

Name: Conan

Concept: Young Cimmerian

ST	13	HP	13	Damage Resistance
DX	12	Will	12	
IQ	10	Per	10	
HT	11	FP	11	
Eyes	Arms	2		
Neck	Hands			
Skull	2	Legs	2	
Face		Feet	2	
Torso	2	Groin	2	

Move: 5	Speed: 5.7	Sw/Thr: 2d-1/1d
Dodge: 9	Parry: 10	Block:

Advantages	Disadvantages
Combat Reflexes (+1 defenses) High Pain Threshold (no shock) Will of Steel (+2 to Will)	Fear of Magic

Skills			
<i>Name</i>	<i>Level</i>	<i>Name</i>	<i>Level</i>
Barbarian!	11		
Brawling	14		
Stealth	13		
Sword	13		

Hand Weapons/Attacks				
<i>Weapon</i>	<i>Skill</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>
Broadsword (thrusting)	13	2d cut	1	0
	13	1d+2 imp	1	0

Ranged Weapons/Attacks								
<i>Weapon</i>	<i>Skill</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>RoF</i>	<i>Shots</i>	<i>Bulk</i>	<i>Rcl</i>

Possessions	
Broadsword (thrusting)	Boots
	Leather Armor (torso, groin)
	Leather (hvy) Leggings
	Leather (hvy) Sleeves

Character Creation (Notable)

- Write down a **Name** and **Concept** (Ex., "Sir Bernam, Honorable Wandering Knight.")
- Choose one of the three options below to determine your four main attributes, filling in the blanks with "Strong" (**ST**), "Dextrous" (**DX**), "Sharp" (**IQ**), or "Tough" (**HT**):
 - "I am super _____ and slightly _____, but otherwise average." (One 15, one 11, two 10s)
 - "I am very _____ and very _____, but otherwise average." (Two 13s, two 10s)
 - "I am reasonably _____ and _____, and almost as _____ and _____." (Two 12s, two 11s)
- By default, **HP = ST**, **Will = IQ**, and **FP = HT** (this may be adjusted in the next step by an appropriate *Advantage* or *Disadvantage*).
- Write down two **Advantages**, helpful things that make you out of the ordinary. (Things like, "I am lucky," "I fear no man," "Money is no object," "The Dust Riders of Zargoth 7 owe me a favor," etc.) Optionally, you may write down a third, but if you choose to do this you must also write down one **Disadvantage**, something that sometimes makes life harder for you (Like, "Missing left hand," "Nervous around strangers," etc.)
- Choose a *wildcard Skill*. This is a very broad catch-all you can roll against when none of your other skills apply, and is often similar to your concept (so, things like "Knight!," "Sailor!," "Scientist!," etc.). It is known at a level of DX-1 or IQ-1 (the GM will discuss with you which makes the most sense to use.)
- Choose three non-wildcard **Skills**. These focus on more specific skills, things like "Pistol," "Climbing," "Computer Hacking," etc. You will know one at DX+2 or IQ+2, and two at DX+1 or IQ+1 (again, with GM discussion.)
- Fill in the following secondary traits: **Sw/Thr** (see table, p. B16), **Speed** ($[HT+DX]/4$), **Move** (*Speed* with no decimals), **Dodge** (3 + *Move*), **Parry** (3 + half of the combat skill you parry with), and **Block** (3 + half your *Shield* skill, if you have one). Certain *Advantages* or *Disadvantages* may adjust these traits.
- Finally, choose any **Armor** (B282-287), **Weapons** (B267-281), and **Possessions** (B288-298) you have, filling in the appropriate **Damage Resistance** and stats.

Attempting an Action

Whenever attempting to use a *Skill* or to *Dodge/Parry/Block*, simply roll 3d6 against the target number the GM gives you. A roll equal to or less than that number succeeds!
 A roll of **3** or **4** is always a *critical success*, as is a **5** if your effective skill is 15+ and a **6** if your effective skill is 16+.
 A roll of **18** is always a *critical failure*, as is a **17** if your effective skill is 15 or less.

Name: Conan

Concept: Cimmerian Adventurer

ST	14	HP	14	Damage Resistance
DX	13	Will	12	
IQ	10	Per	10	
HT	11	FP	11	
		Eyes	Arms 4/2	
		Neck	Hands	
		Skull	2 Legs 4/2	
		Face	Feet 2	
		Torso	4/2 Groin 4/2	

Move: 6	Speed: 6	Sw/Thr: 2d/1d
Dodge: 10	Parry: 11	Block:

Advantages	Disadvantages
Combat Reflexes (+1 defenses) High Pain Threshold (no shock) Will of Steel (+2 to Will)	Fear of Magic

Skills			
<i>Name</i>	<i>Level</i>	<i>Name</i>	<i>Level</i>
Barbarian!	11		
Brawling	15		
Sword	15		
Lockpicking	11		
Stealth	14		
Throwing Axe	14		

Hand Weapons/Attacks				
<i>Weapon</i>	<i>Skill</i>	<i>Damage</i>	<i>Reach</i>	<i>Parry</i>
Broadsword (thrusting)	15	2d+1 cut	1	0
	15	1d+2 imp	1	0

Ranged Weapons/Attacks								
<i>Weapon</i>	<i>Skill</i>	<i>Damage</i>	<i>Acc</i>	<i>Range</i>	<i>RoF</i>	<i>Shots</i>	<i>Bulk</i>	<i>Rcl</i>
Throwing Axe	14	2d+2 cut	2	14/21	1	T(1)	-3	

Possessions	
Broadsword (thrusting)	Boots
Throwing Axe (x2)	Mail Hauberk (torso, groin)
	Mail Leggings
	Mail Sleeves

Character Creation (Heroic)

- Write down a **Name** and **Concept** (Ex., "Sir Bernam, Honorable Wandering Knight.")
- Choose one of the three options below to determine your four main attributes, filling in the blanks with "Strong" (**ST**), "Dextrous" (**DX**), "Sharp" (**IQ**), or "Tough" (**HT**):
 - "I am super _____ and really _____, but otherwise average." (One 15, one 13, two 10s)
 - "I am very _____ and very _____, but otherwise average." (Two 14s, two 10s)
 - "I am reasonably _____ and _____, and almost as _____ and _____." (Two 13s, two 11s)
- By default, **HP = ST**, **Will = IQ**, and **FP = HT** (this may be adjusted in the next step by an appropriate *Advantage* or *Disadvantage*).
- Write down two **Advantages**, helpful things that make you out of the ordinary. (Things like, "I am lucky," "I fear no man," "Money is no object," "The Dust Riders of Zargoth 7 owe me a favor," etc.) Optionally, you may write down a third, but if you choose to do this you must also write down one **Disadvantage**, something that sometimes makes life harder for you (Like, "Missing left hand," "Nervous around strangers," etc.)
- Choose a *wildcard Skill*. This is a very broad catch-all you can roll against when none of your other skills apply, and is often similar to your concept (so, things like "Knight!," "Sailor!," "Scientist!," etc.). It is known at a level of DX-1 or IQ-1 (the GM will discuss with you which makes the most sense to use.)
- Choose five non-wildcard **Skills**. These focus on more specific skills, things like "Pistol," "Climbing," "Computer Hacking," etc. You will know two at DX+2 or IQ+2, and three at DX+1 or IQ+1 (again, with GM discussion.)
- Fill in the following secondary traits: **Sw/Thr** (see table, p. B16), **Speed** ($[HT+DX]/4$), **Move** (*Speed* with no decimals), **Dodge** (3 + *Move*), **Parry** (3 + half of the combat skill you parry with), and **Block** (3 + half your *Shield* skill, if you have one). Certain *Advantages* or *Disadvantages* may adjust these traits.
- Finally, choose any **Armor** (B282-287), **Weapons** (B267-281), and **Possessions** (B288-298) you have, filling in the appropriate **Damage Resistance** and stats.

Attempting an Action

Whenever attempting to use a *Skill* or to *Dodge/Parry/Block*, simply roll 3d6 against the target number the GM gives you. A roll equal to or less than that number succeeds!
 A roll of **3** or **4** is always a *critical success*, as is a **5** if your effective skill is 15+ and a **6** if your effective skill is 16+.
 A roll of **18** is always a *critical failure*, as is a **17** if your effective skill is 15 or less.

Name: Conan

Concept: Seasoned Cimmerian

ST	14	HP	14	Damage Resistance
DX	14	Will	13	
IQ	11	Per	11	
HT	11	FP	11	
Eyes		Arms	4	
Neck		Hands		
Skull	6	Legs	4	
Face		Feet	2	
Torso	4	Groin	4	

Move: 6 Speed: 6.2 Sw/Thr: 2d/1d
 Dodge: 10 Parry: 11 Block:

Advantages

Combat Reflexes (+1 defenses)
 Hard to Kill (+2 HT vs. death checks)
 High Pain Threshold (no shock)
 Will of Steel (+2 to Will)

Disadvantages

Fear of Magic

Skills

Name	Level	Name	Level
Barbarian!	12	First Aid	12
Brawling	16	Leadership	12
Stealth	16	Lockpicking	12
Sword	16	Throwing Axe	15

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Broadsword (thrusting)	16	2d+1 cut	1	0
	16	1d+2 imp	1	0

Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
Throwing Axe	15	2d+2 cut	2	14/21	1	T(1)	-3	

Possessions

Broadsword (thrusting)	Pot-Helm
Throwing Axe (x2)	Scale Armor (torso, groin)
	Scale Leggings
Boots	Scale Sleeves

Character Creation (Epic)

- Write down a **Name** and **Concept** (Ex., "Sir Bernam, Honorable Wandering Knight.")
- Choose one of the three options below to determine your four main attributes, filling in the blanks with "Strong" (**ST**), "Dextrous" (**DX**), "Sharp" (**IQ**), or "Tough" (**HT**):
 "I am **super** _____ and very _____, but otherwise average." (One 16, one 14, two 10s)
 "I am super _____ and super _____, but otherwise average." (Two 15s, two 10s)
 "I am reasonably _____ and _____, and almost as _____ and _____." (Two 13s, two 12s)
- By default, **HP = ST**, **Will = IQ**, and **FP = HT** (this may be adjusted in the next step by an appropriate *Advantage* or *Disadvantage*).
- Write down three **Advantages**, helpful things that make you out of the ordinary. (Things like, "I am lucky," "I fear no man," "Money is no object," "The Dust Riders of Zargoth 7 owe me a favor," etc.) Optionally, you may write down a fourth, but if you choose to do this you must also write down one **Disadvantage**, something that sometimes makes life harder for you (Like, "Missing left hand," "Nervous around strangers," etc.)
- Choose a **wildcard Skill**. This is a very broad catch-all you can roll against when none of your other skills apply, and is often similar to your concept (so, things like "Knight!," "Sailor!," "Scientist!," etc.). It is known at a level of DX-1 or IQ-1 (the GM will discuss with you which makes the most sense to use.)
- Choose seven non-wildcard **Skills**. These focus on more specific skills, things like "Pistol," "Climbing," "Computer Hacking," etc. You will know three at DX+2 or IQ+2, and four at DX+1 or IQ+1 (again, with GM discussion.)
- Fill in the following secondary traits: **Sw/Thr** (see table, p. B16), **Speed** ($[HT+DX]/4$), **Move** (*Speed* with no decimals), **Dodge** (3 + *Move*), **Parry** (3 + half of the combat skill you parry with), and **Block** (3 + half your *Shield* skill, if you have one). Certain *Advantages* or *Disadvantages* may adjust these traits.
- Finally, choose any **Armor** (B282-287), **Weapons** (B267-281), and **Possessions** (B288-298) you have, filling in the appropriate **Damage Resistance** and stats.

Attempting an Action

Whenever attempting to use a *Skill* or to *Dodge/Parry/Block*, simply roll 3d6 against the target number the GM gives you. A roll equal to or less than that number succeeds!

A roll of **3** or **4** is always a *critical success*, as is a **5** if your effective skill is 15+ and a **6** if your effective skill is 16+.

A roll of **18** is always a *critical failure*, as is a **17** if your effective skill is 15 or less.