

Weapon Skills

Armour

Skill	Rank / Defence	Location	Armour	Wound
Unarmed <i>(base AGI+2)</i>	/	Skull		
Throw object <i>(base AIM+2)</i>	/	Eyes		
	/	Face		
	/	Neck		
	/	Shoulders		
	/	Arms		
	/	Elbows		
	/	Hands		
	/	Thorax		
	/	Abdomen		
	/	Groin		
	/	Legs		
	/	Knees		
	/	Feet		

Combat Profile

Movement

Hardest Foe

Great Condrij Defeated

Fights To Be Remembered

Base Movement

(AGI+CON/2): _____

Armour/Stat Penalty: _____

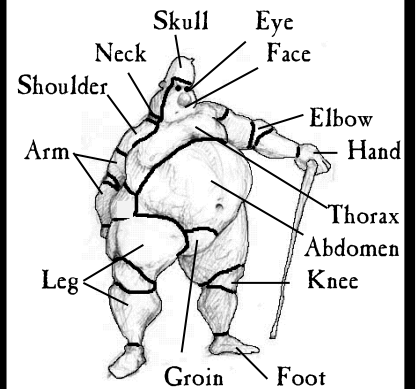
Armed movement: _____

Backpack movement (-5): _____

Initiative (AGI-CON/2): _____

Major Battles/Skirmishes

Hit Locations



Combat Options

Head: -4 Arms: -2 Body: 0 Legs: -2 | Lunge/Overhead: -2, +3 damage | Aim +2 next rnd | Full defence +3, x2 blocks, no other action

Weapon stats

Injury

Weapon	Damage	Type	Notes

Injury Point Max: _____

IP Potential Max: _____

Injury Points left: _____

Combat Factors

Dodge: $\frac{\quad}{(Base+3)} + \frac{\quad}{(occup.)} = \boxed{\quad}$

Block = $\frac{1}{2}$ weapon skill+1. Max 8.
Success = +2 to defence value. Once/round

Shield = Base + skill. Max 8. Success = +3
Once/round. No pen.missile. Armour 6 A,E,H

Size _____
+
Strength _____
=

Dam.bonus $\boxed{\quad}$

Mutation * accumulation

Infection points

15 IP left -2

10 IP left -4

5 IP left -6

Loyalty

Nationality:
Patron/Lord:
Social rank(s):

Alliances/Pacts:

Friends, allies, contacts

Personal

Full name:

Known as:

Race:

Skin:

Gender:

Height:

Weight:

Build:

Voice:

Hair:

Eyes:

Comeliness:

Handedness:

Hates:

Loves:

Distinguishing traits:

Religion/Ideology:

Earlier occupations:

Current occupation:

Apparent age:

True age:

Moon protector:

Birthplace:

Birthday:

Max lift:

(STR x8 kg +-40 b/m)

Family

Status:

Parents:

Their occupations:

Parental home:

No. of siblings:

Siblings:

Spouse:

Children:

Family home:

Famous relatives:

Bitter Enemies

Scars

Languages

Ranks, Status & Reputation

Virtues

Chaste		Lustful
Goes First		Goes Last
Forgiving		Vengeful
Generous		Selfish
Honest		Deceitful
Merciful		Cruel
Humble		Proud
Pious		Worldly
Trusting		Suspicious
Valorous		Cowardly
Curious		Indifferent
Fair		Unjust
Confident		Uncertain
Caring		Insensitive

XP

Equipment

In Backpack* (Max 7 L, - 5 to movement / combat)

On Head

On Back (Max 2 XL & 2 L)

In & On Hands

Satchel/Pouch/Small Bag* (Max 5 M)

Wealth

Gemules

Gemlinks

Gems

Gemclusters

Gemstars

Belt(s) (Max 2 L / belt)

Worn (Clothes etc)

1 XL=5 L 1 L=5 M 1 M=5 S T=unlimited amount allowed
 Boccord/Muadra = larger/smaller backpacks etc +2 or -1 max amounts