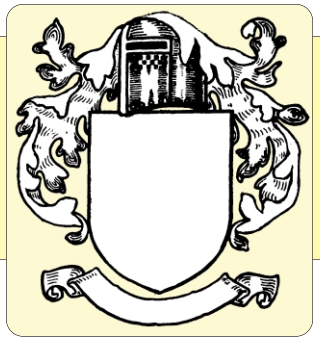
Character Profile

Character Name:

Occupation/Profession:



Birth/Family

Species / Sex
Birthdate
Sunsign
Birthplace
Parent Occupation
Sibling Rank
Estrangement
Clanhead

Appearance

Height	Complexion
Frame	Hair Colour
Weight	Eye Colour
Size	Comeliness
Handedness	
General Appearance	
Medical	

Physical

Strength
Endurance
Dexterity
Agility
Speed
Eyesight
Hearing
Smell/Taste
Touch
Voice

Personality

Intelligence	Aura
Will	Morality
Psyche	
Deity/Religion	
Piety	
Other Personality	

Physical/Combat

SKILL	SB	ML
Climbing		
Condition		
Dodge		
Initiative		
Jumping		
Mobility		
Stealth		
Throwing		
Unarmed		

Communication

SKILL	SB	ML
Awareness		
Intrigue		
Oratory		
Rhetoric		
Ritual ( )		
Singing		

Talents

SKILL	SB	ML
Spirit		

Languages/Scripts

SKILL	SB	ML

Lore/Craft

SKILL	SB	ML

Spells/Rituals

Convocation/Discipline

SPELL/RITUAL	SB	ML

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Character Sheet by Andy Staples, July 2000

Combat Profile

Character Name:

Load Summary

Carried Items	Weight	Notes
Weapon Total		
Armour Total		
Pack Total		
Miscellaneous Total		
Total Load (lb)		

Combat Factors

Initiative	
Mobility	
Condition	
Dodge	
Fatigue Rate	
Fatigue Recovery	

Penalties

Injury	Heal Rate	Injury Points
Bloodloss	5	

Encumbrance	
Fatigue	
Physical Penalty	

Special Penalties	

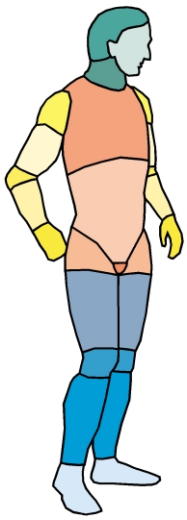
Weapons Profile

Weapon	Weight	Quality	ML	Blunt	Edge	Point	Magic	Notes
Hand/Forearm/Elbow	-	-						
Foot/Knee	-	-						
Head	-	-						

Armour Profile

Armour/Garb Item	Size	Weight	Quality	Magic	SK	FA	NK	SH	UA	EL	FO	HA	TX	AB	HP	GR	TH	KN	CF	FO

Armour Analysis



Location	Summary of Armour Layers	Quality	Blunt	Edge	Point	Fire	Squeeze	Tear
Skull								
Face								
Neck								
Shoulders								
Upper Arms								
Elbows								
Forearms								
Hands								
Thorax								
Abdomen								
Hips								
Groin								
Thighs								
Knees								
Calves								
Feet								

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Equipment Profile

Character Name:

Armour/Clothing

Item	Weight	Location/Notes
Armour Total (lb)		

Weapons/Carried items

Item	Weight	Location/Notes
Weapon Total (lb)		

Pack/Satchel

Item	Weight	Location/Notes
Pack Total (lb)		

Pouches/Miscellaneous

Item	Weight	Location/Notes
Money Pouch		
Farthings ( )		
Pennies ( )		
Misc Total (lb)		

Other Possessions/Holdings

Currency Notes

SILVER PENNIES (d): Minted in most human nations on Hârn and of roughly uniform quality (although Rethemi coins are often debased). Pennies can be cut into quarters to make farthings.
FARTHINGS (f): Literally a quarter-penny. Pennies are marked with a cross on the back to aid accurate cutting. Worth ¼d.
USURERS' NOTES: Issued by individual usurers to the bearer or a named individual. Other usurers might cash one at a discount.
KHUZAN GOLD CROWN: Very rare gold coin minted by Dwarves. Worth at least 320d.

Weights & Measures

WEIGHT
1 dram (dm)* = 1.772g
16 dms = 1 ounce (oz)= 28.35g
16 oz = 1 pound (lb) = 0.454kg
14lb = 1 stone (st) = 6.35kg
**Apothecaries use 1 dram = 1/8 oz = 3.544g*

LENGTH
1 inch (in) = 2.54cm
12 ins = 1 foot (ft) = 30.48cm
3 ft = 1 yard (yd) = 0.9144m
1760 yds = 1 mile = 1.609km
2.5 miles = 1 Hârnic league = 4km

VOLUME
1 pint (pt) = 0.4732l
8pts = 1 gallon (g) = 3.785l
A pint of water weighs 1lb

DRY VOLUME
4 pecks = 1 bushel = 35.24l
8 bushels = 1 quarter = 281.9l
A bushel of wheat weighs about 60lb

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