



**THE GRIM & PERILOUS  
ADVENTURES OF**

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(CHARACTER NAME)

PLAYER NAME

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WARRIOR & ROGUES



DOOMING:

FATE POINTS SPENT ON:

... DEATH:

I WILL BE REMEMBERED FOR:

GAMEMASTER:

DATE ADVENTURING LIFE BEGAN:

CHARACTER PERSONAL DETAILS

RACE:	<input type="checkbox"/> FEMALE	<input type="checkbox"/> 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**

**FATHER:**

**MOTHER:**

**BROTHERS:**

**SISTERS:**

**OTHER REALTIVES:**

**PORTRAIT**



**ADDITIONAL FAMILY DETAILS:**

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

**GLORIOUS DEEDS, SLAIN BEASTS & OTHER ACTS OF VALOR**

Lined writing area for recording deeds and acts of valor.



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
<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.

13	TALENTS	DESCRIPTION
<input type="checkbox"/>	ACUTE HEARING	+20% PERCEPTION Skill test that involve listening.
<input type="checkbox"/>	AETHYRIC ATTUNEMENT	+10% CHANNELING & MAGIC SENSE Skill checks.
<input type="checkbox"/>	ALLEY CAT	+10% CONCEALMENT & SILENT MOVE in Urban areas.
<input type="checkbox"/>	AMBIDEXTROUS	No -20% penalty to WS or BS using weapons off-handed.
<input type="checkbox"/>	ARCANE LORE	Cast Spells from one of the 8 Magical Orders.
<input type="checkbox"/>	ARMORED CASTING	Casting penalty wearing armor reduced by 3 for Divine Lore.
<input type="checkbox"/>	ARTISTIC	+20% TRADE (Artist) & +10% Evaluate object dart.
<input type="checkbox"/>	CONTORTIONIST	+10% PERFORMER, +20% AG escape bonds, squeeze through narrow.
<input type="checkbox"/>	COOLHEADED	+5% WP ✖
<input type="checkbox"/>	DARK LORE	Cast Spells from one of the Dark Lore.
<input type="checkbox"/>	DARK MAGIC	Roll extra Casting die & drop the lowest.
<input type="checkbox"/>	DEALMAKER	+10% EVALUATE & HAGGLE checks.
<input type="checkbox"/>	DISARM	Opposed AG checks.
<input type="checkbox"/>	DIVINE LORE ( )	Cast Spells from one of the 10 Divine Lore.
<input type="checkbox"/>	DWARFCRAFT	+10% TRADE (Armorer, Brewer, Gem Cutter, Gunsmith, Miner, Smith, Stoneworker & Weaponsmith).
<input type="checkbox"/>	ETIQUETTE	+10% CHARM & GOSSIP when dealing Nobility/Etiquette.
<input type="checkbox"/>	EXCELLENT VISION	+10% PERCEPTION, involving sight and LIP READING checks.
<input type="checkbox"/>	EXTRA SPELL	100 XP to purchase a single Spell, note on Grimoire with (ES).
<input type="checkbox"/>	FAST HANDS	+20% WS for "Touch" Spells.
<input type="checkbox"/>	FEARLESS	Immune to FEAR, INTIMIDATION & UNSETTLING. Treat TERROR as FEAR.
<input type="checkbox"/>	FLEE!	+1 M for 1D10 rounds.
<input type="checkbox"/>	FLEET FOOTED	+1 M ✖
<input type="checkbox"/>	FLIER	You can fly. See Chap. 6
<input type="checkbox"/>	FOCUSSED STRIKE	+20% WS when used with the AIM action.
<input type="checkbox"/>	FOOL'S PILOT	+20% Sailing Fool's Rocks & +10% Com. Knl. (Tilea- Tobaró).
<input type="checkbox"/>	FRENZY	+10% S & WP but -10% to WS & INT.
<input type="checkbox"/>	FRIGHTENING	WP to resist or no actions (move, fight, dodge etc.) this round.
<input type="checkbox"/>	GRUDGE-BORN FURY	+5% WS when Attacking Goblins, Orcs and Hobgoblins.
<input type="checkbox"/>	HARDY	+1 W ✖
<input type="checkbox"/>	HEDGE MAGIC	Cast Petty Magic (Arcane) w/o ARCANE LANGUAGE Skill.
<input type="checkbox"/>	KEEN SENSES	+20% to PERCEPTION checks.
<input type="checkbox"/>	LESSER MAGIC	100 XP to purchase a single Spell, note on Grimoire with (LM).
<input type="checkbox"/>	LIGHTNING PARRY	Forego 1 Attack to gain a FREE PARRY.
<input type="checkbox"/>	LIGHTNING REFLEXES	+5% AG ✖
<input type="checkbox"/>	LINGUISTICS	+10% READ/WRITE & SPEAK LANGUAGE Skill checks.
<input type="checkbox"/>	LUCK	+1 Fortune point per day.
<input type="checkbox"/>	MARKSMAN	+5% BS ✖
<input type="checkbox"/>	MASTER GUNNER	Reduce black powder weapon reload time by a HALF action.
<input type="checkbox"/>	MASTER ORATOR	Affect 100 times the normal crowd size with CHARM (Requires PUBLIC SPEAKING).
<input type="checkbox"/>	MEDITATION	You gain a bonus to the Casting roll equal to MAG.
<input type="checkbox"/>	MENACING	+10% INTIMIDATE & TORTURE Skill checks.

✖ Enter to TALENTS 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, 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
SECONDARY PROFILE								SECONDARY PROFILE							
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
SECONDARY PROFILE								SECONDARY PROFILE							
A	W	SB	TB	M	Mag	IP	FP	A	W	SB	TB	M	Mag	IP	FP
SKILLS:								SKILLS:							
TALENTS:								TALENTS:							
EQUIPMENT/NOTES:								EQUIPMENT/NOTES:							

ADVANCED SKILLS	(STAT)	TOTAL	+10%	+20%	RELATED TALENTS	12
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. ARCANES 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"/>		
VENTRILLOQUISM	(FEL)		<input type="checkbox"/>	<input type="checkbox"/>	NONE	
VERY EASY +30%    EASY +20%    ROUTINE +10%    AVERAGE 0% CHALLENGING -10%    HARD -20%    VERY HARD -30%						





**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	□□	□□□	-----	-----	□	□□	-----	-----
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WEAPONS	ENC	GROUP	DAMAGE	RANGE	RELOAD	QUALITIES
			AMMO: □□□□□□□□□□□□□□□□			
			AMMO: □□□□□□□□□□□□□□□□			

MOVEMENT	MOVE	ARMORED MOVE	DISENGAGE	CHARGE	RUN	RUN LEAP	STAND LEAP
YARDS			Mx2	Mx4	Mx6	M+SB	(M+SB)/2
TAC-MAP (1 Sq. = 2Yds)	Mx1		Mx1	Mx2	Mx3		

**COMBAT ACTION SUMMARY**

BASIC ACTION	TYPE	DESCRIPTION
AIM	HALF	+10% To WS or BS.
CAST A SPELL	VARIES	Time varies by Spell.
CHARGE	FULL	Move 4+ yards, Attack with +10% WS.
DISENGAGE	FULL	Break off from melee without subject to FREE attack.
MOVE	HALF	Combat Movement in Yards. Table 6-1.
READY	HALF	Ready or pick up item, sheath or draw weapon.
RELOAD	VARIES	Reload missile weapon, time varies by weapon and talents.
STAND/MOUNT	HALF	Stand from prone or mount a riding animal.
STANDARD ATTACK	HALF	Make a single melee or missile attack.
SWIFT ATTACK	FULL	Make all allowed melee or missile attacks.
USE A SKILL	VARIES	See SKILLS.

ADVANCED ACTION	TYPE	DESCRIPTION
ALL OUT ATTACK	FULL	Furious melee at +20% to WS, No Dodge/Parry next round.
DEFENSIVE STANCE	FULL	All melee 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.
GUARDED ATTACK	FULL	Attacks -10% WS, +10% to Dodge/Parry.
JUMP/LEAP	FULL	Jump down or Leap across obstacle.
MANEUVRE	HALF	Opposed WS test, if successful, move opponent 2 Yards.
PARRYING STANCE	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)**

<b>LEATHER</b>	<input type="checkbox"/> Skullcap (1=H) <input type="checkbox"/> Jerkin (1=B) <input type="checkbox"/> Jack (1=B+A) <input type="checkbox"/> Leggings (1=L) <input type="checkbox"/> Full (1=All)
<b>STUDDED</b>	<input type="checkbox"/> Skullcap (1=H) <input type="checkbox"/> Jerkin (1=B) <input type="checkbox"/> Jack (1=B+A) <input type="checkbox"/> Leggings (1=L) <input type="checkbox"/> Full (2=All)
<b>HIDES</b>	<input type="checkbox"/> Coat (2=B+A+L) (-10% AG, -1 M; Cannot combine with other armor, except on head.)
<b>CHAIN</b> (* -10% AG)	<input type="checkbox"/> Coif (2=H) <input type="checkbox"/> Shirt (2*=B) <input type="checkbox"/> Sleeved Shirt (2*=B+A) <input type="checkbox"/> Coat (2*=B+L) <input type="checkbox"/> Leggings (2*=L) <input type="checkbox"/> Sleeved Coat (2*=B+A+L) <input type="checkbox"/> Full (3*=All)
<b>SCALE</b> (* -10% AG)	<input type="checkbox"/> Coif (3=H) <input type="checkbox"/> Shirt (3*=B) <input type="checkbox"/> Sleeved Shirt (3*=B+A) <input type="checkbox"/> Coat (3*=B+L) <input type="checkbox"/> Leggings (3*=L) <input type="checkbox"/> Sleeved Coat (3*=B+A+L) <input type="checkbox"/> Full (4*=All)
<b>PLATE</b> (* -1 M)	<input type="checkbox"/> Helmet (2=H) <input type="checkbox"/> Breastplate (2*=B) <input type="checkbox"/> Bracers (2*=A) <input type="checkbox"/> Leggings (2*=L) <input type="checkbox"/> Full (5*=All)

ARMOR POINTS					FORTUNE POINTS . . . feeling lucky?	
ARMORED AG: %				CURRENT: USED:		
Head	RA	LA	Body	RL	LL	✖ Re-roll failed Characteristic or Skill Test. ✖ Gain extra PARRY or DODGE. ✖ Gain extra HALF action. ✖ Roll an extra ID10 for Initiative.
01-09	10-29	30-49	50-79	80-89	90-00	

WOUNDS & PENALTIES		EXPERIENCE	
LIGHTLY: 4 or more	HEAVILY: 3 or fewer	CURRENT	TOTAL