Name: Brother Bob Concept: Holy Cleric

ST	12	HP	12
DX	12	Will	14
IQ	14	Per	14
HT	10	FP	10

Damage **R**esistance

Eyes		Arms	4/2
Neck	4/2	Hands	
Skull	6/4	Legs	4/2
Face		Feet	2
Torso	4/2	Groin	4/2

Move: 5   Speed: 5.5   Sw/Thr: 1d+2/1d-1
Dodge: 9   Parry: 10   Block: -

Advantages   Disadvantages

Holy Power (+1 IQ for spells)
Combat Reflexes (+1 defenses)

Skills

Name	Level	Name	Level
Cleric!	13		
Heal Heavy Wounds	17	(costs 2 FP, +2d+3 HP)	
Shield (DR 4)	17	(costs 2 FP/turn)	
Heal Light Wounds	16	(costs 1 FP, +1d HP)	
Cure Poison	16	(costs 2 FP, cures poison)	
Mace	13		

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Mace	13	2d+1	1	0U

Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl

Possessions
Mail Hauberk, Leggings, Sleeves

Mail Coif

Mace

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** and **Per** = **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: Grunk   Concept: Mighty Warrior

ST	14	HP	14
DX	13	Will	10
IQ	10	Per	10
HT	11	FP	11

Damage Resistance

Eyes		Arms	4
Neck		Hands	
Skull	6	Legs	4
Face	4	Feet	2
Torso	4	Groin	4

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

Advantages   Disadvantages

Combat Reflexes (+1 defenses)
High Pain Threshold (no shock)

Skills

Name	Level	Name	Level
Warrior!	12		
Sword	15		
Brawling	15		
Shield	14		
Crossbow	14		
Leadership	11		

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Thrusting Broadsword	15	2d+1 cut	1	11
	15	1d+2 imp	1	11

Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
Crossbow	14	1d+4 imp	4	280/350	1	1(4)	-6	

Possessions

Scale Armor, Leggings, Sleeves
Legionary Helmet
Thrusting Broadsword
Crossbow

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** and **Per** = **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: Sneaky Pete Concept: Shadowy Thief

ST	13	HP	13
DX	15	Will	10
IQ	10	Per	10
HT	10	FP	10

Damage Resistance

Eyes		Arms	2
Neck		Hands	
Skull	4	Legs	2
Face	2	Feet	2
Torso	2	Groin	2

Move: 6   Speed: 6.3   Sw/Thr: 2d-1/1d
Dodge: 9   Parry: 11   Block: -

Advantages   Disadvantages

Stealthy (+2 to Stealth skill)
Backstabber (double damage
         from stealth)

Skills

Name	Level	Name	Level
Thief!	14		
Stealth	19		
Sword	17		
Bow	16		
Pickpocket	16		
Lockpicking	16		

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Short Sword	17	2d-1 cut	1	11
	17	1d imp	1	11

Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
Short Bow	16	1d imp	1	130/195	1	1(2)	-6	

Possessions

Leather Armor   Short Sword
Hvy Leather Leggings, Sleeves   Short Bow
Leather Helm

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** and **Per** = **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: Tim the Mighty   Concept: Arcane Wizard

ST	10	HP	10	
DX	12	Will	15	
IQ	15	Per	15	
HT	11	FP	11	

Damage Resistance

Eyes		Arms	1
Neck		Hands	
Skull	3	Legs	1
Face		Feet	2
Torso	1	Groin	

Move: 5   Speed: 5.8   Sw/Thr: 1d/1d-2
Dodge: 8   Parry: 11   Block: -

Advantages   Disadvantages

Magery (+1 IQ for spells)
Eidetic Memory
   (remembers anything read)

Skills

Name	Level	Name	Level
Wizard!	14		
Fireball (2d dmg)	18	(costs 2 FP)	
Shield (DR 4)	18	(costs 2 FP/turn)	
Charm Person	17	(costs 4 FP, Will contest)	
Fly	17	(costs 2 FP/turn)	
Staff	13		

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Staff (swing)	13	1d+2 cr	1,2	+2
(thrust)	13	1d cr	1,2	+2

Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl

Possessions

Staff
Heavy Robes, Cap
Spell Book

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** and **Per** = **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!

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