

## THE GRIM & PERILOUS ADVENTURES OF

(CHARACTER NAME)

PLAYER NAME

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Created by: Robert Feuillerat, 2008

MEMORABLE QUOTES & MISCELLANEOUS NOTES	GAMEMASTER:					
	DATE ADVENTURING LIFE BEGAN:					
	CHA	RACTER PERSONAL DETAILS				
	RACE:	☐ Female				
	AGE:	HEIGHT:				
	EYE COLOR:	WEIGHT:				
	HAIR COLOR:	Number of Siblings				
	FAVORED DEITY:	BIRTH PLACE: DATE:				
	STAR SIGN:	PROVINCE/NATION:				
	GENERAL DESCRIPTION:					
	DISTINGUISHING MARKS:					
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☐ MALE

FAMILY DETAILS	MORR CAME CALLING
FATHER:	DOOMING:
MOTHER:	
Brothers:	
SISTERS:	FATE POINTS SPENT ON:
OTHER REALTIVES:	
PORTRAIT	
ADDITIONAL FAMILY INFORMATION:	
	DEATH:
THINGS NO ONE ELSE KNOWS ABOUT ME OR MY FAMILY:	I WILL BE REMEMBERED FOR:

19	BOOK OF <u>Pr</u>	AYERS (CONT'D)	
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MAIN	PROF	ILE						MAIN PROFILE							
WS	BS	S	T	AG	INT	WP	FEL		BS	S	T	AG	INT	WP	FEL
SECC	NDAR W	Y PROI	TB	M	Mag	ΙP	FP	SECO	NDAR W	Y PROF <b>S</b> B	TB	M	Mag	ΙP	FP
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X A A YX	, DDQL	77 Y						MAIN PROFILE							
WS	PROF BS	S	Т	AG	INT	WP	FEL	WS	BS	S	Т	AG	INT	WP	FEL
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17 <b>TRAPPINGS</b> LOCATION/I	DESCRIPTION EN	IC 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:
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		MUTATION, MALADY/SCAR:
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MONIFS & OTH	HER TREASUERS	EFFECT ON CHARACTER:
GOLD CROWNS (gc) 1 gc = $20 \text{ s}$	OTHER VALUABLES:	ATTEMPTED TREATMENTS:
		MUTATION, MALADY/SCAR:
SILVER SHILLINGS (s) $1 s = 12 p$		GAINED THROUGH:
BRASS PENNIES (p) $240 p = 1 gc$	_	EFFECT ON CHARACTER:
47 1 0		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:
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EFFECT ON CHARACTER:
ATTEMPTED TREATMENTS:
MUTATION, MALADY/SCAR:
GAINED THROUGH:
EFFECT ON CHARACTER:
ATTEMPTED TREATMENTS:

TALENTS (cont'd)	DESCRIPTION 16
☐ MIGHTY MISSILE	+1 Damage with any Magic Missile Spells.
■ MIGHTY SHOT	+1 Damage with any missile weapons.
□ MIMIC	+10% PERFORMER (Actor, Clown, Comedian, Jester & Storyteller) &DISGUISE where appropriate.
☐ NATURAL WEAPONS	Count as equipped with a hand weaponeven 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.
D POLITIC	+10% on CHARM, BLATHER & HAGGLE checks.
□ PUBLIC SPEAKING	10 times the normal crowd size with CHARM.
	Use the READY action as FREE once per round.
<ul><li>□ RAPID RELOAD</li><li>□ RESISTANCE TO CHAOS</li></ul>	Reduce reload times of ranged weapons by a HALF action.
<ul><li>□ RESISTANCE TO CHAOS</li><li>□ RESISTANCE TO DISEASE</li></ul>	+10% WP to resist Magic and Chaos- cannot cast spells. +10% T to resist Diseases.
RESISTANCE TO DISEASE  RESISTANCE TO MAGIC	+10% WP to resist Magic.
RESISTANCE TO MAGIC	+10% T to resist Poison.
ROVER	+10% CONCEALMENT & SILENT MOVE in Rural areas.
□ SAVVY	+5% INT ₱
□ 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)
SPECIALIST WEAPON	O2-H OCAV DENG DENT DEXP OFEN OFLA
GROUP	□GNPDR □L-BOW □PAR □SLNG □THW □X-BOW
☐ STOUT-HEARTED	+10% WP resisting FEAR, INTIMIDATE & TERROR checks.
☐ STREET FIGHTING	+10% WS & +1 Damage when Unarmed.
☐ STREETWISE	+10% CHARM & GOSSIP dealing with the Underworld.
☐ STRIKE MIGHTY BLOW	+1 Damage with melee weapons.
☐ STRIKE TO INJURE	+1 Critical effect.
☐ 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 ₺
□ 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☐ TRAPFINDER	Jump/Leap is a HALF action, increase all Leaps by 1 yard. +10% PERCEPTION & PICK LOCK locating/disarming traps.
☐ TRAPFINDER☐ TRICK RIDING	+10% RIDE (not required under normal circumstances).
☐ TUNNEL RAT	+10% CONCEALMENT & SILENT MOVE underground.
□ VERY RESILIENT	+5% T *
□ VERY STRONG	+5% S ♥
	+5% <b>WS</b> №
<ul><li>□ WARRIOR BORN</li><li>□ WITCHCRAFT</li></ul>	Purchase any Spell with CN 15 or less for 200 XP each.
□ WRESTLING	+10% GRAPPLING & +10% S test when GRAPPLING.
1 =	NTS line on the PROFILE & total on CURRENT.
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15 TALENTS	DESCRIPTION	GLORIOUS DEEDS, SLAIN BEAST
☐ ACUTE HEARING	+20% PERCEPTION Skill test that involve listening.	OTHER PERSONAL NOTES
	NT +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 thro narrow gaps.	
☐ COOLHEADED	+5% <b>WP</b> №	
□ DARK LORE	Cast Spells from one of the Dark Lores.	
□ 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.	
□ DWARFCRAFT	+10% TRADE (Armorer, Brewer, Gem Cutter, Gunsmith, Miner,	
	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.	
□ FEARLESS	Immune to FEAR, INTIMIDATION & UNSETTLING.	
	Treat TERROR as FEAR.	
□ FLEE!	+1 M for 1D10 rounds.	
☐ FLEET FOOTED	+1 M *	
☐ FLIER	You can fly. See Chap 6	
☐ FOCUSSED STRIKE	+20% WS when used with the AIM action.	
☐ FOOL'S PILOT	+20% Sailing Fool's Rocks & +10% Com. Knowledge (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 W #	
☐ HEDGE MAGIC	Cast Petty Magic (Arcane) w/o ARCANE LANGUAGE Skill.	
☐ INCANTATION	Pass Performer (Singer) Test, +1 Bonus to Casting Roll.	
☐ KEEN SENSES	+20% to PERCÉPTION checks.	
LESSER MAGIC  LIGHTNING PARRY	100 XP to purchase a single Spell, note on Grimoire with (LM).  Forego 1 Attack to gain a FREE PARRY.	
☐ LIGHTNING PARKT	o o	
☐ LINGUISTICS	+5% AG ♥ +10% READ/WRITE & SPEAK LANGUAGE Skil checks.	
LUCK		
☐ MARKSMAN	+1 Fortune point per day. +5% BS	
■ MARKSMAN ■ MASTER GUNNER	•	
☐ MASTER GUNNER ☐ MASTER ORATOR	Reduce black powder weapon reload time by a HALF action. Affect 100x normal crowd with CHARM (req. PUBLIC SPEAKING).	
■ MEDITATION	You gain a bonus to the Casting roll equal to MAG.	
☐ MEDITATION	+10% INTIMIDATE & TORTURE Skill checks.	
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9 CULT					
SEAT OF POWER:					
HEAD OF THE CULT:					
PRIMARY ORDERS:					
LESSER ORDERS:					
ELSSER ORDERS.					
MAJOR FESTIVALS:					
WAJOR PESTIVALS.					
POPULAR HOLY BOOKS:					
POPULAR HOLY BOOKS:					
COMMON HOLY SYMBOLS:					
STRICTURES					
SACRED SIGNS & GESTURES					
PRAYERS & HOLY SAYINGS					
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NOTABLE CULT PERSONALITIES & VENERATED SOULS					

ADVANCED SKILLS	(STAT)	TOTAL	+10%	+20%	RELATED TALENTS 14
COM. KNOWL.	) (INT)				Seasoned Traveler
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)				•
PERFORMER (	) (FEL)				Contortionist
PERFORMER (	) (FEL)				Mimic
PERFORMER (	) (FEL)				
PICK LOCK	(AG)				Trapfinder
PREPARE POISON	(INT)				NÓNE
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)				<b>.</b>
SPK. LANG.	) (INT)				Linguistics
SPK. LANG.	) (INT)				Mimic Seasoned Traveler
SPK. LANG.	) (INT)				Seasoned Traveler
SPK. LANG.	) (INT)				
TORTURE	(FEL)				Menacing
TRADE (	) ( )				J
TRADE	i i j				
TRADE	i i i				Artistic
TRADE (	i i j				Dwarfcraft
TRADE (	$i \in i$				
TRADE	i i j				
VENTRILOQUISM	(FEL)				NONE
VERY EASY +30%	EASY +20%		UTINE		
CHALLENGING		HARD -20%			'HARD-30%

13 DAMAGED ARMOR	R LOCATION	DAMAGI	ED	ORGINAL AP	CURRENT AP
BASIC SKILLS	(STAT) TO	ΓAL +10%	+20%	RELATEDT.	ALENTS
ANIMAL CARE	(INT)			NONE	
CHARM	(FEL)			Etiquette, Master Or Speaking, Schemer, S	
CHARM ANIMAL	(FEL)			NONE	
COMMAND	(FEL)			NONE	
CONCEALMENT	(AG)			Alley Cat, Rover, Tu	nnel Rat
CONSUME ALCOHOL	(T)			NONE	
DISGUISE	(FEL)			Mimic	
DRIVE	(S)			NONE	
EVALUATE	(INT)			Artistic. Dealmaker	
GAMBLE	(INT)			Super Numerate	
GOSSIP	(FEL)			Etiquette, Streetwise	
HAGGLE	(FEL)			Dealmaker	
INTIMIDATE	(S)			Menacing	
OUTDOOR SURVIVAL	(INT)			NONE	(1 . *)** *
PERCEPTION	(INT)			Acute Hearing, Excel Super Numerate, Tra	
RIDE	(AG)			NÔNE	
ROW	(S)			NONE	
SCALE SHEER SURFACE	(ÅG)			NONE	
SEARCH	(INT)			NONE	
SILENT MOVE	(AG)			Alley Cat, Rover, Tu	nnel Rat
SWIM	(S)			NONE	
ADVANCED SKILLS		Г) ТОТАІ	+10	% +20% RELATE	ED TALENTS
ACA. KNOWL. (	) (INT)				
ACA. KNOWL.	) (INT)				
ACA. KNOWL.	) (INT)			NONE	
ACA. KNOWL.	) (INT)				
ACA. KNOWL. (	) (INT)				
ACA. KNOWL. (	) (INT)				
ANIMAL TRAINING	(FEL)				
CHANNELLING	(WP)				unement
BLATHER	(FEL)				
COM. KNOWL.	) (INT)				
COM. KNOWL. (	) (INT)			Seasoned Lra	veler
COM. KNOWL. (	) (INT)			u	VCICI
COM. KNOWL. (	) (INT)				

RITUAL CLOTHING & TALISMANS 10					
MARKS OF THE GODS					
CHARMS, AMULETS, RELICS & ARTEFACTS					
CAREER PATH: PAST, PRESENT & FUTURE					
CAREER I ATTE I AST, I RESENT OF OTORE  CURRENT CAREER					
CONMINT CHINDDA					
COMPLETED CAREERS					
CARRER NOTES					

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 RELC	DAD QUA	LITIES	
			AMMO:					
		ARMORE	AMMO:				RUN	STAND
MOVEMENT	MOVE	MOVE	DISENC	GAGE CH	ARGE	RUN	LEAP	LEAP
YARDS								
			Mx	2 N	Ax4	Mx6	M+SB	(M+SB)/2
TAC-MAP (1 Sq. = 2Yds)								
1	Mxl		Mx	1 N	Ax2	Mx3		

DAG	SIC AC	ואראניי		TYPE	DECC	RIPTION					
	SIC A	CTION									
			% To WS or BS. e varies by Spell.								
CHARGE				1+ yards, Attack with +10% WS							
DISENGA				FULL		off from melee without subject to FREE attack.					
MOVE	IGL			HALF		t Movement in Yards. Table 61.					
READY				HALF							
RELOAD						Ready or pick up item, sheath or draw weapon.  Reload missile weapon, time varies by weapon and talents					
				HALF		Reload missile weapon, time varies by weapon and talents.  Stand from prone or mount a riding animal.					
			HALF		Make a single melee or missile attack.						
				FULL		Make all allowed melee or missile attacks.					
						See SKILLS.					
				TYPE		DESCRIPTION					
				FULL		Furious melee at +20% to WS, No Dodge/Parry next round.					
DEFENSI				FULL		lee attacks this round against you are-20%.					
DELAY				HALF		Delay action until required, but before next turn.					
FEINT				HALF		Opposed WS test, if successful, no Dodge/Parry next round.					
GUARDE	ED AT	TACK		FULL		Attacks -10% WS, +10% to Dodge/Parry.					
JUMP/LE				FULL		Jump down or Leap across obstacle.					
MANEUV				HALF		Opposed WS test, if successful, move opponent 2 Yards.					
PARRYIN		ANCE		HALF		May Parry any 1 incoming attack before next turn.					
RUN				FULL		20% BS attacks & +20% melee vs. the runner.					
ADVANCED ARMOR (AP = AREA PROTECTED				REA PRO							
LEATHE			<u> </u>			Jack (1=B+A) Leggings (1=L) Full (1=All)					
				Jack (1=B+A) Leggings (1=L) Full (2=All)							
				-l M; Cannot combine with other armor, except on head.)							
					Sleeved Shirt (2*=B+A) \(\subseteq\) Coat (2*=B+L)						
(*-10% AG) Leggings (2*=L) Sleeved Coat (											
-											
SCALE						leeved Shirt ( $3^*=B+A$ ) $\square$ Coat ( $3^*=B+L$ )					
( * -10% A						$(3*=B+A+L)$ $\Box$ Full $(4*=A11)$					
PLATE		■Helmet	(2=H)	Breast	plate <b>(</b> 2*=	B) $\square$ Bracers (2*=A) $\square$ Leggings (2*=L)					
(*-1)	M)   [	<b>□</b> Full <b>(</b> 5*	=A11)								
	1	ARMOR	POINT	S		FORTUNE POINTS feeling lucky?					
		ORED A		%		CURRENT: USED:					
Head	RA	LA	Body	RL	LL	▼ Re-roll failed Characteristic or Skill Test.					
			,			▼ Gain extra PARRY or DODGE.					
						₩ Gain extra HALF action.					
01-09 1	10-29	30-49	50-79	80-89	90-00	▼ Roll an extra 1D10 for Initiative.					
WOUNDS & PENALTIES					EXPERIENCE						
LIGHTLY: 4 or more HEAVILY: 3 or fewer					CURRENT TOTAL						
LIGITIET: TOT HOLE TEAVIET: 3 OF 16WER				L 1. 5 Of 1	JOINE						