

# Fantasy Imperium

<i>Name: Hugh Bryson</i>	<i>Player:</i>
<i>Profession: Serf / Archer</i>	<i>Income / Savings: £12 / £2</i>

<i>Characteristics</i>		<i>Combat Factors</i>		<i>History</i>			<i>Appearance</i>		
Strength	71%	Hits	146	Nationality	Irish		Sex	Male	
Endurance	78%	Shock	49	Social Class	Poor (1)		Age	29	
Dexterity	68%	Morale	33	Siblings	4 <sup>th</sup> of 4		Height	5' 10"	
Intuition	77%	Winded	78	Birth Date	January 19, 992		Weight	190	
Self Discipline	39%	Exhausted	156	Birthplace	Drogheda		Skin	Cauc.	
Reasoning	47%	Burnout	234	Residence	Drogheda		Hair	Brown	
Ego	61%	Power	0	Religion	Christian		Eyes	Brown	
Awareness	85%	Fate	4	<b><i>Movement</i></b>	<b><i>Encumbrance</i></b>	<b><i>Magick Resistance</i></b>			
Presence	60%	Luck	9	0 Walk	2"	Light	35	Ceremonial	11%
Attractiveness	68%	Piety	75%	1 Jog	3"	Medium	71	Natural	11%
<i>Extra Damage</i>	+1	Spirit	72	2 Run	4"	Heavy	142	Extrasensory	15%
<i>Speed Bonus</i>	+1	Initiative	-2	5 Sprint	9"	Extreme	355	Black Magic	11%

## Possessions

Celtic Helmet, Cuir-bouilli		<i>Wealth: £12</i>
Byrnie, Cuir-bouilli		
Roundshield		
Celtic Short Sword		
Saxon Bow		
Dagger		
Silver cross, blessed by		
The bishop (+5 Spiritual		
Armour)		

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## Melee Weapons

Weapon	Skill %	H	Throw	Wt.	Mat.	Break %	Sharp.	I	F	Parry	Parry %	Damage
Celtic Short Sword	64%	1	-5	2	Iron	10%		-1	2	+5	37%	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
Saxon Bow	64%	12	1.5	40	1	-2	4	40	65	100	150	3d6 P
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
Celtic Helmet, Cuir-bouilli	1.25	45		Skull	6	Shoulder	7
Byrnie, Cuir-Bouilli	4	60		Eye		Armpit	7
Short Tunic, Linen	.5	20		Ears	6	Upper Arm	7
Vambraces, Leather	2	25		Nose		Inside Arm	7
Boots, Leather	.5	15		Face		Elbow	7 / 6
				Mouth		Forearm	6 / 0
				Chin		Wrist	7 / 6
				Throat		Hand	6 / 0
				Neck		Thigh	3
				Chest	7	Knee	3
				Abdomen	7	Shin	4
				Back	7	Calf	4
				Hip	4	Foot	4
				Groin	4		

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

<b>Total</b>	24
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SP	Skill	Base	%
	Acrobatics	DX	
	Acting	SD	
1	Administration	RE	20%
5	Agriculture	EN	66%
	Alchemy Script	RE	
5	Ambush	AW	67%
5	Animalcraft	SD	58%
	Astrology	IN	
	Astronomy	RE	
	Bargaining	PR	
5	Brewery	RE	60%
	Bribery	IN	
3	Business	RE	40%
	Candlemaking	AW	
5	Carpentry	EN	66%
	Cartography	AW	
	Ceramics	DX	
	Chemistry	RE	
3	Climbing	EN	46%
5	Cooking	IN	66%
	Counterfeiting	AW	
	Cryptography	RE	
3	Dancing	PR	42%
	Disguise	AW	
	Diving	DX	
	Drawing	AW	
	Eloquence	PR	
	Embalming	SD	
	Engineering	RE	
	Etiquette	PR	

SP	Skill	Base	%
5	First Aid	RE	60%
	Fishing	IN	
5	Fletching	DX	64%
5	Foraging	AW	67%
	Fortunetelling	IN	
	Forgery	DX	
5	Gambling	SD	58%
	Glassworking	DX	
5	Heraldry	RE	60%
5	Herbology	RE	60%
	Hideworking	SD	
1	History	RE	20%
	Interrogation	IN	
	Intrigue	AW	
	Juggling	DX	
3	Jumping	ST	44%
	Legerdemain	DX	
	Locksmith	DX	
	Masonry	EN	
	Mathematics	RE	
	Metallurgy	RE	
	Milling	RE	
	Mineralogy	RE	
	Mountaineering	EN	
	Mythology	RE	
	Painting	AW	
	Perfumery	AW	
	Physician	RE	
	Piloting	AW	
5	Reconnaissance	AW	67%

SP	Skill	Base	%
3	Religion	IN	46%
3	Riding	IN	46%
	Sculpture	DX	
	Seamanship	SD	
3	Seduction (PR)	AT	42%
2	Sensuality	IN	36%
	Sewing (hand)	SD	
	Shipwright	RE	
	Singing	PR	
	Skiing	DX	
	Song Lore	RE	
3	Stealth	SD	38%
3	Storytelling	PR	42%
3	Streetwise	EG	42%
	Strategy	RE	
	<b>Survival:</b>		
	Arctic	RE	
	Desert	RE	
5	Forest	RE	60%
	Jungle	RE	
	Marine	RE	
5	Steppe land	RE	60%
3	Swimming	EN	46%
	Tactics	RE	
	Textiles	RE	
	Timberwright	ST	
2	Tracking	AW	37%
	Trapping	DX	
	Weaponcraft	RE	
5	Weatherlore	AW	67%

SP	Languages	Base	%
0	Irish Gaelic	IN	74%
5	Middle Irish	IN	64%
		IN	
		IN	
		IN	
		IN	
		IN	
		IN	
		IN	
		IN	
		IN	

SP	Writing	Base	%
		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	%

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SP	Edged Weapons	Base	%
5	Knife	DX	64%
5	Hand Axe	DX	64%
	Axe	ST	
5	Short Sword	DX	64%
	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	
5	Club	ST	64%
	Staff	DX	
	Mace	ST	
	Warhammer	ST	
	Whip	DX	

SP	Polearm Wpns	Base	%
	Bill	DX	
	Guisarme	DX	
	Halberd	ST	
	Lance	SD	
	Military Flail	DX	
5	Military Fork	DX	64%
	Partisan	ST	
	Pike	ST	
	Poleaxe	ST	
	Spear	DX	

SP	Missile Weapons	Base	%
	Aclys, Dart	DX	
3	Axe	DX	44%
	Hammer	ST	
	Javelin	DX	
2	Knife	DX	34%
	Spear	DX	
	Spearthrower	DX	
	Sling	DX	
	Staff Sling	DX	
5	Shortbow	ST	64%
	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	%
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	
3	Wrestling	DX	44%
5	Street Fighting	ST	64%
3	Close Combat	ST	44%
	Groundfighting	ST	
	Unarmed Cmbt	DX	
	Restraints	DX	
3	Falling	DX	44%

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/ Saxon Bow: -2

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	
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	Short Swd	-1
Right Hand	Roundshield	-2
Armour	Leather	0
Mounted		
Initiative Rating:		-3

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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.	