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## FANTASY ROLEPLAY

Copy of the local day o																	
NAME								RACE				EXPERIEN	ICE				
PLAYER								GENDER					CU	RRFNT	CAREER		
CAMPAIGN								AGE					00		0/11(12)		
DI ACE								HEIGHT									
PLACE OFBIRTH				WEIGHT					PRE	EVIOUS	CAREER	s					
RELIGION								HAIR									
					EYES												
Gold Crowns (1)		Silver Shillings (20) Brass Pennies (240)					SIGN MOVEMENT (squares/2 yards)										
								MARKS				MOVE		CHARGE		RUN	
	-		:	:	:	:		:				-		:	-		Contraction of the
MAIN PROFILE	WS	BS	S	T	AG	Int	W	P Fel	SECONDARY	Α	W	SB	TB	Μ	MAG	IP	FP
PROFILE									PROFILE								
STARTER									STARTER								
SCHEME									SCHEME								

#ADVANCES

## COMBAT REFERENCE

#ADVANCES

MELEE WEAPONS	GROUP	DAMAGE	QUALITIES			F.	WOUNDS	
							PERMANENT	
							INJURIES	
							DISORDERS &	20.00
						1	DISABILITIES	
MISSILE WEAPONS	GROUP	DAMAGE	RANGES	RELOAD	QUALITIES			

COMBAT ACTIO	ONS	
READY	pull out a weapon or an item	1/2
AIM	+10% to WS or BS one attack	1/2
CAST	use magic	?
STANDARD ATTACK	one melee attack or ranged attack	1/2
GUARDED ATTACK	-10% to WS, +10% to dodge/parry	full
SWIFT ATTACK	if $A > 1$ , multiple attacks	full
ALL OUT ATTACK	+20% to WS, no parry or dodge	full
CHARGE	+10% to WS, must have 4 yard run-up	full
DEFENSIVE STANCE	-20% to opponent's WS	full
PARRYING STANCE	prepare to deflect opponent attack	1/2
RELOAD	reload a ranged weapon	?
MANOEUVER	opposed WS test, move your opponent 2 yds	1/2
FEINT	opposed WS test, opponent loses dodge/parry	1/2
DELAY	wait, saving 1/2 action for later	1/2
DISENGAGE	safely move away from combat	full
JUMP/LEAP	jump down/leap across something	full
STAND/MOUNT	get up from ground, get onto horse	1/2
MOVE	short movement (M x 2 yds)	1/2
RUN	fast movement (M x 6 yds)	full
USE A SKILL	depends on skill	?

Armour Move Modifiers	ement	🗆 -ю Ад	🗆 -1 Mv
Str Bonus	T Bonus	Fate Pts	Fortune Pts
01-15	HEAD	56-80	BODY
AP + TB =		AP + TB	
<b>IÓ-35</b> <u>AP</u> + <u>TB</u> =	R.ARM	3 <b>6-55</b>	L.ARM
8 <b>1-90</b>	R.LEG	91-00	L.LEG

		N. A	The state of the state of the	1	1-21		10
-			SKILLS			TRAPPINGS	
	SKILL	CHAR	MASTERY RELATED TALENTS BASIC SKILLS (CHAR / 2)				
	Animal Care	Int	None	-			
	Charm	Fel	INONC				
	Command	Int	None				
	Concealment	Ag	. conc	-			
	Consume Alcohol	T	None				
	Disguise	Fel					1
	Drive	S	None	4			
	🗆 Evaluate	Int					100
	🗆 Gamble	Int		-			
	🗆 Gossip	Fel		-			
	🗆 Haggle	Fel					
	🗌 Intimidate	S					
	Outdoor Survival	Int	None				
ł	Perception	Int					
4	□ Ride	Ag				SPECIAL ITEMS	
	🗆 Row	S	None			STECIAL IT EMS	
	Scale Sheer Surface	S	None				
	Search	Int	None				1
	Silent Move	Ag					
	🗆 Swim	S	None				
A			ADVANCED SKILLS				
	Academic Knowledge						8
	<ul> <li>Animal Training</li> <li>Blatter</li> </ul>	Fel	None				
	Blather	Fel	None				20
	<ul><li>Channelling</li><li>Charm Animal</li></ul>	WP Fel					-29
	Common Knowledge		None		TALENT	TALENTS DESCRIPTION	
	<ul> <li>Dodge Blow</li> </ul>	Ag	None		IALENI	DESCRIPTION	
I	Follow Trail	Int	None				
	Heal	Int					
	Hypnotism	WP	None				
R	□ Lip Reading	Int					-
	Magical Sense	WP					
111	□ Navigation	Int					
	Performer	Fel					
	Pick Lock	Ag					
T	Prepare Poison	Int					
	□ Read/Write	Int					5
	🗆 Sail	Ag	None				1
	Secret Language	Int					
	Secret Signs	Int					-
	Set Trap	Ag	None				
14	Shadowing	Ag	None				6
	□ Sleight of Hand	Ag	None				لم
~	Spk Arcane Language Speak Language						
	<ul><li>Speak Language</li><li>Torture</li></ul>	Int Fel					
-		Varies					
	Ventriloquism	Fel	None				-
	vontinoquisin	1.01	Trone				6