CHARACTER

Name: Jersey Smith
Race: Halfling
Career Path: Hunter

Experience:

PERSONAL DETAILS

Gender: Male
Age: 44
Date of Birth:
Birthplace: Embrun
Nationality: Brettonia
Religion: Ranald
Height: 4' 1"
Weight: 115
Eyes: Copper
Hair: Light Brown
Distinguishing Marks: Tattoo "Eet is a tigayr, not a keetten!"

CHARACTER PROFILE

Main	WEAPON SKILL WS	BALLISTIC SKILL BS	STRENGTH S	TOUGHNESS T	AGILITY Ag	INTELLIGENCE Int	WILL POWER WP	FELLOWSHIP Fel
Starting	16	49	25	20	43	30	26	42
Advance		15		5	10	5		
Current		54						

Secondary	ATTACKS A	WOUNDS W	STRENGTH BONUS SB	TOUGHNESS BONUS TB	MOVEMENT M	MAGIC Mag	INSANITY POINTS IP	FATE POINTS FP
Starting	1	15	2	2	4	o	o	3
Advance		3	—	—			—	—
Current								

TALENTS

TALENT	DESCRIPTION
Marksman	+5% BS (included)
Night Vision	See in darkness (w starlight etc) 30 yards
Peripheral Vision	Arc of fire 180 degrees
Rapid Reload	Reduce reload times by half action
Resistance to Chaos	+10% WP resist magic and chaos, immune mutation, may never gain a speillcasting career
Specialist Weapon: Longbow	
Specialist Weapon: Sling	
Very Resilient	+5% Toughness (included)

SKILLS

TAKEN	BASIC SKILLS	TOTAL CHAR	+10%	+20%	RELATED TALENTS	ASSOC CHAR
☐	Animal Care	15	☐	☐		(Int)
☐	Charm	21	☐	☐		(Fel)
☐	Command	21	☐	☐		(Fel)
☒	Concealment	43	☐	☐		(Ag)
☐	Consume Alcohol	10	☐	☐		(T)
☐	Disguise	21	☐	☐		(Fel)
☐	Drive	12	☐	☐		(S)
☐	Evaluate	15	☐	☐		(Int)
☐	Gamble	21	☐	☐		(Int)
☒	Gossip	42	☐	☐		(Fel)
☐	Haggle	21	☐	☐		(Fel)
☐	Intimidate	12	☐	☐		(S)
☒	Outdoor Survival	30	☐	☐		(Int)
☒	Perception	30	☐	☐		(Int)
☐	Ride	21	☐	☐		(Ag)
☐	Row	12	☐	☐		(S)
☐	Scale Sheer Surface	12	☐	☐		(S)
☒	Search	30	☐	☐		(Int)
☒	Silent Move	43	☐	☐		(Ag)
☐	Swim	12	☐	☐		(S)

TAKEN	ADVANCED SKILLS	TOTAL CHAR	+10%	+20%	RELATED TALENTS	ASSOC CHAR
☐	Animal Training		☐	☐		(Fel)
☐	Blather		☐	☐		(Fel)
☐	Chanelling		☐	☐		(WP)
☐	Charm Animal		☐	☐		(Fel)
☐	Dodge Blow		☐	☐		(Ag)
☐	Follow Trail		☐	☐		(Int)
☐	Heal		☐	☐		(Int)
☐	Hypnotism		☐	☐		(WP)
☐	Lip Reading		☐	☐		(Int)
☐	Magical Sense		☐	☐		(WP)
☐	Navigation		☐	☐		(Int)
☐	Pick Lock		☐	☐		(Ag)
☐	Prepare Poison		☐	☐		(Int)
☐	Read/Write		☐	☐		(Int)
☐	Sail		☐	☐		(Ag)
☐	Set Trap		☐	☐		(Ag)
☐	Shadowing		☐	☐		(Ag)
☐	Sleight of Hand		☐	☐		(Ag)
☐	Torture		☐	☐		(Fel)
☐	Ventriloquism		☐	☐		(Fel)
☒	Secret Signs Ranger	30	☐	☐		Int
☒	Academic Knowledge: Geneology	30	☐	☐		Int
☒	Common Knowledge: Halflings	30	☐	☐		
☒	Trade: Cook	30	☐	☐		
☐			☐	☐		

TRAPPINGS

Item	Location	Enc	Item	Location	Enc	Item	Location	Enc

Maximum Enc Capacity = $(S+T)\times10$ ☐   Total Enc ☐

WEAPONS

WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				

WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				

WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				

WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				

WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				

WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				

WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				

ARMOUR

ARMOUR TYPE	LOCATIONS COVERED	ENC	AP

ARMOUR POINTS

HEAD ☐ 01-15

RIGHT ARM ☐ 16-35

BODY ☐ 56-80

RIGHT LEG ☐ 81-90

LEFT ARM ☐ 36-55

LEFT LEG ☐ 91-00

DODGE BLOW ☐
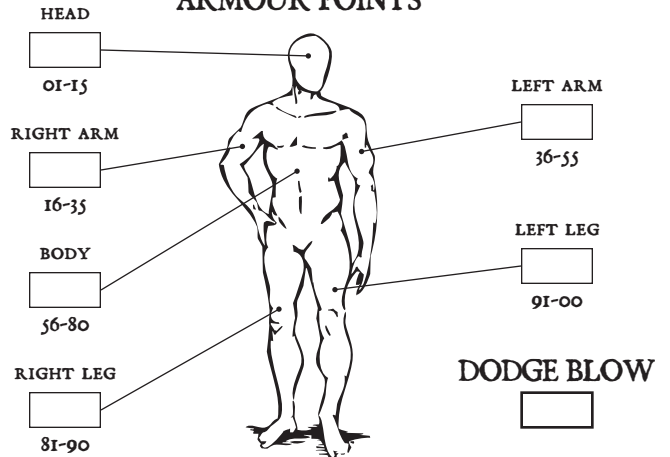
MOVEMENT

		ARMOURED	MOVE/ DISENGAGE	CHARGE ATTACK	RUN	RUNNING LEAP	STANDING LEAP	FLYING
M		M						
4			8	16	24	6	3	
			= M×2	= M×4	= M×6	= M+SB	= (M+SB)÷2	

HAMPERED MOVEMENT
- YARDS PER MINUTE ☐
- MILES PER HOUR ☐

STANDARD MOVEMENT
- YARDS PER MINUTE ☐
- MILES PER HOUR ☐

MONEY & TREASURE

GOLD CROWNS (GC) —   OTHER TREASURE —

SILVER SHILLINGS (S) —

BRASS PENNIES (P) —

WOUNDS

COMBAT SCORES

WS	BS	AG

SB	TB	FP

ACTION SUMMARY

BASIC ACTION	TYPE	ADVANCED ACTION	TYPE
Aim	Half	All Out Attack	Full
Cast	Varies	Defensive Stance	Full
Charge	Full	Delay	Half
Disengage	Full	Feint	Half
Move	Half	Guarded Attack	Full
Ready	Half	Jump/Leap	Full
Reload	Varies	Manoeuvre	Half
Stand/Mount	Half	Parrying Stance	Half
Standard Attack	Half	Run	Full
Swift Attack	Full		
Use a Skill	Varies		

SPELL GRIMOIRE

SPELL NAME	CASTING NUMBER	CASTING TIME	INGREDIENTS	DESCRIPTION	WP TEST
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏
					❏

HENCHMEN & ANIMAL COMPANIONS

Name: _____ Type: _____

PROFILES	WS	BS	S	T	Ag	Int	WP	Fel
MAIN								

	A	W	SB	TB	M	Mag	IP	FP
SECONDARY								

SKILLS	
TALENTS	
ARMOUR	
ATTACKS	

Name: _____ Type: _____

PROFILES	WS	BS	S	T	Ag	Int	WP	Fel
MAIN								

	A	W	SB	TB	M	Mag	IP	FP
SECONDARY								

SKILLS	
TALENTS	
ARMOUR	
ATTACKS	

PERSONALITY

Personality: A most serious and ambitious halfling, Jersey goes back and forth quickly between bravado and nervousness. He is a dreamer, and he dreams most of all of love.

Contacts/Friends:

Enemies: Well . . . When Jersey is being honest with himself, he probably has to count Eudice Flourette's father.

Quote(s): I ahm out to kill my fellow man, but I go out to face ze dangers of war for ze sake of love. So zat makes eet OK!

CHARACTER SKETCH

BACKGROUND & NOTES

Star Sign: The Dancer   **Doom:** Pride, yea, and Vanity Shall Ruin Thee

Jersey, like most halflings, can trace his own lineage back to the earliest days of modern civilization. Unfortunately, so can many others. He is the direct descendant of Nebraska Smith. Yes, that Nebraska Smith. The one who, after being recognized a hero in the family native lands in the Moot, was responsible for The Snotball Incident. After Nebraska fled to Brettonia (which took her, on condition that she never attend another organized sporting event -- something she gladly agreed to) with her husband Bertie Smith (who reluctantly agreed to take her last name, follow her into exile, and leave behind his candy empire). Jersey Smith is related to that family.

Jersey's dark secret is that he lived in the Moot for his first 20 years, under the assumed name of "Gunther Jones." He was raised there by people who were secret allies of Nebraska's branch of the family, and who have secretly planned for decades to bring the Moot under the rule of Brettonia. After returning to the town of Embrun, Jersey was assured by his family that if any of the Empire's spies ever learnt that he had made contacts in the Moot, assassins would be sent to kill him. So, he has had to hide his German accent -- and he does so by using his clever and foolproof Brettonian accent (ed: too bad that he doesn't have the mimic talent).

Jersey has been courting the most terrific halfling in all the land. But her family has rather insisted that he make a name for himself OTHER than Smith. So with the blessings of Eudice Flourette's father (who seemed perhaps too happy at the danger inherent in Jersey's method of getting a name for himself), Jersey left to join the famous Tilean Mercenary brotherhood of Saint Ranald. Jersey considers this a means for getting fame under his true name, and win the fair Eudice. He also hopes against hope to be part of a rebellion in the Moot, so that they will join the allies and succeed to Brettonia.

Jersey must be vigilant to keep up his facade as a Brettonian. He must flirt shamelessly with any woman, however distasteful he finds it. When he is driven to use soap, he must hide the fact from others. He must laugh hardest at broad physical humor. And above all, he must avoid politeness at all times!