



**THE GRIM & PERILOUS  
ADVENTURES OF**

---

(CHARACTER NAME)

PLAYER NAME

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The Faithful

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**FATHER:**

**MOTHER:**

**BROTHERS:**

**SISTERS:**

**OTHER REALTIVES:**

**PORTRAIT**



**ADDITIONAL FAMILY INFORMATION:**

**THINGS NO ONE ELSE KNOWS ABOUT ME OR MY FAMILY:**

**DOOMING:**

**FATE POINTS SPENT ON:**

**... DEATH:**

**I WILL BE REMEMBERED FOR:**

**BOOK OF PRAYERS (CONT'D)**

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

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**RITUALS**

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**FRIENDS & FOE...**

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**5 CREATURE COMPANIONS, HIRELINGS & FAMILIARS**

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

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

**BOOK OF PRAYERS 18**

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| NAME:           |       | NAME:           |       |
| CASTING NUMBER: | TIME: | CASTING NUMBER: | TIME: |
| INGREDIENT:     |       | INGREDIENT:     |       |
| DESCRIPTION:    |       | DESCRIPTION:    |       |
| NAME:           |       | NAME:           |       |
| CASTING NUMBER: | TIME: | CASTING NUMBER: | TIME: |
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| CASTING NUMBER: | TIME: | CASTING NUMBER: | TIME: |
| INGREDIENT:     |       | INGREDIENT:     |       |
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| 17 TRAPPINGS                           | LOCATION/DESCRIPTION    | ENC |
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| <b>MONIES &amp; OTHER TREASURES</b>    |                         |     |
| <b>GOLD CROWNS (gc)</b> 1 gc = 20 s    | <b>OTHER VALUABLES:</b> |     |
| <b>SILVER SHILLINGS (s)</b> 1 s = 12 p |                         |     |
| <b>BRASS PENNIES (p)</b> 240 p = 1 gc  |                         |     |

| 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:               |  |  |   |
| EFFECT ON CHARACTER:          |  |  |   |
| ATTEMPTED TREATMENTS:         |  |  |   |
| MUTATION, MALADY/SCAR:        |  |  |   |
| GAINED THROUGH:               |  |  |   |
| EFFECT ON CHARACTER:          |  |  |   |
| 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 |
|------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|
| <input type="checkbox"/> MIGHTY MISSILE        | +1 Damage with any Magic Missile Spells.                                                                                                                                                                                                                                                                                                                                                        |    |
| <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/disarming 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.





| 9 CULT                                            |  |
|---------------------------------------------------|--|
| SEAT OF POWER:                                    |  |
| HEAD OF THE CULT:                                 |  |
|                                                   |  |
| PRIMARY ORDERS:                                   |  |
|                                                   |  |
| LESSER ORDERS:                                    |  |
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| MAJOR FESTIVALS:                                  |  |
|                                                   |  |
| POPULAR HOLY BOOKS:                               |  |
|                                                   |  |
| COMMON HOLY SYMBOLS:                              |  |
|                                                   |  |
| STRICTURES                                        |  |
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| SACRED SIGNS & GESTURES<br>PRAYERS & HOLY SAYINGS |  |
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| NOTABLE CULT PERSONALITIES & VENERATED SOULS      |  |
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| ADVANCED SKILLS            | (STAT) | TOTAL | +10%                     | +20%                     | RELATED TALENTS             | 14 |
|----------------------------|--------|-------|--------------------------|--------------------------|-----------------------------|----|
| COM. KNOWL. ( ) (INT)      |        |       | <input type="checkbox"/> | <input type="checkbox"/> | Seasoned Traveler           |    |
| COM. KNOWL. ( ) (INT)      |        |       | <input type="checkbox"/> | <input type="checkbox"/> |                             |    |
| DODGE BLOW (AG)            |        |       | <input type="checkbox"/> | <input type="checkbox"/> | NONE                        |    |
| FOLLOW TRAIL (INT)         |        |       | <input type="checkbox"/> | <input type="checkbox"/> | NONE                        |    |
| HEAL (INT)                 |        |       | <input type="checkbox"/> | <input type="checkbox"/> | Surgery                     |    |
| HYPNOTISM (WP)             |        |       | <input type="checkbox"/> | <input type="checkbox"/> | NONE                        |    |
| LIP READING (INT)          |        |       | <input type="checkbox"/> | <input type="checkbox"/> | Excellent Vision            |    |
| MAGICAL SENSE (WP)         |        |       | <input type="checkbox"/> | <input type="checkbox"/> | Aethyric Attunement         |    |
| NAVIGATION (INT)           |        |       | <input type="checkbox"/> | <input type="checkbox"/> | Orientation, Super Numerate |    |
| PERFORMER ( ) (FEL)        |        |       | <input type="checkbox"/> | <input type="checkbox"/> |                             |    |
| PERFORMER ( ) (FEL)        |        |       | <input type="checkbox"/> | <input type="checkbox"/> | Contortionist               |    |
| PERFORMER ( ) (FEL)        |        |       | <input type="checkbox"/> | <input type="checkbox"/> | Mimic                       |    |
| PERFORMER ( ) (FEL)        |        |       | <input type="checkbox"/> | <input type="checkbox"/> |                             |    |
| PICK LOCK (AG)             |        |       | <input type="checkbox"/> | <input type="checkbox"/> | Trapfinder                  |    |
| PREPARE POISON (INT)       |        |       | <input type="checkbox"/> | <input type="checkbox"/> | NONE                        |    |
| READ/WRITE (INT)           |        |       | <input type="checkbox"/> | <input type="checkbox"/> | Linguistics                 |    |
| SAIL (AG)                  |        |       | <input type="checkbox"/> | <input type="checkbox"/> | NONE                        |    |
| SECT. LANG. ( ) (INT)      |        |       | <input type="checkbox"/> | <input type="checkbox"/> |                             |    |
| SECT. LANG. ( ) (INT)      |        |       | <input type="checkbox"/> | <input type="checkbox"/> | NONE                        |    |
| SECT. LANG. ( ) (INT)      |        |       | <input type="checkbox"/> | <input type="checkbox"/> |                             |    |
| SECT. LANG. ( ) (INT)      |        |       | <input type="checkbox"/> | <input type="checkbox"/> |                             |    |
| SECT. SIGN ( ) (INT)       |        |       | <input type="checkbox"/> | <input type="checkbox"/> |                             |    |
| SECT. SIGN ( ) (INT)       |        |       | <input type="checkbox"/> | <input type="checkbox"/> | NONE                        |    |
| SECT. SIGN ( ) (INT)       |        |       | <input type="checkbox"/> | <input type="checkbox"/> |                             |    |
| SECT. SIGN ( ) (INT)       |        |       | <input type="checkbox"/> | <input type="checkbox"/> |                             |    |
| SET TRAP (AG)              |        |       | <input type="checkbox"/> | <input type="checkbox"/> | NONE                        |    |
| SHADOWING (AG)             |        |       | <input type="checkbox"/> | <input type="checkbox"/> | NONE                        |    |
| SLEIGHT OF HAND (AG)       |        |       | <input type="checkbox"/> | <input type="checkbox"/> | NONE                        |    |
| SPK. ARCANE LANGUAGE (INT) |        |       | <input type="checkbox"/> | <input type="checkbox"/> | NONE                        |    |
| SPK. LANG. ( ) (INT)       |        |       | <input type="checkbox"/> | <input type="checkbox"/> |                             |    |
| SPK. LANG. ( ) (INT)       |        |       | <input type="checkbox"/> | <input type="checkbox"/> | Linguistics                 |    |
| SPK. LANG. ( ) (INT)       |        |       | <input type="checkbox"/> | <input type="checkbox"/> | Mimic                       |    |
| SPK. LANG. ( ) (INT)       |        |       | <input type="checkbox"/> | <input type="checkbox"/> | Seasoned Traveler           |    |
| SPK. LANG. ( ) (INT)       |        |       | <input type="checkbox"/> | <input type="checkbox"/> |                             |    |
| SPK. LANG. ( ) (INT)       |        |       | <input type="checkbox"/> | <input type="checkbox"/> |                             |    |
| TORTURE (FEL)              |        |       | <input type="checkbox"/> | <input type="checkbox"/> | Menacing                    |    |
| TRADE ( ) ( )              |        |       | <input type="checkbox"/> | <input type="checkbox"/> |                             |    |
| TRADE ( ) ( )              |        |       | <input type="checkbox"/> | <input type="checkbox"/> |                             |    |
| TRADE ( ) ( )              |        |       | <input type="checkbox"/> | <input type="checkbox"/> | Artistic                    |    |
| TRADE ( ) ( )              |        |       | <input type="checkbox"/> | <input type="checkbox"/> | Dwarfcraft                  |    |
| TRADE ( ) ( )              |        |       | <input type="checkbox"/> | <input type="checkbox"/> |                             |    |
| TRADE ( ) ( )              |        |       | <input type="checkbox"/> | <input type="checkbox"/> |                             |    |
| VENTRILOQUISM (FEL)        |        |       | <input type="checkbox"/> | <input type="checkbox"/> | NONE                        |    |

VERY EASY +30%    EASY +20%    ROUTINE +10%    AVERAGE 0%  
 CHALLENGING -10%    HARD -20%    VERY HARD -30%



