

Fantasy Imperium

<i>Name:</i>	<i>Player:</i>
<i>Profession:</i>	<i>Income / Savings:</i>

Characteristics		Combat Factors		History				Appearance	
Strength		Hits		Nationality				Sex	
Endurance		Stun		Social Class				Age	
Dexterity		Morale		Siblings				Height	
Intuition		Winded		Birth Date				Weight	
Self Discipline		Exhausted		Birthplace				Skin	
Reasoning		Burnout		Residence				Hair	
Ego		Power		Religion				Eyes	
Awareness		Fate		Movement		Encumbrance		Magic Resistance	
Presence		Luck		0	Walk		Light		Ceremonial
Attractiveness		Piety		1	Jog		Medium		Natural
Extra Damage		Spirit		2	Run		Heavy		Extrasensory
Speed Bonus		Initiative		5	Sprint		Extreme		Black Magic

Possessions

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Melee Weapons

Weapon	Skill %	H	Throw	Wt.	Mat.	Break %	Sharp.	I	F	Parry	Parry %	Damage

Missile Weapons

Weapon	Skill %	Ammo	Wt.	Pull	Load	I	F	S	M	L	X	Damage

-0% -25% -50% -75%

Armor

Name & Material		Wt.	Hits	Damage	Location			Value	Location		Value	
					Skull				Shoulder			
					Eye				Armpit			
					Ears				Upper Arm			
					Nose				Inside Arm			
					Face				Elbow			
					Mouth				Forearm			
					Chin				Wrist			
					Throat				Hand			
					Neck				Thigh			
					Chest				Knee			
					Abdomen				Shin			
					Back				Calf			
					Hip				Foot			
					Groin							
Shield		B S E	Wt.	Material	I	F	Turn	Missiles	Hits	Damage	Parry	Parry %

Total

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<i>Skill</i>	<i>Base</i>	<i>%</i>
Acrobatics	DX	
Acting	SD	
Administration	RE	
Agriculture	EN	
Alchemist's Script	RE	
Ambush	AW	
Animalcraft	SD	
Astrology	IN	
Astronomy	RE	
Brewery	RE	
Bribery	IN	
Business	RE	
Candlemaking	AW	
Carpentry	EN	
Cartography	AW	
Ceramics	DX	
Chemistry	RE	
Climbing	EN	
Cooking	IN	
Counterfeiting	AW	
Cryptography	RE	
Dancing	PR	
Disguise	AW	
Diving	DX	
Drawing	AW	
Embalming	SD	
Engineering	RE	
Etiquette	PR	
First Aid	RE	
Fishing	IN	

<i>Skill</i>	<i>Base</i>	<i>%</i>
Fletching	DX	
Foraging	AW	
Forgery	DX	
Gambling	SD	
Glassworking	DX	
Heraldry	RE	
Herbology	RE	
Hideworking	SD	
History	RE	
Interrogation	IN	
Intrigue	AW	
Juggling	DX	
Jumping	ST	
Legends & Myths	RE	
Legerdemain	DX	
Locksmithing	DX	
Masonry	EN	
Mathematics	RE	
Metallurgy	RE	
Milling	RE	
Mineralogy	RE	
Mountaineering	EN	
Oratory, Command	PR	
Painting	AW	
Perfumery	AW	
Physician	RE	
Piloting	AW	
Reconnaissance	AW	
Religious Doctrine	IN	
Rhetoric, Bargain	PR	

<i>Skill</i>	<i>Base</i>	<i>%</i>
Riding (Horse)	IN	
Riding (Mythical)	PR	
Sculpture	DX	
Seamanship	SD	
Seduction (PR-men)	AT*	
Sensuality	IN	
Sewing (hand)	SD	
Shipwright	RE	
Singing	PR	
Skiing	DX	
Song Lore	RE	
Stealth	SD	
Streetwise	EG	
Strategy	RE	
<i>Survival:</i>		
Arctic	RE	
Desert	RE	
Forest	RE	
Jungle	RE	
Marine	RE	
Steppeland	RE	
Swimming	EN	
Tactics	RE	
Textiles	RE	
Timberwright	ST	
Tracking	AW	
Trapping	DX	
Weaponcraft	RE	
Weatherlore	AW	
Writing (Author)	PR	

<i>Languages</i>	<i>Base</i>	<i>%</i>

<i>Reading & Writing</i>	<i>Base</i>	<i>%</i>

<i>Musical Instruments</i>	<i>Base</i>	<i>%</i>
Drum		
Dulcimer		
Flute		
Harp		
Lute		
Lyre		
Mandolin		
Pipes		

<i>Miscellaneous</i>	<i>Base</i>	<i>%</i>

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<i>Edged Weapons</i>	<i>Base</i>	<i>%</i>
Knife	DX	
Hand Axe	DX	
Axe	DX	
Short Sword	DX	
Saber	DX	
Sword	DX	
Hand & 1/2 Sword	DX	
Two-Handed Swd.	DX	
Rapier	DX	
Cut & Thrust Swd.	DX	

<i>Non-Edged Weapon</i>	<i>Base</i>	<i>%</i>
Ball & Chain	DX	
Club	DX	
Staff	DX	
Mace	DX	
Warhammer	DX	
Whip	DX	

<i>Polearm Weapons</i>	<i>Base</i>	<i>%</i>
Bill	DX	
Guisarme	DX	
Halberd	DX	
Lance	DX	
Military Fork	DX	
Partisan	DX	
Pike	DX	
Poleaxe	DX	
Spear	DX	

<i>Missile Weapons</i>	<i>Base</i>	<i>%</i>
Aclys, Rock	DX	
Axe	DX	
Crossbow	DX	
Javelin	DX	
Knife	DX	
Shortbow	DX	
Longbow	DX	
Sling	DX	
Staff Sling	DX	
Spearthrower	DX	

Notes

<i>Maneuvering in Armor</i>	<i>Level</i>
Leather (–1 initiative)	
Ring (–2 initiative)	
Scale (–3 initiative)	
Mail (–4 initiative)	
Plate (–5 initiative)	

<i>Shield Parry</i>	<i>Base</i>
Buckler	DX
Round Shield	DX
Heater	DX
Oval Shield	DX
Viking Shield	DX
Kite Shield	DX
Legionary Shield	DX
Tower Shield	DX

<i>Unarmed Combat</i>	<i>Base</i>	<i>%</i>
Boxing	ST	
Wrestling	DX	
Street Fighting	ST	
Close Combat	DX	
Groundfighting	DX	
Unarmed Combat	DX	
Restraints	DX	
Falling	DX	

<i>Firearms</i>	<i>Base</i>	<i>%</i>
Handgonnes	SD	
Arquebus	SD	
Wheel-Lock Pistols	SD	
Flint-Lock Pistols	SD	
Muskets	SD	
Blunderbus	SD	
Bombs	DX	

<i>Siege Weapons</i>	<i>Base</i>	<i>%</i>
Battering Ram	RE	
Oxybeles (tension)	RE	
Catapult (torsion)	RE	
Ballistae (torsion)	RE	
Trebuchet (traction)	RE	
Treb.(counterpoise)	RE	
Greek Fire	RE	
Cannons	RE	
Sapper	RE	

Notes

<i>Ceremonial</i>	<i>Base</i>	<i>%</i>
Alchymy	IN+SD	
Conjuration	IN+SD	
Ritualism	IN+SD	
Spiritualism	IN+SD	

<i>Natural</i>	<i>Base</i>	<i>%</i>
Deceiver	RE+EG	
Enchantment	RE+EG	
Elementalism	RE+EG	
Sorcery	RE+EG	

<i>Extrasensory</i>	<i>Base</i>	<i>%</i>
Mysticism	AW+PR	
Psychic	AW+PR	
Seer	AW+PR	
Talismanic	AW+PR	

<i>The Black Arts</i>	<i>Base</i>	<i>%</i>
Black Magic	Best	

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Experience Points

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<i>Name:</i>	<i>Player:</i>
<i>Disciplines</i>	

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Fantasy Imperium

* *What the Character Does.*

Profession:

Actions:

* *Motive.*

Goal:

Desires:

* *Past.*

History:

* *Reputation.*

History:

* *Stereotypes.*

Obvious things:

Familiarity & Strangeness:

* *Actions.*

How does he/she act towards & treat others?

* *Habits & Patterns.*

Noticeable things:

* *Talents & Abilities.*

Noticeable things:

* *Tastes & Preferences.*

Favorite things:

* *Appearance.*

Physical looks:

Distinctive features:

Clothes:

* *Character Flaws:*

Emotional or Psychological Needs: