

Fantasy Imperium

Melee Weapons

Weapon	Skill %	H	Throw	Wt.	Mat.	Break %	Sharp.	I	F	Parry	Parry %	Damage
Kledyv	68%	1	-12	3	Steel	8%		-2	3	+3	37%	3d6 P E
Gladius	68%	1	-6	2	Steel	5%		-1	2	+5	39%	3d6 P E
Dagger	48%	1	-2	1	Iron	8%		0	1	+2	26%	1d6 P E

Missile Weapons

Weapon	Skill %	Ammo	Wt.	Pull	Load	I	F	S	M	L	X	Damage
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%
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Armour

Name & Material	Wt.	Hits	Damage	Location	Value	Location	Value
Overtunic	.5	15		Skull		Shoulder	3
Tunic, Long	1	20		Eye		Armpit	3
Chainse	.5	15		Ears		Upper Arm	3
Stockings	.25	10		Nose		Inside Arm	3
Shoes	.25	10		Face		Elbow	2
				Mouth		Forearm	2
				Chin		Wrist	
				Throat		Hand	
				Neck		Thigh	3
				Chest	3	Knee	3
				Abdomen	3	Shin	2
				Back	3	Calf	2
				Hip	3	Foot	2
				Groin	3		

Shield	BSE	Wt.	Material	I	F	Turn	Missiles	Hits	Damage	Parry	Parry %

Total	11
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SP	Skill	Base	%
	Acrobatics	DX	
5	Acting	SD	67%
	Administration	RE	
	Agriculture	EN	
	Alchemy Script	RE	
5	Ambush	AW	63%
5	Animalcraft	SD	67%
2	Astrology	IN	33%
	Astronomy	RE	
5	Bargaining	PR	59%
	Brewery	RE	
	Bribery	IN	
3	Business	RE	43%
2	Candlemaking	AW	33%
	Carpentry	EN	
	Cartography	AW	
	Ceramics	DX	
	Chemistry	RE	
3	Climbing	EN	47%
3	Cooking	IN	43%
	Counterfeiting	AW	
	Cryptography	RE	
3	Dancing	PR	39%
5	Disguise	AW	68%
	Diving	DX	
	Drawing	AW	
2	Eloquence	PR	29%
	Embalming	SD	
	Engineering	RE	
2	Etiquette	PR	29%

SP	Skill	Base	%
3	First Aid	RE	43%
	Fishing	IN	
	Fletching	DX	
5	Foraging	AW	63%
	Fortunetelling	IN	
	Forgery	DX	
	Gambling	SD	
	Glassworking	DX	
2	Heraldry	RE	33%
3	Herbology	RE	43%
	Hideworking	SD	
	History	RE	
	Interrogation	IN	
	Intrigue	AW	
	Juggling	DX	
2	Jumping	ST	28%
	Legerdemain	DX	
	Locksmith	DX	
	Masonry	EN	
	Mathematics	RE	
	Metallurgy	RE	
	Milling	RE	
	Mineralogy	RE	
	Mountaineering	EN	
	Mythology	RE	
	Painting	AW	
2	Perfumery	AW	33%
	Physician	RE	
	Piloting	AW	
5	Reconnaissance	AW	63%

SP	Skill	Base	%
	Religion	IN	
3	Riding	IN	43%
	Sculpture	DX	
	Seamanship	SD	
5	Seduction (PR)	AT	70%
2	Sensuality	IN	33%
5	Sewing (hand)	SD	69%
	Shipwright	RE	
5	Singing	PR	59%
	Skiing	DX	
2	Song Lore	RE	33%
5	Stealth	SD	69%
5	Storytelling	PR	59%
3	Streetwise	EG	48%
	Strategy	RE	
	Survival:		
	Arctic	RE	
	Desert	RE	
5	Forest	RE	63%
	Jungle	RE	
1	Marine	RE	23%
	Steppe land	RE	
3	Swimming	EN	47%
	Tactics	RE	
5	Textiles	RE	63%
	Timberwright	ST	
	Tracking	AW	
	Trapping	DX	
	Weaponcraft	RE	
	Weatherlore	AW	

SP	Languages	Base	%
0	Welsh	IN	80%
5	Irish Gaelic	IN	64%
		IN	
		IN	
		IN	
		IN	
		IN	
		IN	
		IN	
		IN	
		IN	
		IN	

SP	Writing	Base	%
		RE	
		RE	
		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	Weaving	DX	63%
3	Spinning	DX	33%

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Backstory

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

Distant, but friendly towards others.

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

Goal: To find a safe home.

Motivation: Survival.

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

Inner Need: To be accepted by others.

Character Flaw: Wandering attention, shallow personality.

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

Born in a forest in the kingdom of Gwynneth.

Received a gift from a mysterious stranger: Silver amulet with carved rose petals.

Father had gone on the Crusade, where his knee was horribly injured in battle. Walks with a limp.

Mother is very religious.

Apprenticed to a spinster, learning the art of spinning and weaving.

Befriend elves and gain talents in singing and storytelling.

Accused of witchcraft and fled a sentence of death.

Become involved with criminals, begin to steal for a living.

Take a holy relic (a golden chalice) from a church, but it is stolen by the Egyptian, Ishaq.

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

Thought to be a witch, most people fear her.

Rumored to be a changeling.

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

Talents: Singing, storytelling, spinning.

Habits: Prefers to keep away from others.

Preferences: Collect seashells and rocks.

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

Likes wearing perfume (the scent of violets is her favorite).

Long black hair and dark eyes. Petite figure. Quiet and shy.

Once fine clothes are now tattered and worn.

Although not unintelligent, has a drifting attention span.

