

# Fantasy Imperium

<i>Name: Kaitlyn MacGrath</i>	<i>Player:</i>
<i>Profession: Noble Lady / Rogue</i>	<i>Income / Savings: £90 / £20</i>

<i>Characteristics</i>		<i>Combat Factors</i>		<i>History</i>			<i>Appearance</i>		
Strength	59%	Hits	119	Nationality	Irish		Sex	Male	
Endurance	60%	Shock	40	Social Class	Wealthy (5)		Age	19	
Dexterity	89%	Morale	38	Siblings	1 <sup>st</sup> of 2		Height	5' 6"	
Intuition	74%	Winded	60	Birth Date	January 19, 1002		Weight	108	
Self Discipline	63%	Exhausted	120	Birthplace	Drogheda		Skin	Cauc.	
Reasoning	66%	Burnout	180	Residence	Drogheda		Hair	Brown	
Ego	52%	Power	5	Religion	Christian		Eyes	Brown	
Awareness	71%	Fate	4	<b><i>Movement</i></b>	<b><i>Encumbrance</i></b>	<b><i>Magick Resistance</i></b>			
Presence	72%	Luck	14	<b>0</b> Walk	2"	Light	30	Ceremonial	14%
Attractiveness	96%	Piety	-95%	<b>1</b> Jog	4"	Medium	59	Natural	12%
<i>Extra Damage</i>	+1	Spirit	64	<b>2</b> Run	5"	Heavy	118	Extrasensory	14%
<i>Speed Bonus</i>	+1	Initiative	-0	<b>5</b> Sprint	11"	Extreme	295	Black Magic	12%

## Possessions

Leather Tunic			<i>Wealth: £120</i>
Leather Boots			
Celtic Short Sword			
Daggers (6)			

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## Melee Weapons

Weapon	Skill %	H	Throw	Wt.	Mat.	Break %	Sharp.	I	F	Parry	Parry %	Damage
Celtic Short Sword	68%	1	-5	2	Iron	10%		-1	2	+5	39%	3d6 E P
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
Dagger	34%	1	1	0	1	0	1	3	5	10	15	1d6 P

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

Name & Material	Wt.	Hits	Damage	Location	Value	Location	Value				
				Skull	6	Shoulder	4				
Short Tunic, Leather	4	60		Eye		Armpit	4				
Short Tunic, Linen	.5	20		Ears	6	Upper Arm	4				
Leggings, Leather	.25	10		Nose		Inside Arm	4				
Vambraces, Leather	2	25		Face		Elbow					
Boots, Leather	.5	15		Mouth		Forearm	3				
				Chin		Wrist	3				
				Throat		Hand					
				Neck		Thigh	4				
				Chest	4	Knee	4				
				Abdomen	4	Shin	4				
				Back	4	Calf	4				
				Hip	5	Foot	4				
				Groin	5						
Shield	BSE	Wt.	Material	I	F	Turn	Missiles	Hits	Damage	Parry	Parry %

<b>Total</b>	24
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SP	Skill	Base	%
	Acrobatics	DX	
5	Acting	SD	63%
5	Administration	RE	33%
	Agriculture	EN	
	Alchemy Script	RE	
	Ambush	AW	
	Animalcraft	SD	
	Astrology	IN	
5	Astronomy	RE	
	Bargaining	PR	
5	Brewery	RE	
5	Bribery	IN	65%
5	Business	RE	
	Candlemaking	AW	
5	Carpentry	EN	64%
	Cartography	AW	
	Ceramics	DX	
	Chemistry	RE	
3	Climbing	EN	44%
5	Cooking	IN	63%
	Counterfeiting	AW	
	Cryptography	RE	
5	Dancing	PR	63%
5	Disguise	AW	64%
	Diving	DX	
	Drawing	AW	
	Eloquence	PR	
	Embalming	SD	
	Engineering	RE	
5	Etiquette	PR	64%

SP	Skill	Base	%
5	First Aid	RE	63%
	Fishing	IN	
	Fletching	DX	
	Foraging	AW	
	Fortunetelling	IN	
5	Forgery	DX	68%
3	Gambling	SD	43%
	Glassworking	DX	
5	Heraldry	RE	63%
5	Herbology	RE	63%
	Hideworking	SD	
1	History	RE	23%
3	Interrogation	IN	43%
5	Intrigue	AW	64%
	Juggling	DX	
3	Jumping	ST	42%
5	Legerdemain	DX	68%
5	Locksmith	DX	68%
	Masonry	EN	
5	Mathematics	RE	
	Metallurgy	RE	
	Milling	RE	
	Mineralogy	RE	
	Mountaineering	EN	
3	Mythology	RE	43%
	Painting	AW	
3	Perfumery	AW	44%
	Physician	RE	
	Piloting	AW	
	Reconnaissance	AW	

SP	Skill	Base	%
3	Religion	IN	45%
5	Riding	IN	65%
	Sculpture	DX	
	Seamanship	SD	
5	Seduction (PR)	AT	69%
5	Sensuality	IN	66%
5	Sewing (hand)	SD	63%
	Shipwright	RE	
5	Singing	PR	64%
	Skiing	DX	
	Song Lore	RE	
5	Stealth	SD	63%
5	Storytelling	PR	64%
5	Streetwise	EG	60%
	Strategy	RE	
	<b>Survival:</b>		
	Arctic	RE	
	Desert	RE	
	Forest	RE	
	Jungle	RE	
	Marine	RE	
	Steppe land	RE	
3	Swimming	EN	44%
	Tactics	RE	
	Textiles	RE	
	Timberwright	ST	
3	Tracking	AW	44%
	Trapping	DX	
	Weaponcraft	RE	
	Weatherlore	AW	

SP	Languages	Base	%
0	Irish Gaelic	IN	93%
5	Middle Irish	IN	63%
5	Langue d'oil	IN	63%
4	Latin	IN	53%
4	Greek	IN	53%
		IN	
		IN	
		IN	
		IN	
		IN	
		IN	

SP	Writing	Base	%
5	Gaelic Script	RE	63%
5	Arabic	RE	63%
		RE	
		RE	
		RE	
		RE	
		RE	
		RE	
		RE	
		RE	
		RE	

SP	Music	Base	%
	Drum	PR	
	Dulcimer	PR	
5	Flute	PR	64%
5	Harp	PR	64%
	Lute	PR	
3	Lyre	PR	44%
	Mandolin	PR	
	Pipes	PR	
		PR	
		PR	
		PR	

SP	Miscellaneous	Base	%

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SP	Edged Weapons	Base	%
5	Knife	DX	68%
	Hand Axe	DX	
	Axe	ST	
5	Short Sword	DX	68%
	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	
	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	
	Spear	DX	

SP	Missile Weapons	Base	%
	Aclys, Dart	DX	
	Axe	DX	
	Hammer	ST	
	Javelin	DX	
5	Knife	DX	68%
	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
	Ring (-2 initiative)	
	Scale (-3 initiative)	
	Mail (-4 initiative)	
	Plate (-5 initiative)	

SP	Shield Parry	Base	%
3	Buckler	DX	44%
5	Round Shield	DX	64%
	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	62%
3	Close Combat	ST	42%
3	Groundfighting	ST	42%
	Unarmed Cmbt	DX	
3	Restraints	DX	48%
5	Falling	DX	68%

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	%
10	Acquisition (10 points)		
3	Alchymy	IN+SD	44%
	Conjuration	IN+SD	
3	Ritualism	IN+SD	44%
	Spiritualism	IN+SD	

SP	Natural	Base	%
10	Acquisition (10 points)		
	Deceiver	RE+EG	
3	Enchantment	RE+EG	42%
	Elementalism	RE+EG	
	Sorcery	RE+EG	

SP	Extrasensory	Base	%
10	Acquisition (10 points)		
	Mysticism	AW+PR	
3	Psychic	AW+PR	44%
	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
	Weapon & Shield
	Two Weapons
	Polearms
	Flails
5	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	Knife	-1
Right Hand		
Armour	Leather	0
Mounted		
Initiative Rating:		-1

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Magick
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<i>Discipline</i>	<i>Skill %</i>	<i>Discipline</i>	<i>Skill %</i>	<i>Discipline</i>	<i>Skill %</i>			
<i>Alchemy</i>	44%	<i>Ritualism</i>	44%	<i>Enchantment</i>	42%			
<i>Spell</i>	<i>Time</i>	<i>Level</i>	<i>Spell</i>	<i>Time</i>	<i>Level</i>			
Dust			Healing			Encouragement		
Suffumigation						Hesitation		
Elixir						Persuasion		

<i>Discipline</i>	<i>Skill %</i>	<i>Discipline</i>	<i>Skill %</i>	<i>Discipline</i>	<i>Skill %</i>			
<i>Psychic</i>	44%							
<i>Spell</i>	<i>Time</i>	<i>Level</i>	<i>Spell</i>	<i>Time</i>	<i>Level</i>			
Question								

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## Backstory

<b>Actions – How does he/she act towards &amp; treat others?</b>	<b><i>A character is defined by what he does.</i></b>
Impulsive, friendly, enjoys getting his friends into trouble.	
<b>Goals – What does he/she want?</b>	<b><i>Desires will affect a character's actions.</i></b>
Goal: To become rich.	
Motivation: To be able to take care of his mother.	
<b>Inner Need &amp; Main Character Flaw – What is he/she missing?</b>	<b><i>The flaw will block a character's need.</i></b>
Inner Need: To gain independence.	
Character Flaw: Gambling.	
<b>History – What happened in the past?</b>	<b><i>Where is the character from?</i></b>
Hugh is from a long line of serfs that have farmed the lands in Ireland for generations.	
Father was very religious, and carried a silver cross around his neck all of his life.	
Father died when Hugh was 13.	
Inherit the silver cross, which has been blessed by a bishop (+5 spiritual armour), along with the land and	
Feudal obligations to the lord. The land has been divided between his brothers.	
Joined the militia, where he discovered a talent in archery.	
<b>Reputation &amp; Stereotypes – What do others think of him/her?</b>	<b><i>These affect how others treat the character.</i></b>
People think he is a bit wild.	
<b>Special Talents, Habits, &amp; Preferences – What does he/she like?</b>	<b><i>Favorite things.</i></b>
Talented with the short bow and in cooking.	
Hobby: target shooting.	
<b>Appearance – What does he/she look like?</b>	<b><i>Physical traits, distinctive features, clothes.</i></b>
Tall, with a friendly expression most of the time, Hugh is almost always carrying his bow around.	
Hooked nose, and piercing eyes. Simple, unpretentious clothing.	