Fantasy Imperium

Name: **Cedric**	*Player:*
Profession: Priest	Income / Savings: 12 / 2

Characteristics		*Combat Factors*		*History*		*Appearance*	
Strength	86	Hits	158	Nationality	Frankish	Sex	Male
Endurance	72	Shock	53	Social Class	Wealthy (5)	Age	32
Dexterity	57	Morale	51	Siblings	0	Height	5’ 8”
Intuition	93	Winded	72	Birth Date	Jun. 16, 1089	Weight	165
Self Discipline	88	Exhausted	144	Birthplace	Paris	Skin	Cauc.
Reasoning	55	Burnout	216	Residence	Paris	Hair	Black
Ego	64	Power	10	Religion	Christian	Eyes	Blue
Awareness	78	Fate	5	*Movement*	*Encumbrance*	*Saving Throws*	
Presence	31	Luck	16	**0** Walk 2	Light 43	Ceremonial	28
Attractiveness	60	Piety	120	**1** Jog 3	Medium 86	Natural	15
Extra Damage	+3	Spirit	95	**2** Run 4	Heavy 172	Extrasensory	16
Speed Bonus	-	Initiative	- 1	**5** Sprint 8	Extreme 430	Black Magic	20

Possessions

Monk’s robe	Riding Horse	Manor (religious estate)	
Quarterstaff	Pack Horse		
Illuminated Bible	Bedroll		
Scrolls	Tent		
Ink & Quills	Clothes (12 sets)		

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Melee Weapons

Weapon	*Skill %*	*H*	*Throw*	*Wt.*	*Mat.*	*Break %*	*Sharp.*	*I*	*F*	*Parry*	*Parry %*	*Damage*
Crusader Axe	67%	1	-15	3.5	Steel	5%		-3	3	+10	44%	4d6 EB
Dagger	67%	1	-2	1	Iron	8%		0	1	+2	36%	1d6 PE

Missile Weapons

Weapon	*Skill %*	*Ammo*	*Wt.*	*Pull*	*Load*	*I*	*F*	*S*	*M*	*L*	*X*	*Damage*
Crusader Crossbow	68%	12	5	-	4 (2)	-2	4	50	100	200	300	4d6 P
Sling	32%	20	.25	-	1	-2	1	25	50	75	100	3d6 B
Dagger	12%	4	1	-	1	0	1	3	5	10	15	1d6 P
								–0%	–25%	–50%	–75%	

Armour

Name & Material	*Wt.*	*Hits*	*Damage*	*Location*	*Value*	*Location*	*Value*
Monk's Robe	2	50		Skull		Shoulder	2
Leather Shoes	.25	15		Eye		Armpit	2
				Ears		Upper Arm	2
				Nose		Inside Arm	2
				Face		Elbow	
				Mouth		Forearm	
				Chin		Wrist	
				Throat		Hand	
				Neck		Thigh	2
				Chest	2	Knee	
				Abdomen	2	Shin	
				Back	2	Calf	
				Hip	2	Foot	3
				Groin	2		

Shield	*B S E*	*Wt.*	*Material*	*I*	*F*	*Turn*	*Missiles*	*Hits*	*Damage*	*Parry*	*Parry %*

Total	13

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SP	*Skill*	*Base*	*%*
	Acrobatics	DX	
	Acting	SD	
5	Administration	RE	61%
	Agriculture	EN	
	Alchymy Script	RE	
	Ambush	AW	
	Animalcraft	SD	
	Astrology	IN	
	Astronomy	RE	
	Bargaining	PR	
	Brewery	RE	
	Bribery	IN	
	Business	RE	
	Candlemaking	AW	
	Carpentry	EN	
	Cartography	AW	
	Ceramics	DX	
	Chemistry	RE	
2	Climbing	EN	34%
5	Cooking	IN	68%
	Counterfeiting	AW	
	Cryptography	RE	
	Dancing	PR	
	Disguise	AW	
	Diving	DX	
5	Drawing	AW	66%
5	Eloquence	PR	56%
5	Embalming	SD	68%
	Engineering	RE	
5	Etiquette	PR	56%

SP	*Skill*	*Base*	*%*
5	First Aid	RE	61%
2	Fishing	IN	38%
	Fletching	DX	
2	Foraging	AW	36%
	Fortunetelling	IN	
	Forgery	DX	
	Gambling	SD	
	Glassworking	DX	
3	Heraldry	RE	41%
5	Herbology	RE	61%
	Hideworking	SD	
2	History	RE	31%
	Interrogation	IN	
5	Intrigue	AW	66%
	Juggling	DX	
	Jumping	ST	
	Legerdemain	DX	
	Locksmith	DX	
	Masonry	EN	
2	Mathematics	RE	31%
	Metallurgy	RE	
	Milling	RE	
	Mineralogy	RE	
	Mountaineering	EN	
5	Mythology	RE	61%
	Painting	AW	
	Perfumery	AW	
	Physician	RE	
	Piloting	AW	
	Reconnaissance	AW	

SP	*Skill*	*Base*	*%*
5	Religion	IN	68%
3	Riding	IN	48%
	Sculpture	DX	
2	Seamanship	SD	38%
2	Seduction (PR)	AT	26%
2	Sensuality	IN	38%
3	Sewing (hand)	SD	48%
	Shipwright	RE	
5	Singing	PR	56%
	Skiing	DX	
5	Song Lore	RE	61%
2	Stealth	SD	38%
5	Storytelling	PR	56%
3	Streetwise	EG	43%
	Strategy	RE	
	Survival:		
	Arctic	RE	
	Desert	RE	
3	Forest	RE	41%
	Jungle	RE	
3	Marine	RE	41%
2	Steppe land	RE	31%
2	Swimming	EN	34%
	Tactics	RE	
	Textiles	RE	
	Timberwright	ST	
	Tracking	AW	
2	Trapping	DX	32%
	Weaponcraft	RE	
2	Weatherlore	AW	36%

SP	*Languages*	*Base*	*%*
0	Langue d'oc	IN	80%
5	Langue d'oil	IN	68%
5	Latin	IN	68%
5	Greek	IN	68%
5	Irish Gaelic	IN	68%
		IN	
		IN	
		IN	
		IN	
		IN	
		IN	

SP	*Writing*	*Base*	*%*
5	Latin Script	RE	61%
5	Norse Runes	RE	61%
2	Cyrillic	RE	41%
		RE	
		RE	
		RE	
		RE	
		RE	
		RE	
		RE	
		RE	

SP	*Music*	*Base*	*%*
	Drum	PR	
	Dulcimer	PR	
5	Flute	PR	56%
	Harp	PR	
	Lute	PR	
	Lyre	PR	
	Mandolin	PR	
	Pipes	PR	
		PR	
		PR	
		PR	

SP	*Miscellaneous*	*Base*	*%*

SP	*Miscellaneous*	*Base*	*%*

SP	*Miscellaneous*	*Base*	*%*

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SP	Edged Weapons	Base	%
3	Knife	DX	67%
	Hand Axe	DX	67%
	Axe	ST	
	Short Sword	DX	
	Saber	DX	
3	Sword	ST	47%
	Hand & Half S.	ST	
	Two-Handed S.	ST	
	Rapier	DX	
	Cut & Thrust S.	DX	

SP	Non-edged Wpns	Base	%
	Ball & Chain	DX	
	Club	ST	
5	Staff	DX	62%
	Mace	ST	
	Warhammer	ST	
	Whip	DX	

SP	Polearm Wpns	Base	%
	Bill	DX	
	Guisarme	DX	
	Halberd	ST	
	Lance	SD	
	Military Flail	DX	
	Military Fork	DX	
	Partisan	ST	
	Pike	ST	
	Poleaxe	ST	
	Spear	DX	

SP	Missile Weapons	Base	%
	Aclys, Dart	DX	
	Axe	DX	
	Hammer	ST	
	Javelin	DX	
	Knife	DX	
	Spear	DX	
	Spearthrower	DX	
2	Sling	DX	32%
	Staff Sling	DX	
	Shortbow	ST	
	Longbow	ST	
	Composite Bow	ST	
5	Crossbow	SD	68%

Experience Points

SP	Moving in Armour	Level
	Leather(–1 initiative)	
	Ring (–2 initiative)	
	Scale (–3 initiative)	
	Mail (–4 initiative)	
	Plate (–5 initiative)	

SP	Shield Parry	Base	
	Buckler	DX	
	Round Shield	DX	
	Heater	DX	
	Oval Shield	ST	
	Viking Shield	ST	
	Kite Shield	DX	
	Legionaire	ST	
	Tower Shield	ST	

SP	Unarmed Combat	Base	%
	Boxing	ST	
3	Wrestling	DX	42%
	Street Fighting	ST	
	Close Combat	ST	
	Groundfighting	ST	
	Unarmed Cmbt	DX	
	Restraints	DX	
2	Falling	DX	32%

SP	Firearms	Base	%
	Handgonnes	SD	
	Arquebus	SD	
	Wheel-Lock P.	SD	
	Flint-Lock P.	SD	
	Muskets	SD	
	Blunderbus	SD	
	Bomb, Grenade	DX	

SP	Siege Weapons	Base	%
	Battering Ram	ST	
	Oxybeles	RE	
	Catapult	RE	
	Ballistae	RE	
	Trebuchet	RE	
	Trebuchet (cp)	RE	
	Greek Fire	RE	
	Cannons	RE	
	Sapper	RE	

Notes
Initiative w/ Sling or X-Bow: -2

SP	Ceremonial	Base	%
10	*Acquisition*	*(10 points)*	
	Alchymy	IN+SD	
	Conjuration	IN+SD	
5	Ritualism	IN+SD	68%
	Spiritualism	IN+SD	

SP	Natural	Base	%
	Acquisition	*(10 points)*	
	Deceiver	RE+EG	
	Enchantment	RE+EG	
	Elementalism	RE+EG	
	Sorcery	RE+EG	

SP	Extrasensory	Base	%
	Acquisition	*(10 points)*	
	Mysticism	AW+PR	
	Psychic	AW+PR	
	Seer	AW+PR	
	Talismanic	AW+PR	

SP	The Black Arts	Base	%
	Acquisition	*(10 points)*	
	Black Magic	Best	

Weapon Expertise

Initiative		
Location	Item	- / +
Left Hand		-
Right Hand	Staff	-1
Armour		-
Mounted		
Initiative Rating:		-1

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Backstory

Actions – *How does he/she act towards & treat others?*	***A character is defined by what he does.***
Despite a vow of poverty, enjoys a life of luxury.	
Helpful, generous, kind. Hypocritical, always late.	
Goals – *What does he/she want?*	***Desires will affect a character's actions.***
Goal: To spread the church & Christianity.	
Motivation: Believes himself to be a reincarnated hero of the church.	
Inner Need & Main Character Flaw – *What is he/she missing?*	***The flaw will block a character's need.***
Inner Need: To become a Saint.	
Character Flaw: Ruthless.	
History – *What happened in the past?*	***Where is the character from?***
Mother was raped by a Norseman during a raid.	
Left to die on the side of a hillside. No known family. Raised in a monastery.	
Father left a map to a secret treasure hoard, which character secretly uses to live a life of luxury.	
Despite a vow of poverty and chastity, character pursues riches and sex.	
Caused the death of a lover after their tryst was discovered by the church.	
Take a Crusader's vow as an act of contrition.	
Favorite possession (silver cross belonging to a saint) was stolen by the Egyptian, Ishaq.	
Reputation & Stereotypes – *What do others think of him/her?*	***These affect how others treat the character.***
Others believe character to be pious, humble and forgiving because he is a priest.	
Special Talents, Habits, & Preferences – *What does he/she like?*	***Favorite things.***
Talents: Intrigue, seduction.	
Habits: Taps feet when impatient.	
Preferences: Loves fine wine, women and luxuries.	
Appearance – *What does he/she look like?*	***Physical traits, distinctive features, clothes.***
Short and stocky, though not unattractive. Dark hair and clear, kind, blue eyes.	
Not a very good orator, his shyness gives him a humble appearance.	
Wears many different kinds of luxurious priestly robes (silk). One for every day of the week and special robes for holidays.	

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Magick

Discipline	*Skill %*		*Discipline*	*Skill %*		*Discipline*	*Skill %*	
Ritualism	68%							
Spell	*Time*	*Level*	*Spell*	*Time*	*Level*	*Spell*	*Time*	*level*
Heal	10 s.	5						
Light	5 sec.	1c						
Refresh	5 sec.	5						
Restoration	10 s.	10						
Bless	10 s.	5c						
Holy Water	1 m.	5						
Free Spirit	5 sec.	8						
Sense Hatred	2 sec.	1c						

Discipline	*Skill %*		*Discipline*	*Skill %*		*Discipline*	*Skill %*	
Spell	*Time*	*Level*	*Spell*	*Time*	*Level*	*Spell*	*Time*	*level*