

Fantasy Imperium

Melee Weapons

<i>Weapon</i>	<i>Skill %</i>	<i>H</i>	<i>Throw</i>	<i>Wt.</i>	<i>Mat.</i>	<i>Break %</i>	<i>Sharp.</i>	<i>I</i>	<i>F</i>	<i>Parry</i>	<i>Parry %</i>	<i>Damage</i>
Hercules Club	68%	2	-50	8	Wood	10%		-6	7	+15	49%	6d6 B P
Morningstar	68%	1	-15	3	Wood	18%		5	-3	+5	39%	4d6 B P

Missile Weapons

<i>Weapon</i>	<i>Skill %</i>	<i>Ammo</i>	<i>Wt.</i>	<i>Pull</i>	<i>Load</i>	<i>I</i>	<i>F</i>	<i>S</i>	<i>M</i>	<i>L</i>	<i>X</i>	<i>Damage</i>

-0%	-25%	-50%	-75%
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Armor

<i>Name & Material</i>	<i>Wt.</i>	<i>Hits</i>	<i>Damage</i>	<i>Location</i>	<i>Value</i>	<i>Location</i>	<i>Value</i>
Tunic, Ringmail	3	50		Skull		Shoulder	5
Tunic, Linen	.5	20		Eye		Armpit	5
Vambraces, Ringmail	.25	25		Ears		Upper Arm	5
Leggings, Linen	.5	20		Nose		Inside Arm	5
Boots, Leather	.5	15		Face		Elbow	3 / 0
				Mouth		Forearm	5 / 4
				Chin		Wrist	5 / 4
				Throat		Hand	3 / 0
				Neck		Thigh	5
				Chest	5	Knee	1
				Abdomen	5	Shin	4
				Back	5	Calf	4
				Hip	5	Foot	4
				Groin	5		

<i>Shield</i>	<i>BSE</i>	<i>Wt.</i>	<i>Material</i>	<i>I</i>	<i>F</i>	<i>Turn</i>	<i>Missiles</i>	<i>Hits</i>	<i>Damage</i>	<i>Parry</i>	<i>Parry %</i>

<i>Total</i>	8
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Carrick Dunne

SP	Skill	Base	%
2	Acrobatics	DX	37%
2	Acting	SD	36%
2	Administration	RE	32%
	Agriculture	EN	
	Alchemy Script	RE	
	Ambush	AW	
	Animalcraft	SD	
	Astrology	IN	
	Astronomy	RE	
	Bargaining	PR	
	Brewery	RE	
	Bribery	IN	
2	Business	RE	32%
	Candlemaking	AW	
	Carpentry	EN	
	Cartography	AW	
	Ceramics	DX	
	Chemistry	RE	
1	Climbing	EN	25%
3	Cooking	IN	42%
	Counterfeiting	AW	
	Cryptography	RE	
1	Dancing	PR	25%
	Disguise	AW	
	Diving	DX	
	Drawing	AW	
3	Eloquence	PR	45%
	Embalming	SD	
	Engineering	RE	
5	Etiquette	PR	65%

SP	Skill	Base	%
3	First Aid	RE	42%
	Fishing	IN	
	Fletching	DX	
2	Foraging	AW	32%
	Fortunetelling	IN	
	Forgery	DX	
	Gambling	SD	
	Glassworking	DX	
	Heraldry	RE	
	Herbology	RE	
	Hideworking	SD	
2	History	RE	32%
	Interrogation	IN	
2	Intrigue	AW	32%
	Juggling	DX	
2	Jumping	ST	38%
	Legerdemain	DX	
2	Locksmith	DX	37%
	Masonry	EN	
1	Mathematics	RE	22%
	Metallurgy	RE	
	Milling	RE	
	Mineralogy	RE	
	Mountaineering	EN	
1	Mythology	RE	22%
	Painting	AW	
	Perfumery	AW	
1	Physician	RE	22%
	Piloting	AW	
	Reconnaissance	AW	

SP	Skill	Base	%
3	Religion	IN	42%
	Riding	IN	
	Sculpture	DX	
	Seamanship	SD	
	Seduction (PR)	AT	
	Sensuality	IN	
3	Sewing (hand)	SD	46%
	Shipwright	RE	
3	Singing	PR	45%
	Skiing	DX	
2	Song Lore	RE	32%
2	Stealth	SD	36%
2	Storytelling	PR	35%
3	Streetwise	EG	43%
	Strategy	RE	
	Survival:		
	Arctic	RE	
	Desert	RE	
	Forest	RE	
	Jungle	RE	
	Marine	RE	
	Steppe land	RE	
1	Swimming	EN	25%
	Tactics	RE	
	Textiles	RE	
	Timberwright	ST	
	Tracking	AW	
	Trapping	DX	
	Weaponcraft	RE	
1	Weatherlore	AW	22%

SP	Languages	Base	%
0	Welsh	IN	72%
3	Middle Irish	IN	42%
3	Irish Gaelic	IN	42%
3	Langue d'oil	IN	42%
3	Latin	IN	42%
		IN	
		IN	
		IN	
		IN	
		IN	
		IN	

SP	Writing	Base	%
5	Gaelic Script	RE	62%
		RE	
		RE	
		RE	
		RE	
		RE	
		RE	
		RE	
		RE	
		RE	
		RE	

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

SP	Miscellaneous	Base	%

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

SP	Non-edged Wpns	Base	%
	Ball & Chain	DX	
5	Club	ST	68%
	Staff	DX	
3	Mace	ST	68%
	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	
	Sling	DX	
	Staff Sling	DX	
	Shortbow	ST	
	Longbow	ST	
	Composite Bow	ST	
	Crossbow	SD	

Experience Points

SP	Moving in Armour	Level
5	Leather(-1 initiative)	1
10	Ring (-2 initiative)	2
	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	%
5	Boxing	ST	68%
3	Wrestling	DX	47%
5	Street Fighting	ST	68%
	Close Combat	ST	
	Groundfighting	ST	
3	Unarmed Cmbt	DX	47%
	Restraints	DX	
	Falling	DX	

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

SP	Ceremonial	Base	%
	Acquisition	(10 points)	
	Alchymy	IN+SD	
	Conjuration	IN+SD	
	Ritualism	IN+SD	
	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	

SP	Fighting Styles	(5 points)
5	Single-handed weapons	
5	Two-handed weapons	
	Weapon & Shield	
	Two Weapons	
	Polearms	
	Flails	
	Left-handed Opponents	
	Ambidexterity	
	Single Rapier	
	Rapier & Dagger	
	Rapier & Cloak	
	Rapier & Buckler	
	Rapier & Lantern	
	Two Rapiers	

SP	Weapon Expertise	(5 points)

Initiative		
Location	Item	- / +
Left Hand	Herc. Club	-6
Right Hand	(2 Handed)	
Armour	Ring	
Mounted	No	
Initiative Rating:		-6

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Carrick Dunne

Backstory

Actions – How does he/she act towards & treat others? *A character is defined by what he does.*

Neutral to most subjects, Shows little if not any emotion at all. He is very kind, overprotective at times

Goals – What does he/she want? *Desires will affect a character's actions.*

Goal: To protect his mistress.

Motivation: To satisfy the family curse.

Inner Need & Main Character Flaw – What is he/she missing? *The flaw will block a character's need.*

Inner Need:

Character Flaw:

History – What happened in the past? *Where is the character from?*

As a child, Carrick learned that his family has always lived under a curse.

For hundreds of years the Dunne's have served the clan MacGrath loyally and faithfully, but if any

Descendent fails in their service, then the Dunne family clan will be wiped out in a catastrophe.

Whether a war, plague, famine or some other common misfortune is the instrument of the curse, it has

always come true. So the clan Dunne has served as protectors to the clan MacGrath ever since the curse

was originally cast by an old witch from Scandinavia.

Reputation & Stereotypes – What do others think of him/her? *These affect how others treat the character.*

Others perceive him to be a nice person, but keep their distance due to his cold and distant personality

Special Talents, Habits, & Preferences – What does he/she like? *Favorite things.*

Lacking in a vibrant personality, but very kind and protective

Appearance – What does he/she look like?

Physical traits, distinctive features, clothes.

Large man, Powerfully built

Light brown hair pulled in a short ponytail, Clean Shaven

Dull blue eyes, usually a solemn expression