

# *Fantasy Imperium*

<b>Name:</b> Killian	<i>Player:</i>
Profession: Woodcarver / Scout	Income / Savings: 22 / 2

<i>Characteristics</i>		<i>Combat Factors</i>		<i>History</i>				<i>Appearance</i>	
Strength	66	Hits	142	Nationality	Irish		Sex	Female	
Endurance	96	Shock	47	Social Class	Middle Class (3)		Age	22	
Dexterity	82	Morale	36	Siblings	3 <sup>rd</sup> of 4		Height	5' 1"	
Intuition	94	Winded	96	Birth Date	Jan. 6, 1099		Weight	100	
Self Discipline	89	Exhausted	192	Birthplace	Connaught		Skin	Cauc.	
Reasoning	71	Burnout	282	Residence	Drogheda, Oriel		Hair	Brown	
Ego	20	Power	0	Religion	Christian		Eyes	Green	
Awareness	84	Fate	4	<b><i>Movement</i></b>	<b><i>Encumbrance</i></b>	<b><i>Saving Throws</i></b>			
Presence	93	Luck	13	<b>0</b> Walk	2	Light	23	Ceremonial	18
Attractiveness	100	Piety	45	<b>1</b> Jog	3	Medium	46	Natural	14
<i>Extra Damage</i>	-	Spirit	68	<b>2</b> Run	5	Heavy	92	Extrasensory	18
<i>Speed Bonus</i>	+ 2	Initiative	- 3	<b>5</b> Sprint	10	Extreme	230	Black Magic	12

## *Possessions*

Celtic Helmet	Riding Horse		
Leather Tunic	Bedroll		
Vambraces, Leather	Clothes (3 sets)		
Leggings, Leather	Woodshop in Drogheda		
Boots, Hard Leather			
Tuagh Axe			
Bow			
Dagger			
Buckler			

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## Melee Weapons

Weapon	Skill %	H	Throw	Wt.	Mat.	Break %	Sharp.	I	F	Parry	Parry %	Damage
Tuagh Axe EBP	63%	2	-15	4	Iron	12%		-3	5	+6	38%	4d6
Celtic Short Sword	46%	1	-5	2	Iron	10%		-1	2	+5	28%	3d6 E P
Dagger	66%	1	-2	1	Iron	8%		0	1	+2	35%	1d6 P E

## Missile Weapons

Weapon	Skill %	Ammo	Wt.	Pull	Load	I	F	S	M	L	X	Damage
Frankish Bow	63%	12	1.5	55	1	-3	6	55	110	165	225	4d6 P
Dagger	67%	4	1	-	1	0	1	3	5	10	15	1d6 P

-0%	-25%	-50%	-75%
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## Armour

Name & Material	Wt.	Hits	Damage	Location		Value	Location	Value
Celtic Helmet	3	65		Skull		20	Shoulder	3
Leather Tunic	2	50		Eye			Armpit	3
Vambraces, Leather	.25	6		Ears			Upper Arm	3
Leggings, Leather	.25	10		Nose			Inside Arm	3
Boots, Cuir-Bouilli	.5	25		Face		20	Elbow	
				Mouth			Forearm	3
				Chin			Wrist	4 / 3
				Throat			Hand	4 / 3
				Neck			Thigh	4
				Chest		3	Knee	3
				Abdomen		3	Shin	7
				Back		3	Calf	7
				Hip		4	Foot	7
				Groin		4		

  

Shield	B S E	Wt.	Material	I	F	Turn	Missiles	Hits	Damage	Parry	Parry %
Buckler	B S E	.5	Leather	0	1	-	-35%	95		-10	56%

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<i>Total</i>	13
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SP	Skill	Base	%
	Acrobatics	DX	
	Acting	SD	
	Administration	RE	
	Agriculture	EN	
	Alchemy Script	RE	
5	Ambush	AW	67%
2	Animalcraft	SD	38%
	Astrology	IN	
	Astronomy	RE	
	Bargaining	PR	
	Brewery	RE	
	Bribery	IN	
	Business	RE	
	Candlemaking	AW	
2	Carpentry	EN	39%
	Cartography	AW	
	Ceramics	DX	
	Chemistry	RE	
5	Climbing	EN	69%
3	Cooking	IN	49%
	Counterfeiting	AW	
	Cryptography	RE	
	Dancing	PR	
	Disguise	AW	
	Diving	DX	
3	Drawing	AW	47%
	Eloquence	PR	
	Embalming	SD	
	Engineering	RE	
	Etiquette	PR	

SP	Skill	Base	%
5	First Aid	RE	64%
	Fishing	IN	
	Fletching	DX	
5	Foraging	AW	67%
	Fortunetelling	IN	
	Forgery	DX	
	Gambling	SD	
	Glassworking	DX	
5	Heraldry	RE	64%
	Herbology	RE	
	Hideworking	SD	
1	History	RE	24%
	Interrogation	IN	
	Intrigue	AW	
	Juggling	DX	
2	Jumping	ST	33%
	Legerdemain	DX	
	Locksmith	DX	
	Masonry	EN	
	Mathematics	RE	
	Metallurgy	RE	
	Milling	RE	
	Mineralogy	RE	
	Mountaineering	EN	
2	Mythology	RE	34%
	Painting	AW	
	Perfumery	AW	
	Physician	RE	
	Piloting	AW	
5	Reconnaissance	AW	67%

SP	Skill	Base	%
	Religion	IN	
5	Riding	IN	69%
5	Sculpture	DX	66%
	Seamanship	SD	
3	Seduction (PR)	AT	50%
2	Sensuality	IN	39%
2	Sewing (hand)	SD	38%
2	Shipwright	RE	34%
3	Singing	PR	48%
	Skiing	DX	
1	Song Lore	RE	24%
5	Stealth	SD	68%
2	Storytelling	PR	38%
2	Streetwise	EG	24%
	Strategy	RE	
	<b>Survival:</b>		
	Arctic	RE	
	Desert	RE	
5	Forest	RE	64%
	Jungle	RE	
	Marine	RE	
5	Steppe land	RE	64%
3	Swimming	EN	49%
	Tactics	RE	
	Textiles	RE	
2	Timberwright	ST	29%
5	Tracking	AW	67%
	Trapping	DX	
	Weaponcraft	RE	
2	Weatherlore	AW	37%

SP	Languages	Base	%
0	Middle Irish	IN	80%
5	Irish Gaelic	IN	69%
		IN	
		IN	
		IN	
		IN	
		IN	
		IN	
		IN	
		IN	
		IN	

SP	Writing	Base	%
3	Gaelic Script	RE	44%
		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	%

SP	Miscellaneous	Base	%

SP	Miscellaneous	Base	%
5	Woodcarving	DX	68%



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## Backstory

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

Adventuresome. Enjoys traveling and exploring. Independent.

Quiet, shy person. Prefers to keep to oneself.

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

Goal: To be a champion in a national horse race.

Motivation: To gain the respect of others.

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

Inner Need: Father's respect.

Character Flaw: Wild, rebellious nature.

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

Born at home in Connaught, Ireland.

Father was a cabinetmaker. Later became a cooper, making barrels.

Father believed character is the child of another man.

Mother owned a beautiful hand carved wood bow, inspiring character to learn woodcarving.

Befriend a faerie, who gives character a magick sharpening stone.

When tools are sharpened on stone, they will convey a +10% in woodcarving, and the owner of the stone will gain a special talent in woodcarving.

Meet a woodcarver, who becomes a mentor.

Gain a rival, who is jealous of the character's beauty.

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

Others think character is conceited, but she is only shy.

Some think character is too wild.

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

Talents: Riding, Reconnaissance, Woodcarving (while in possession of magick stone).

Habits: Dislikes listening to others. Enjoys carving horses.

Preferences: Loves racing horses. Feels free and alive while riding.

**Appearance – What does he/she look like?** *Physical traits, distinctive features, clothes.*

Extremely beautiful. Long dark hair and green eyes. Sharp features.

Wears simple dresses in the day, and leather while riding.