

Fantasy Imperium

Name: Bryan the Smith	<i>Player:</i>
Profession: Blacksmith	Income / Savings: 24 / 4

<i>Characteristics</i>		<i>Combat Factors</i>		<i>History</i>				<i>Appearance</i>	
Strength	99	Hits	199	Nationality		Norse / Irish		Sex	Male
Endurance	100	Shock	66	Social Class		Well to do (1)		Age	26
Dexterity	43	Morale	37	Siblings		2 nd of 2		Height	6' 2"
Intuition	93	Winded	100	Birth Date		Nov. 9, 1095		Weight	280
Self Discipline	32	Exhausted	200	Birthplace		Norway		Skin	Cauc.
Reasoning	54	Burnout	300	Residence		Drogheda, Oriel		Hair	Blonde
Ego	86	Power	5	Religion		Thor		Eyes	Blue
Awareness	40	Fate	4	<i>Movement</i>		<i>Encumbrance</i>		<i>Saving Throws</i>	
Presence	22	Luck	12	0 Walk	2	Light	50	Ceremonial	13
Attractiveness	92	Piety	-70	1 Jog	3	Medium	99	Natural	24
<i>Extra Damage</i>	+5	Spirit	96	2 Run	4	Heavy	198	Extrasensory	6
<i>Speed Bonus</i>	-	Initiative	- 6	5 Sprint	8	Extreme	495	Black Magic	6

Possessions

Helmet with neck guard	Blacksmith shop (Oriel)			
and retractable nasal	Secret library (Norway)			
Scale Hauberk, Steel	8 forbidden books			
Gambeson	Bedroll			
Surcoat	Clothes (3 sets)			
Vambraces, studded	Boots			
Hard leather boots				
Linen leggings				
Celtic longsword				
Heavy hammer				
Viking shield				

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Melee Weapons

Weapon	Skill %	H	Throw	Wt.	Mat.	Break %	Sharp.	I	F	Parry	Parry %	Damage
Celtic Longsword	50%	1.5	-40	3.5	Steel	6%		-4	4	+13	38%	5d6 EP
Heavy Hammer	70%	1.5	-20	3	Steel	7%		-3	4	+8	43%	4d6 B P
Dagger	43%	1	-2	1	Iron	8%		0	1	+2	24%	1d6 PE

Missile Weapons

Weapon	Skill %	Ammo	Wt.	Pull	Load	I	F	S	M	L	X	Damage
Heavy Hammer	50%	1	1.5	-	1	-3	4	4	8	12	16	4d6 B

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

Name & Material	Wt.	Hits	Damage	Location	Value	Location	Value
Helmet w/ neckguard	5	70		Skull	20	Shoulder	10
& retractable nasal, Steel				Eye		Armpit	10
Scale Hauberk, Steel	10	80		Ears		Upper Arm	10
Gambeson	1	30		Nose	10	Inside Arm	10
Vambraces, Studded	.25	10		Face		Elbow	12 / 0
Boots, Cuir-Bouilli	.5	25		Mouth		Forearm	13 / 12
Linen Leggings	.25	15		Chin		Wrist	13 / 12
				Throat		Hand	13 / 12
				Neck	20	Thigh	11
				Chest	10	Knee	1
				Abdomen	10	Shin	7
				Back	10	Calf	7
				Hip	10	Foot	7
				Groin	11		

Shield	BSE	Wt.	Material	I	F	Turn	Missiles	Hits	Damage	Parry	Parry %
Viking	S	10	Steel	-3	5	120	-15%	140		+10%	80%

Total	35
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SP	Skill	Base	%
	Acrobatics	DX	
	Acting	SD	
	Administration	RE	
1	Agriculture	EN	25%
	Alchemy Script	RE	
3	Ambush	AW	38%
	Animalcraft	SD	
	Astrology	IN	
2	Astronomy	RE	31%
3	Bargaining	PR	34%
2	Brewery	RE	31%
	Bribery	IN	
5	Business	RE	61%
	Candlemaking	AW	
	Carpentry	EN	
3	Cartography	AW	38%
	Ceramics	DX	
	Chemistry	RE	
3	Climbing	EN	50%
2	Cooking	IN	20%
	Counterfeiting	AW	
	Cryptography	RE	
	Dancing	PR	
	Disguise	AW	
2	Diving	DX	29%
	Drawing	AW	
	Eloquence	PR	
	Embalming	SD	
	Engineering	RE	
	Etiquette	PR	

SP	Skill	Base	%
3	First Aid	RE	41%
3	Fishing	IN	39%
	Fletching	DX	
	Foraging	AW	
	Fortunetelling	IN	
	Forgery	DX	
	Gambling	SD	
	Glassworking	DX	
2	Heraldry	RE	31%
	Herbology	RE	
	Hideworking	SD	
	History	RE	
	Interrogation	IN	
	Intrigue	AW	
	Juggling	DX	
3	Jumping	ST	50%
	Legerdemain	DX	
	Locksmith	DX	
	Masonry	EN	
2	Mathematics	RE	31%
5	Metallurgy	RE	61%
	Milling	RE	
5	Mineralogy	RE	61%
3	Mountaineering	EN	50%
3	Mythology	RE	41%
	Painting	AW	
	Perfumery	AW	
	Physician	RE	
3	Piloting	AW	38%
	Reconnaissance	AW	

SP	Skill	Base	%
5	Religion	IN	59%
3	Riding	IN	39%
	Sculpture	DX	
	Seamanship	SD	
	Seduction (PR)	AT	
	Sensuality	IN	
	Sewing (hand)	SD	
	Shipwright	RE	
	Singing	PR	
	Skiing	DX	
	Song Lore	RE	
3	Stealth	SD	36%
3	Storytelling	PR	34%
5	Streetwise	EG	67%
	Strategy	RE	33%
	Survival:		
	Arctic	RE	
	Desert	RE	
3	Forest	RE	41%
	Jungle	RE	
5	Marine	RE	61%
	Steppe land	RE	
5	Swimming	EN	70%
	Tactics	RE	
	Textiles	RE	
	Timberwright	ST	
	Tracking	AW	
	Trapping	DX	
5	Weaponcraft	RE	61%
	Weatherlore	AW	

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

SP	Writing	Base	%
5	Norse Runes	RE	61%
		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	%

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Backstory

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

Cheerful, truthful, and pious to Thor. Tolerant towards Christians.

Helpful to those in need.

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

Goal: Reconciliation with brother, Kailen who lives in Drogheda, Oriel (Ireland).

Motivation: Wants a family.

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

Inner Need: Acceptance.

Character Flaw: Outcast from Norway. Foreigner in Ireland. Will not turn away from Norse culture.

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

Born in a cave by the sea in the Kingdom of Norway.

Father was a Norseman priest of Thor that took mother in a Viking raid in Ireland.

Mother was obsessed with trying to prevent her child from becoming the local ruler, who she saw murdered in a dream. She was well known for her honesty and ability to foretell the future in dreams.

Uncle (Thrand) became the chief advisor to the local ruler. He is known in France as an outlaw raider.

Saved the life of a blacksmith who was unjustly thrown into prison and left to die.

Became outcast from Kingdom of Norway. The smith (his name was Aros) became mentor.

Survive an encounter with a fire elemental, awakening a talent in elemental magick.

Returned to Oriel (Ireland) to live with mother's family.

While living in Drogheda (Oriel), save the life of an old man from Viking raiders. → Blessed.

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

Feared because of his association with fire elementals.

In Ireland, thought of as a Norseman and disliked.

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

Talents: Writing, business.

Habits: Not a Christian, so does not cross himself or attend Mass.

Preferences: Enjoys writing poetry and sailing.

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

Hammer shaped birthmark on right hand.

Strong and muscular, with dark blue eyes and blonde hair.

Wears simple tunics and is usually covered in soot from working by the forge.

There is a strange gleam in his eyes, which hints of his association with elementals.

