



**THE GRIM & PERILOUS
ADVENTURES OF**

(CHARACTER NAME)

PLAYER NAME

Magister

DOOMING:

FATE POINTS SPENT ON:

... DEATH:

I WILL BE REMEMBERED FOR:

GAMEMASTER:

DATE ADVENTURING LIFE BEGAN:

CHARACTER PERSONAL DETAILS

RACE: FEMALE MALE

AGE: HEIGHT:

EYE COLOR: WEIGHT:

HAIR COLOR: NUMBER OF SIBLINGS:

FAVORED DEITY: BIRTH PLACE:

DATE:

STAR SIGN: PROVINCE/NATION:

GENERAL DESCRIPTION:

DISTINGUISHING MARKS:

LIKES:

DISLIKES:

BEFORE I BECAME AN ADVENTURER...

FAMILY DETAILS

FATHER:

MOTHER:

BROTHERS:

SISTERS:

OTHER REALTIVES:

PORTRAIT



ADDITIONAL FAMILY DETAILS:

THINGS NO ONE ELSE KNOWS ABOUT ME OR MY FAMILY:

TZEENTCH'S CURSE & ARCANES MARKS

MINOR CHAOS MANIFESTATIONS ✘	MAJOR CHAOS MANIFESTATIONS ✘	CATASTROPHIC CHAOS MANIFESTATIONS ✘
<input type="checkbox"/> WITCHERY	<input type="checkbox"/> WITCH EYES	<input type="checkbox"/> WILD MAGIC
<input type="checkbox"/> FUMBLEHAND	<input type="checkbox"/> SILENCED	<input type="checkbox"/> THE WITHERING EYE
<input type="checkbox"/> RUPTURE	<input type="checkbox"/> HAIRLESS	<input type="checkbox"/> BROKEN
<input type="checkbox"/> NAILROT	<input type="checkbox"/> BLACKNAIL	<input type="checkbox"/> STUPEFIED
<input type="checkbox"/> BREATH OF CHAOS	<input type="checkbox"/> WRACKED	<input type="checkbox"/> TZEENTCHS LASH
<input type="checkbox"/> HORRIFLIATION	<input type="checkbox"/> CHANNEL	<input type="checkbox"/> AETHYRIC ASSAULT
<input type="checkbox"/> WAXY EARFUL	<input type="checkbox"/> CONFLAGRATION	<input type="checkbox"/> RAGEBOIL
<input type="checkbox"/> WYRDLIGHT	<input type="checkbox"/> OVERLOAD	<input type="checkbox"/> ALBINO AFFLICTION
<input type="checkbox"/> COLD SWEATS	<input type="checkbox"/> RAG DOLL	<input type="checkbox"/> HERETICAL VISION
<input type="checkbox"/> SLEEPING NERVES	<input type="checkbox"/> FIRE!	<input type="checkbox"/> MINDEATEN
<input type="checkbox"/> UNNATURAL AURA	<input type="checkbox"/> LOADSTONES	<input type="checkbox"/> BOILING BLOOD
<input type="checkbox"/> MILKY EYES	<input type="checkbox"/> LIMBFROZEN	<input type="checkbox"/> UNINVITED COMPANY
<input type="checkbox"/> BANE OF FLORA	<input type="checkbox"/> TONGUE-TWISTED	<input type="checkbox"/> CHAOTIC SERVITORS
<input type="checkbox"/> HAUNTED	<input type="checkbox"/> CHAOTIC WIND	<input type="checkbox"/> DAEMONIC CONTRACT
<input type="checkbox"/> HANDFROZEN	<input type="checkbox"/> CRAVEN FAMILAR	<input type="checkbox"/> WINDBLOCK
<input type="checkbox"/> AETHYRIC SHOCK	<input type="checkbox"/> CHAOS FORSEEN	<input type="checkbox"/> LINEAGE CONCLUDED
<input type="checkbox"/> CREEPING	<input type="checkbox"/> UNDONE	<input type="checkbox"/> EYEFUSE
<input type="checkbox"/> CONGREGATION	<input type="checkbox"/> REGURGITATE	<input type="checkbox"/> SPASMODIC PAROXYSM
<input type="checkbox"/> MENTAL BLOCK	<input type="checkbox"/> AETHYRIC ATTACK	<input type="checkbox"/> WITHERLIMB
<input type="checkbox"/> CHANNEL BURN	<input type="checkbox"/> ENFEEBLEMENT	<input type="checkbox"/> MUTATING WIND
<input type="checkbox"/> INTESTINAL	<input type="checkbox"/> MINDNUMB	<input type="checkbox"/> CALLED TO THE VOID
<input type="checkbox"/> REBELLION	<input type="checkbox"/> DAEMONIC POSESSION	<input type="checkbox"/> KIN AFFLICTED
<input type="checkbox"/> GRAVE OFFENSE	<input type="checkbox"/> KIN AFFECTED	<input type="checkbox"/> VORTEX OF CHAOS
<input type="checkbox"/> FLUID	<input type="checkbox"/> STORM OF CHAOS	<input type="checkbox"/> HOARD OF CHAOS
<input type="checkbox"/> TRANSFORMATION	<input type="checkbox"/> STORE OF CHAOS	<input type="checkbox"/> DARK INSPIRATION
<input type="checkbox"/> KIN INCONVENIENCED	<input type="checkbox"/> PERVERSE DELIGHT	<input type="checkbox"/> _____
<input type="checkbox"/> ACCUMULATION OF CHAOS	<input type="checkbox"/> TRICK OF FATE	<input type="checkbox"/> _____
<input type="checkbox"/> WHIMSY	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> UNLUCKY!	<input type="checkbox"/> _____	

ARCANE MARKS ✘

✘ MANIFESTATION EFFECTS & RULES FOR ARCANES MARKS ARE DETAILED IN REALMS OF SORCERY

5 CREATURE COMPANIONS, HIRELINGS & FAMILIARS

NAME:								RACE:								NAME:								RACE:							
DESCRIPTION:																DESCRIPTION:															
MAIN PROFILE:																MAIN PROFILE:															
WS	BS	S	T	AG	INT	WP	FEL	WS	BS	S	T	AG	INT	WP	FEL	WS	BS	S	T	AG	INT	WP	FEL	WS	BS	S	T	AG	INT	WP	FEL
SECONDARY PROFILE:								SECONDARY PROFILE:								SECONDARY PROFILE:								SECONDARY PROFILE:							
A	W	SB	TB	M	Mag	IP	FP	A	W	SB	TB	M	Mag	IP	FP	A	W	SB	TB	M	Mag	IP	FP	A	W	SB	TB	M	Mag	IP	FP
SKILLS:																SKILLS:															
TALENTS:																TALENTS:															
EQUIPMENT/NOTES:																EQUIPMENT/NOTES:															
NAME:								RACE:								NAME:								RACE:							
DESCRIPTION:																DESCRIPTION:															
MAIN PROFILE:																MAIN PROFILE:															
WS	BS	S	T	AG	INT	WP	FEL	WS	BS	S	T	AG	INT	WP	FEL	WS	BS	S	T	AG	INT	WP	FEL	WS	BS	S	T	AG	INT	WP	FEL
SECONDARY PROFILE:								SECONDARY PROFILE:								SECONDARY PROFILE:								SECONDARY PROFILE:							
A	W	SB	TB	M	Mag	IP	FP	A	W	SB	TB	M	Mag	IP	FP	A	W	SB	TB	M	Mag	IP	FP	A	W	SB	TB	M	Mag	IP	FP
SKILLS:																SKILLS:															
TALENTS:																TALENTS:															
EQUIPMENT/NOTES:																EQUIPMENT/NOTES:															

SPELL GRIMOIRE 18

NAME:										NAME:									
CASTING NUMBER:					TIME:					CASTING NUMBER:					TIME:				
INGREDIENT:										INGREDIENT:									
DESCRIPTION:										DESCRIPTION:									
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INGREDIENT:										INGREDIENT:									
DESCRIPTION:										DESCRIPTION:									

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

