE	(S)				NONE		
EVALUATE	(INT)					Dealmaker	
GAMBLE	(INT)				Super N		
GOSSIP	(FEL)					e, Streetwise	
HAGGLE	(FEL)				Dealmak		
NTIMIDATE	(S)				Menacin	g	
OUTDOOR SURVIVAL	(INT)				NONE		***
PERCEPTION	(INT)				Super N	earing, Excelle umerate, Trapf	
RIDE	(AG)				NÔNE		
ROW	(S)				NONE		
SCALE SHEER SURFACE	(AG)				NONE		
SEARCH	(INT)				NONE		
SILENT MOVE	(AG)					it, Rover, Tuni	nel Rat
SWIM	(S)				NONE		
ADVANCED SKILLS		•	TOTAL	L +10	% +20%	RELATED	TALENTS
ACA. KNOWL. (	)	(INT)					
ACA. KNOWL. (	)	(INT)					
ACA. KNOWL.	)	(INT)		╛		NONE	
ACA. KNOWL. (	)	(INT)		╛		1.51.2	
ACA. KNOWL. (	Į	(INT)			_		
ACA. KNOWL. (	<u> </u>	(INT)					
ANIMAL TRAINING		(FEL)				NONE	
CHANNELLING		(WP)				Aethyric At	tunement
BLATHER COM KNOWL (	,	(FEL)				NONE	
COM. KNOWL. (	ļ	(INT)		┦╏			
COM. KNOWL. (	{	(INT)		┦ 🖰		Seasoned Tr	aveler
COM. KNOWL. (	J	(INT)		┦ 🖰			
COM. KNOWL. (	J	(INT)					

CAREER PATH: PAST, PRESENT & FUTURE 10
CURRENT CAREER
COMPLETED CAREERS
NEXT CARRER NOTES
WRITS, PERMITS & LICENSES GRANTED (or FORGED)
BUSINESS PARTNERS & PROPERTIES

11	CHARACTER PROFILE									
Main	WS	BS	S	T	AG	INT	WP	FEL		
STARTING										
TALENTS										
ADVANCE										
CURRENT										
ADVANCES TAKEN										
SECONDARY	A	W	SB	TB	M	MAG	IP	FP		
STARTING						0	0			
TALENTS										
ADVANCE										
CURRENT										
ADVANCES TAKEN										
WEAPON	ENC	GROUP	• DAMAC	SE RANG	E RELOA	AD QUAL	ITIES			
			AMMO:							
			AMMO:							
MOVEMENT	-MOVE	ARMOREI Move				PLINI	RUN Leap	STAND LEAP		
YARDS			Mx2	2 N	Mx4	Mx6	M+SB	(M+SB)/2		
TAC-MAP (1 Sq. = 2Yds)	Mxl		Mxl		Mx2	Mx3				

## COMBAT ACTION SUMMARY 12 TYPE DESCRIPTION BASIC ACTIONS AIM HALF +10% To WS or BS. CAST A SPELL VARIES Time varies by Spell. **CHARGE** Move 4+ yards, Attack with +10% WS. FULL Break off from melee without subject to FREE attack. DISENGAGE FULL MOVE HALF Combat Movement in Yards. Table 6-1. READY Ready or pick up item, sheath or draw weapon. HALF VARIES Reload missile weapon, time varies by weapon and talents. RELOAD Stand from prone or mount a riding animal. STAND/MOUNT HALF STANDARD ATTACK HALF Make a single melee or missile attack. SWIFT ATTACK Make all allowed melee or missile attacks. FULL VARIES See SKILLS. USE A SKILL ADVANVCED ACTIONS TYPE DESCRIPTION Furious melee at +20% to WS, No Dodge/Parry next round. ALL OUT ATTACK FULL FULL All melee attacks this round against you are-20%. **DEFENSIVE STANCE** Delay action until required, but before next turn. DELAY HALF FEINT Opposed WS test, if successful, no Dodge/Parry next round. HALF **GUARDED ATTACK** Attacks -10% WS, +10% to Dodge/Parry. FULL JUMP/LEAP FULL Jump down or Leap across obstacle. Opposed WS test, if successful, move opponent 2 Yards. MANEUVRE HALF PARRYING STANCE HALF May Parry any 1 incoming attack before next turn. -20% BS attacks & +20% melee vs. the runner. RUN FULL ADVANCED ARMOR (AP = AREA PROTECTED) LEATHER Skullcap (1=H) Ujerkin (1=B) Ujack (1=B+A) ULeggings (1=L) UFull (1=All) STUDDED Skullcap (1=H) Gerkin (1=B) Glack (1=B+A) GLeggings (1=L) Grull (2=A11) HIDES Coat (2=B+A+L) (-10% AG, -1 M; Cannot combine with other armor, except on head.) CHAIN □Coif (2=H) □Shirt (2\*=B) □Sleeved Shirt (2\*=B+A) □Coat (2\*=B+L) ( \* -10% AG) $\square$ Leggings (2\*=L) $\square$ Sleeved Coat (2\*=B+A+L) $\square$ Full (3\*=A11) SCALE □Coif (3=H) □Shirt (3\*=B) □Sleeved Shirt (3\*=B+A) □Coat (3\*=B+L) (\*-10% AG) $\square$ Leggings (3\*=L) $\square$ Sleeved Coat (3\*=B+A+L) $\square$ Full (4\*=A11) Helmet (2 = H) Breastplate (2\*=B) Bracers (2\*=A) Leggings (2\*=L) **PLATE** $(*-1 M) \mid \Box Full (5*=A11)$ ARMOR POINTS FORTUNE POINTS ... feeling lucky? ARMORED AG: % CURRENT: USED: RARL Re-roll failed Characteristic or Skill Test. Body Head LA LL ₩ Gain extra PARRY or DODGE. ₩ Gain extra HALF action. 10-29 30-49 50-79 80-89 90-00 01-09 Roll an extra 1D10 for Initiative.

EXPERIENCE

TOTAL

**CURRENT** 

WOUNDS & PENALTIES

HEAVILY: 3 or fewer

LIGHTLY: 4 or more