

Traits: -Bold -Clever -Energetic -Magical -Methodical -Rugged

Base Magic Points ____

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Practiced & Patient Skills

(Requires Methodical)

- ___ Engineering
- ___ Equestrian
- ___ Evaluation
- ___ Gambling
- ___ Literacy
- ___ Mechanics
- ___ Mountaineering
- ___ Non-Subtle Persuasion
- ___ Seamanship
- ___ Sleight of Hand
- ___ Theatrics

Learned Skills

(Requires Cleverness)

- ___ Alchemy
- ___ Cartography
- ___ Leadership
- ___ Linguistics
- ___ Litigation
- ___ Perception
- ___ Spying
- ___ Strategy
- ___ Tracking

Gifted Skills

(Requires Magical)

- ___ Animal Empathy
- ___ Contortion
- ___ Fake Death
- ___ Glutton Food
- ___ Grimace
- ___ Hunches
- ___ Innocuous
- ___ Keen Hearing
- ___ Luck
- ___ Magic Immunity
- ___ Owl Eyes
- ___ Personal Charm
- ___ Resist Intoxicants
- ___ Sense Danger
- ___ Spirit Protector
- ___ Travel Sense

Physical and Combat Skills

- ___ Animal Reflexes
- ___ Battle Cry
- ___ Battle Hard
- ___ Berserk
- ___ Brawl
- ___ Concentration
- ___ Feign
- ___ Foul Blow
- ___ Hero's Great Weapon
- ___ Iron Grip
- ___ Irregular Style
- ___ Mastery of Shield
- ___ Quick Blows
- ___ Ranged Precision
- ___ Speed & Guild
- ___ Strength of Limb
- ___ Warrior's Side Arm
- ___ Wrist Speed

Coin Purse: ____

Titles Held:

Level: ____
 Multiple Attempt: ____
 Def Mod / Bonus: ____
 Make Rolls: ____

BACKGROUND

Land of Origin:

 Family:

 Devotion:

 Description:

Bruise/Cut	Bleeder	Vicious	Spirit
Base	Base	Base	Base
Player	Player	Player	Player
Rugged	Rugged	Rugged	Energetic
Footman	Armor	Armor	Bold
Man-at-Arms	Warrior	Legionnaire	Enchanter
Auxiliary	Arms man	Veteran	Emperor's Guard
Bleeder	Vicious	Slain	Unconscious

Task Resolution Chart (2D8)

	Overkill	Success	Mixed	Fail	Mishap
Simple	16	9+	8-7	6-3	2 or Less
Difficult	15	11+	10-7	7-4	3 or Less
Tasking	15	13+	12-10	9-6	5 or Less
Limit	16	15+	14-13	12-8	7 or Less

Ignobles for Advancement	0	1	2	3	4	5
Adventure (Travel, Exotic Places, Danger, Intrigue)						
Bard's Tale (Fame, Triumph, Notoriety)						
Battle (Military Engagements and Strategy)						
Crafty Deeds (Cunning Execution of Skills or Ingenuity)						
Desires Fulfilled (Profit, Revenge, Power)						
Exercising Prudence (Forethought Plans and Precaution)						
Growth (Leadership, Comradeship, Political Authority)						
Heroics (Boldness, Courage, Audacity)						
Magical Events (Acquisition of, Exposure to, Use of)						