

Fantasy Imperium

Melee Weapons

Weapon	Skill %	H	Throw	Wt.	Mat.	Break %	Sharp.	I	F	Parry	Parry %	Damage
Celtic Sword	64%	1	-35	3	Iron	14%		-3	4	+11	43%	4d6 E P
Celtic Spear	68%	1.5	-5	3	Wood	1%2		-3	3	+13	47%	4d6 P E
Dagger	68%	1	-2	1	Iron	8%		0	1	+2	36%	1d6 P E

Missile Weapons

Weapon	Skill %	Ammo	Wt.	Pull	Load	I	F	S	M	L	X	Damage
Celtic Spear	43%	1	3	0	1	-3	3	5	10	20	30	4d6 P
Dagger	36%	1	1	0	1	0	1	3	5	10	15	1d6 P

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

Armor

Name & Material	Wt.	Hits	Damage	Location	Value	Location	Value
Celtic Helmet, Iron	2.5	55		Skull	18	Shoulder	5
Tunic, Ringmail	3	50		Eye		Armpit	5
Tunic, Linen	1	30		Ears	18	Upper Arm	5
Breeches, Linen	.5	20		Nose		Inside Arm	5
Boots, Leather	.5	15		Face		Elbow	12 / 0
				Mouth		Forearm	12 / 0
				Chin		Wrist	12 / 0
				Throat		Hand	12 / 0
				Neck		Thigh	5
				Chest	5	Knee	1
				Abdomen	5	Shin	1
				Back	5	Calf	4
				Hip	5	Foot	4
				Groin	5		

Shield	BSE	Wt.	Material	I	F	Turn	Missiles	Hits	Damage	Parry	Parry %
Roundshield	BSE	10	Wood	-2	4	0	-25%	135		-	68%

Total	21
--------------	----

Fantasy Imperium

Emmet Fox

SP	Skill	Base	%
	Acrobatics	DX	
	Acting	SD	
	Administration	RE	
5	Agriculture	EN	63%
	Alchemy Script	RE	
	Ambush	AW	
2	Animalcraft (cat)	SD	28%
	Astrology	IN	
	Astronomy	RE	
5	Bargaining	PR	68%
5*	Brewery	RE	62%
5	Bribery	IN	67%
5	Business	RE	62%
	Candlemaking	AW	
	Carpentry	EN	
	Cartography	AW	
	Ceramics	DX	
5	Chemistry	RE	62%
	Climbing	EN	
	Cooking	IN	
	Counterfeiting	AW	
	Cryptography	RE	
	Dancing	PR	
	Disguise	AW	
	Diving	DX	
5	Drawing	AW	59%
2	Eloquence	PR	38%
	Embalming	SD	
	Engineering	RE	
5	Etiquette	PR	68%

SP	Skill	Base	%
5	First Aid	RE	62%
	Fishing	IN	
	Fletching	DX	
5	Foraging	AW	59%
	Fortunetelling	IN	
	Forgery	DX	
5	Gambling	SD	58%
	Glassworking	DX	
	Heraldry	RE	
	Herbology	RE	
5	Hideworking	SD	68%
	History	RE	
	Interrogation	IN	
	Intrigue	AW	
	Juggling	DX	
	Jumping	ST	
	Legerdemain	DX	
	Locksmith	DX	
	Masonry	EN	
3	Mathematics	RE	42%
	Metallurgy	RE	
	Milling	RE	
	Mineralogy	RE	
	Mountaineering	EN	
	Mythology	RE	
	Painting	AW	
	Perfumery	AW	
	Physician	RE	
	Piloting	AW	
	Reconnaissance	AW	

SP	Skill	Base	%
3	Religion	IN	47%
2	Riding	IN	37%
	Sculpture	DX	
	Seamanship	SD	
3	Seduction (PR)	AT	48%
3	Sensuality	IN	47%
5	Sewing (hand)	SD	
	Shipwright	RE	
	Singing	PR	
	Skiing	DX	
	Song Lore	RE	
	Stealth	SD	
	Storytelling	PR	
5	Streetwise	EG	63%
	Strategy	RE	
	Survival:		
	Arctic	RE	
	Desert	RE	
5	Forest	RE	62%
	Jungle	RE	
	Marine	RE	
	Steppe land	RE	
5*	Swimming	EN	63%
	Tactics	RE	
5	Textiles	RE	62%
	Timberwright	ST	
	Tracking	AW	
	Trapping	DX	
	Weaponcraft	RE	
	Weatherlore	AW	

SP	Languages	Base	%
0	Irish Gaelic	IN	92%
5	Langue d'oil	IN	67%
5	Middle Irish	IN	67%
		IN	
		IN	
		IN	
		IN	
		IN	
		IN	
		IN	
		IN	

SP	Writing	Base	%
5	Old Eng. Runic	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	%

SP	Miscellaneous	Base	%

SP	Miscellaneous	Base	%

Fantasy Imperium

Emmet Fox

SP	Edged Weapons	Base	%
5	Knife	DX	68%
	Hand Axe	DX	
	Axe	ST	
	Short Sword	DX	
	Saber	DX	
5	Sword	ST	64%
	Hand & Half S.	ST	
	Two-Handed S.	ST	
	Rapier	DX	
	Cut & Thrust S.	DX	

SP	Non-edged Wpns	Base	%
	Ball & Chain	DX	
	Club	ST	
	Staff	DX	
	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	
5	Spear	DX	68%

SP	Missile Weapons	Base	%
	Aclys, Dart	DX	
	Axe	DX	
	Hammer	ST	
	Javelin	DX	
2	Knife	DX	38%
3	Spear	DX	48%
	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
5	Round Shield	DX 68%
	Heater	DX
	Oval Shield	ST
	Viking Shield	ST
	Kite Shield	DX
	Legionaire	ST
	Tower Shield	ST

SP	Unarmed Combat	Base	%
	Boxing	ST	
	Wrestling	DX	
5	Street Fighting	ST	64%
	Close Combat	ST	
	Groundfighting	ST	
	Unarmed Cmbt	DX	
	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
Initiative w/ Spear: -3

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	
	Two-handed weapons	
0	Weapon & Shield	
	Two Weapons	
5	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	Sword	-3
Right Hand	Roundshield	-2
Armour	Ring	0
Mounted		
Initiative Rating:		-6

Fantasy Imperium

Emmet Fox

Backstory

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

Friendly, charismatic, kind. Won't go out of his way to help others, but helpful if asked.

Slightly self centered, lusty, flirtatious.

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

Goal: To begin importing cloth materials from Europe and beyond.

Motivation: To make more money in order to enjoy life.

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

Inner Need: To gain respect of others in the community.

Character Flaw: Lusty.

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

Son of a farmer, Emmet's mother worked as a seamstress to make extra money.

Learned to swim early in childhood, and enjoys time at the beach, gazing out to sea.

Encountered a fairy when he was 14, and has been curious about them ever since.

Father was an alcoholic, fighting with his mother much of the time. Grew up poor.

Found three gold coins by the beach and his parents used it to buy his freedom from serfdom.

After a short apprenticeship, Emmet opened a tailor shop in town, but he hasn't yet managed to make a name for himself.

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

A ladies man. He has many girlfriends.

Rival: Cloth merchant in Drougheda.

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

Talented in swimming and brewery. He also has an undiscovered talent in music.

Hobby: heraldry and geneology.

Enjoys fine wine, and fine women.

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

Tall dark and handsome, Emmet is well dressed and a bit foppish.

Sharp features, deep eyes beneath bushy eyebrows.