

TRAPPINGS

Item	Location	Enc	Item	Location	Enc	Item	Location	Enc

Maximum Enc Capacity = $S \times 10$

Total Enc

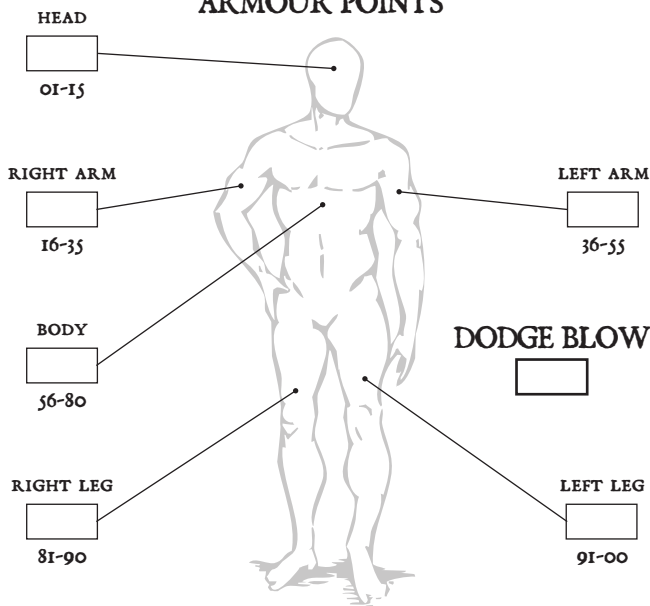
WEAPONS

WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				
QUALITIES				
QUALITIES				
QUALITIES				
QUALITIES				
QUALITIES				
QUALITIES				

ARMOUR

ARMOUR TYPE	LOCATIONS COVERED	ENC	AP

ARMOUR POINTS



MOVEMENT

ARMOUR	MOVE/ CHARGE	RUNNING	STANDING	FLYING			
M	M	DISENGAGE	ATTACK	RUN	LEAP	LEAP	FLYING
		$= M \times 2$	$= M \times 4$	$= M \times 6$	$= M + SB$	$= (M + SB) \div 2$	
HAMPERED MOVEMENT				STANDARD MOVEMENT			
YARDS PER MINUTE			YARDS PER MINUTE				
MILES PER HOUR			MILES PER HOUR				

WOUNDS

COMBAT
SCORES

WS	BS	Ag
SB	TB	FP

MONEY & TREASURE

GOLD CROWNS (GC) —	SILVER SHILLINGS (S) —
BRASS PENNIES (P) —	
OTHER TREASURE —	

ACTION SUMMARY

BASIC ACTION	TYPE	ADVANCED ACTION	TYPE
Aim	Half	All Out Attack	Full
Cast	Varies	Defensive Stance	Full
Charge	Full	Delay	Half
Disengage	Full	Feint	Half
Move	Half	Guarded Attack	Full
Ready	Half	Jump/Leap	Full
Reload	Varies	Manoeuvre	Half
Stand/Mount	Half	Parrying Stance	Half
Standard Attack	Half	Run	Full
Swift Attack	Full		
Use a Skill	Varies		

PERSONALITY

Personality: _____

Contacts/Friends: _____

Enemies: _____

Quote(s): _____

CHARACTER SKETCH



BACKGROUND & NOTES

Player Name: _____ Game Master: _____
 Campaign: _____ Campaign Year: _____ Date Created: _____
 Star Sign: _____ Doom: _____

