

Character Name

Nationality

Social Class

Vocation

Physical	ATT	Mental	ATT	Social	ATT
STR		INT		APP	
CON		WIS		BV	
AGIL		DISC		PTY	

BODY		
FT		
EXPERIENCE		

DIFFICULTY NUMBERS	
DF	DESCRIPTION
1	Very simple
2	Simple
3	Average
5	Challenging
7	Demanding
9	Difficult
12	Very Difficult
15	Extremely Difficult
18	Nearly Impossible
24	Impossible

SKILLS SKILL	ATT	SKP	SL	ANY	ATT	SC
	USED			BON		
Language – Own()						

TYPE OF ARMOUR	PROTECTION GIVEN

TYPE OF SHIELD	
MAX PROTECTION	
CURRENT PROTECTION	

“ANY BON” = ANY BONUS, EG A FOCUS GIVES + 2 TO THE MAGIC SKILL SC

WEAPON LENGTH						
WEAPON WEIGHT						
WEAPON DAMAGE						
WEAPON BLOWS						
WEAPON SKILL USED						

MISSILE WEAPON SHOTS/ROUND	
MISSILE WEAPON BASE DAMAGE	
RANGE IN YARDS	
SC MOD	
DAMAGE	

	SR	MR	LR	ER	MAXR
	+1	+0	-2	-4	-8
	+2	+0	-1	-2	-4

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EQUIPMENT			
ITEM	ITEM	ITEM	ITEM