

THE GRIM & PERILOUS ADVENTURES OF

(CHARACTER NAME)

PLAYER NAME

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MEMORABLE QUOTES & MISCELLANEOUS NOTES

Created by: Robert Feuillerat, 2008

17 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:	BIRTH PLACE:
	FAVORED DEITY:	BIRTH DATE:
	STAR SIGN:	PROVINCE/NATIO
	GENERAL DESCRIPTION:	
	DISTINGUISHING MARKS:	
	LIKES:	DISLIKES:
	ZINZO.	DIOLINES.
DEATH:		
I WILL BE REMEMBERED FOR:	BEFORE I BECAME AN ADV	ENTURER

GAMEMASTER:		2
DATE ADVENTURING LIFE BEGAN:		
CHARACTER PE	RSONAL DETAILS	
RACE:	☐ FEMALE	☐ MALE
AGE:	HEIGHT:	
EYE COLOR:	WEIGHT:	
HAIR COLOR:	BIRTH PLACE:	
FAVORED DEITY:	BIRTH DATE:	
STAR SIGN:	PROVINCE/NATION:	
GENERAL DESCRIPTION:		
DISTINGUISHING MARKS:		
LIKES:	DISLIKES:	
Before I Became An Adventurer		

FAMILY DETAILS	GLORIOUS DEEDS, SLAIN BEASTS & OTHER ACTS OF VALOR 19
FATHER:	
MOTHER:	
Brothers:	
Sisters:	
OTHER REALTIVES:	
PORTRAIT	
ADDITIONAL FAMILY DETAILS:	
ADDITIONAL FAMILT DETAILS:	
THINGS NO ONE ELSE KNOWS ABOUT ME OR MY FAMILY:	
THINGS NO ONE LESE KNOWS ABOUT WE OR WITT AMILT:	

15 TRAPPINGS	LOCATION/DESC	RIPTION E	INC	FRIEND OR FOE	4
			NAME:	RACE/CAREER:	
			NOTES:		
			NAME:	RACE/CAREER:	
			NOTES:		
			NAME:	RACE/CAREER:	
			NOTES:		
			NAME:	RACE/CAREER:	
			NOTES:		
			NAME OF THE PROPERTY OF THE PR		
			NAME: NOTES:	RACE/CAREER:	
			NOTES:		
			NAME:	RACE/CAREER:	
			NOTES:		
			NAME:	RACE/CAREER:	
			NOTES:		
	MONEIES & OTHER		NAME:	RACE/CAREER:	
GOLD CROWNS (gc) 1 gc	= 20 s	OTHER VALUABLES:	NOTES:	<u> </u>	
			N. I.Y. av		
SILVER SHILLINGS (s) 1 s	= 12 p		NAME: NOTES:	RACE/CAREER:	
			NOTES:		
DD ACC DENIMO (1) 240	1		NAME:	RACE/CAREER:	
BRASS PENNIES (p) 240p	= 18c		NOTES:	,	

5 MUTATIONS, SCARS & INSANITIES
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:

TALENTS (cont'd)	DESCRIPTION 14
☐ MIGHTY MISSILE	+1 Damage with any Magic Missile Spells.
☐ MIGHTY SHOT	+1 Damage with any missile weapons.
	+10% PERFORMÉR (Actor, Clown, Comedian, Jester & Storyteller)
□ MIMIC	&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.
☐ 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 ₽
□ SCHEMER	+10% CHARM to affect (or WP to resist) political/intrigue.
☐ SEASONED TRAVELER	+10% COMMON KNOWLEDGE & SPÉAK 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	□2-H □CAV □ENG □ENT □EXP □FEN □FLA
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	Jump/Leap is a HALF action, increase all Leaps by 1 yard.
☐ TRAPFINDER	+10% PERCEPTION & PICK LOCK locating/disarming traps.
☐ TRICK RIDING	+10% RIDE (not required undernormal circumstances).
☐ TUNNEL RAT	+10% CONCEALMENT & SILENT MOVE underground.
□ VERY RESILIENT	+5% T ₩
□ VERY STRONG	+5% S ₩
■ WARRIOR BORN	+5% WS №
■ WITCHCRAFT	Purchase any Spell with CN 15 or less for 200 XP each.
□ WRESTLING	+10% GRAPPLING &+10% S test when GRAPPLING.
▼ Enter to TALE	NTS line on the PROFILE & total on CURRENT.

13	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 off-handed.
	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/Etiquete.
	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.
			Immune to FEAR, INTIMIDATION & UNSETTLING.
	FEARLESS		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. 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 W #
_	HEDGE MAGIC		Cast Petty Magic (Arcane) w/o ARCANE LANGUAGE Skill.
_	KEEN SENSES		+20% to PERCEPTION checks.
	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% B S ₹
	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.
	₩ Enter to TAL	EN	NTS line on the PROFILE & total on CURRENT.

MUTATIONS, SCARS & INSANITIES (cont'd)	6
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 CREATURE COMPANIONS.															
NAN	NAME: RACE:						NAME: RACE:								
DESCRIPTION:								DESCRIPTION:							
	V PROI		ba		** ***	were to	T TO T	MAIN PROFILE							T T T T T T T T T T T T T T T T T T T
WS	BS	S	T	AG	INT	WP	FEL	WS	BS	S	T	AG	INT	WP	FEL
SECO	ONDAI	RY PRO	FILE					SECO	NDAE	RY PRO	FILE				
A	W	SB	TB	M	Mag	ΙP	FP	A	W	SB	TB	M	Mag	ΙP	FP
SKIL	LS:							SKIL	LS:						
TAL	ENTS:							TALE	NTS:						
EQU	IPME	NT/N	OTES	•				EQU	PME	NT/NO	OTES:				
NAN	IE:			RACE	:			NAM	E:			RAC	CE:		
DESCRIPTION:							DESCRIPTION:								
DES	CRIP I	ION:					MAIN PROFILE								
						_	_	MAIN					_		
	N PROI		Т	AG	INT	WP	FEL	MAIN WS			T	AG	INT	WP	FEL
MAIN WS	N PROF	FILE S		AG	INT	WP	FEL	WS	PROF BS	FILE		AG	INT	WP	FEL
MAIN WS	N PROF	FILE S RY PRO	OFILE					WS SECC	PROF BS NDAF	FILE S RY PRO	OFILE				
MAIN WS	N PROF	FILE S		AG	INT	WP IP	FEL	WS	PROF BS	FILE		AG	INT	WP	FEL
MAIN WS	N PROF	FILE S RY PRO	OFILE					WS SECC	PROF BS ONDAR W	FILE S RY PRO	OFILE				
MAIN WS SECO	N PROF	FILE S RY PRO	OFILE					WS SECC A	PROF BS ONDAR W	FILE S RY PRO	OFILE				
MAIN WS SECO	N PROF	FILE S RY PRO	OFILE					WS SECC A	PROF BS ONDAR W	FILE S RY PRO	OFILE				
MAIN WS SECO A SKIL	N PROF	S S RY PRO SB	OFILE					WS SECC A	PROF BS PNDAF W	FILE S RY PRO	OFILE				
MAIN WS SECO A SKIL	N PROPERTY OF THE PROPERTY OF	S S RY PRO SB	OFILE					SECC A SKIL	PROF BS PNDAF W	FILE S RY PRO	OFILE				
MAIN WS SECO A SKIL	N PROPERTY OF THE PROPERTY OF	S S RY PRO SB	OFILE					SECC A SKIL	PROF BS PNDAF W	FILE S RY PRO	OFILE				
MAIN WS SECO A SKIL	N PROPERTY OF THE PROPERTY OF	SETILE S RY PROSB	TB	M				WS SECC A SKIL	PROF BS NDAF W LS:	SET	OFILE	M			
MAIN WS SECO A SKIL	N PROPERTY OF THE PROPERTY OF	SEY PROSB	TB	M				WS SECC A SKIL	PROF BS NDAF W LS:	SET	TB	M			
MAIN WS SECO A SKIL	N PROPERTY OF THE PROPERTY OF	SEY PROSB	TB	M				WS SECC A SKIL	PROF BS NDAF W LS:	SET	TB	M			

ADVANCED SKILLS	(STAT)	TOTAL	+10%	+20%	RELATED TALENTS 12
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)				NONE
READ/WRITE	(INT)				Linguistics
SAIL	(AG)				NONE
SECT. LANG. () (INT)				
SECT. LANG.) (INT)				
SECT. LANG.	(INT)				NONE
SECT. LANG. () (INT)				
SECT. SIGN ((INT)				
SECT. SIGN ((INT)]	_	
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)				110112
SPK. LANG.) (INT)				
SPK. LANG.) (INT)				Linguistics
SPK. LANG. () (INT)]		Mimic
SPK. LANG. () (INT)				Seasoned Traveler
SPK. LANG. () (INT)]		
TORTURE	(FEL)		ם		Menacing
TRADE ((TEE)) [iviciacing
TRADE ({ } {				
TRADE (\ \ \ \ \				Artistic
TRADE (, , , , , , , , , , , , , , , , , , ,				Dwarfcraft
TRADE () ()				2 Walliall
TRADE (,				
VENTRILOQUISM	(FEL)				NONE
	(FEL) (ASY +20%	RQ1	UTINE		
CHALLENGING		ARD -20%			HARD-30%
	10/0 11	7111D 20/0	ν	LKI	

11 DAMAGED ARMOR	LOCATIC	N DAN	MAGEI)	ORGINAL AP	CURRENT AP
BASIC SKILLS	(STAT)	TOTAL	+10%	+20%	6 RELATED T	ALENTS
ANIMAL CARE	(INT)				NONE	
CHARM	(FEL)				Etiquette, Master Or Speaking, Schemer, S	
CHARM ANIMAL	(FEL)				NONE	ireer wise
COMMAND	(FEL)			<u> </u>	NONE	
CONCEALMENT	(AG)				Alley Cat, Rover, Tu	nnel Rat
CONSUME ALCOHOL	(T)			啬	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	
PERCEPTION	(INT)				Acute Hearing, Excel Super Numerate, Tra	
RIDE	(AG)				NONE	
ROW	(S)				NONE	
SCALE SHEER SURFACE	(ÀG)				NONE	
SEARCH	(INT)				NONE	
SILENT MOVE	(AG)				Alley Cat, Rover, Tu	nnel Rat
SWIM	(S)				NONE	
ADVANCED SKILLS	(S)	(TAT	OTAL	. +10	% +20% RELATE	ED TALENTS
ACA. KNOWL.) (II	NT)				
ACA. KNOWL.) (II	NT) 🗀				
ACA. KNOWL.		NT) 🗀			NONE	
ACA. KNOWL. () (II	NT) 🗀				
ACA. KNOWL. () (II	NT) 🗀				
ACA. KNOWL. () (II	NT) 🗀				
ANIMAL TRAINING	•	EL)			■ NONE	
CHANNELLING		WP)			Aethyric Att	inement
BLATHER	(F	EL)			□ NONE	
COM. KNOWL. () (II	NT)				
COM. KNOWL.) (II	NT) T			T	.1.
•	, ,			_	Seasoned Tra	veier
COM. KNOWL.) (1)	NT)				

CAREER PATH: PAST, PRESENT & FUTURE 8
CURRENT CAREER
CLIDDENT CAREED
CURRENT CAREER
COMPLETED CAREERS
Novem C. Langa Mompa
NEXT CARRER NOTES
WRITS, PERMITS & LICENSES GRANTED (FORGED)
BUSINESS PARTNERS & PROPERTIES

CHARACTER PROFILE

COMBAT ACTION SUMMARY

1	\cap	

Main	WS	BS	S	T		AG	INT	WP	FEL
STARTING									
TALENTS									
ADVANCE									
CURRENT									
ADVANCES TAKEN] _				
SECONDARY	A	W	SB	ТВ		M	MAG	IP	FP
STARTING							0	0	
TALENTS									
ADVANCE									
CURRENT									
ADVANCES TAKEN					-				
WEAPONS	ENC	GROUP	DAMAG	GE RAI	NGE 1	RELOA	D QU	ALITIES	
				+			+		
			AMMO:						
		1	AMMO:						
MOVEMENT	MOVE	ARMORED Move	DISENC	GAGE	Charg	E R	UN	RUN Leap	STAND Leap
YARDS			Mx	2	Mx4	N	Ax6	M+SB	(M+SB)/2
TAC-MAP (1 Sq. = 2Yds)	Mxl		Mx	1	Mx2	N	Mx3		

				11 AC	CHON SUMMART 10				
	ACTION		TYPE		DESCRIPTION				
AIM			HALF		To WS or BS.				
CAST A SPEI	LL		VARIES		e varies by Spell.				
CHARGE			FULL		e 4+ yards, Attack with +10% WS.				
DISENGAGE			FULL		off from melee without subject to FREE attack.				
MOVE			HALF		bat Movement in Yards. Table 6-1.				
READY			HALF		Ready or pick up item, sheath or draw weapon.				
RELOAD	T T		VARIES		ad missile weapon, time varies by weapon and talents.				
STAND/MO			HALF		I from prone or mount a riding animal.				
STANDARD			HALF		e a single melee or missile attack.				
SWIFT ATTA		,	FULL		Make all allowed melee or missile attacks.				
USE A SKILL			VARIES	See SK	SKILLS.				
ADVANVC		ON	TYPE FULL	Fusion	DESCRIPTION ous melee at +20% to WS, No Dodge/Parry next round.				
DEFENSIVE			FULL		nelee attacks this round against you are 20%.				
DELAY	SIMICE		HALF		y action until required, but before next turn.				
FEINT			HALF		osed WS test, if successful, no Dodge/Parry next round.				
GUARDED A	TTACK		FULL		cks -10% WS, +10% to Dodge/Parry.				
JUMP/LEAP	1111011		FULL		down or Leap across obstacle.				
MANEUVRE			HALF		osed WS test, if successful, move opponent 2 Yards.				
PARRYING S	TANCE		HALF		Parry any 1 incoming attack before next turn.				
RUN			FULL		BS attacks & +20% melee vs. the runner.				
		ADVA	NCED A	RMOR	R (AP = AREA PROTECTED)				
LEATHER	□Skullc				□Jack (1=B+A) □Leggings (1=L) □Full (1=All)				
STUDDED		<u> </u>			, , , , , , , , , , , , , , , , , , , ,				
HIDES					Jack (1=B+A) Leggings (1=L) Full (2=All)				
					1 M; Cannot combine with other armor, except on head.)				
CHAIN	`	•	•	•	Isleeved Shirt $(2^*=B+A)$ \square Coat $(2^*=B+L)$				
(* -10% AG)	Leggin	igs (2*=L)	□Slee	ved Coat	at $(2^*=B+A+L)$ \square Full $(3^*=A11)$				
SCALE	□Coif (3= H)	Shirt (3*	=B) 1	Sleeved Shirt (3*=B+A) Coat (3*=B+L)				
(* -10% AG)	Leggin	gs (3*=L) \square Slee	ved Coat	at (3*=B+A+L)				
PLATE					$2^*=B$) \square Bracers $(2^*=A)$ \square Leggings $(2^*=L)$				
(*-1 M)	□Full (5			1	, (,				
	ARMOR		S		FORTUNE POINTS feeling lucky?				
ARN	ORED A		"		CURRENT: USED:				
Head RA	LA	Body	RL	LL	Re-roll failed Characteristic or Skill Test.				
Ticau INA	LA	Body	NL	LL	Gain extra PARRY or DODGE.				
01.00 10.30	20.40	50.70	00.00	00.00					
01-09 10-29		50-79	80-89	90-00					
WOUNDS & PENALTIES					Experience				
LIGHTLY: 4 d	or more	HEAV	I LY : 3 or	fewer	CURRENT TOTAL				