CHARACTER RECORD SHEET CORD

Background: Northern Barbarian, Good Background: Northern Barbarian, Good Basic -2 7 Average 0 9 Good +2 12 Great +4 15 Exceptional +6 18 Legendary +8 21 Trait Ranks Linked Qualities Physique Great Brute Force (Great); Pantherine Prowess (Good) Agility Wit Charisma Good	Name:	1 0 0	V 7 (O ÷ D
Background: Northern Barbarian, Good Weak 6 3 Poor 4 5 Basic 2 7 Average 0 9 Faculty: Swordplay, Good Trait? Phy Good +2 12 Great +4 15 Exceptional +6 18 Legendary +8 21 Trait Ranks Linked Qualities Physique Great Brute Force (Great); Pantherine Prowess (Good) Agility Wit Charisma Good Will Pivots: Deeds of renown will bring me glory. An Advance for putting own life at significant risk - such as facing overwhelming odds or a clearly superior opponent - in order to gain some kind of victory.	Concept: Barbaric champion, Good		- N(JIK
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Physique Great Brute Force (Great); Pantherine Prowess (Good) Agility Wit Charisma Good Will Pivots: Deeds of renown will bring me glory. An Advance for putting own life at significant risk - such as facing overwhelming odds or a clearly superior opponent - in order to gain some kind of victory.	Reputation:	-	+8	21
Physique Great Brute Force (Great); Pantherine Prowess (Good) Agility Wit Charisma Good Will Pivots: Deeds of renown will bring me glory. An Advance for putting own life at significant risk - such as facing overwhelming odds or a clearly superior opponent - in order to gain some kind of victory.		1 22		
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Wit Charisma Good Will Pivots: Deeds of renown will bring me glory. An Advance for putting own life at significant risk - such as facing overwhelming odds or a clearly superior opponent - in order to gain some kind of victory.				
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Charisma Good Will Pivots: Deeds of renown will bring me glory. An Advance for putting own life at significant risk - such as facing overwhelming odds or a clearly superior opponent - in order to gain some kind of victory.		3 15	V IV	Self Late
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Pivots: Deeds of renown will bring me glory. An Advance for putting own life at significant risk - such as facing overwhelming odds or a clearly superior opponent - in order to gain some kind of victory.	W It			
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Pivots: Deeds of renown will bring me glory. An Advance for putting own life at significant risk - such as facing overwhelming odds or a clearly superior opponent - in order to gain some kind of victory.				
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Deeds of renown will bring me glory. An Advance for putting own life at significant risk - such as facing overwhelming odds or a clearly superior opponent - in order to gain some kind of victory.				
Deeds of renown will bring me glory. An Advance for putting own life at significant risk - such as facing overwhelming odds or a clearly superior opponent - in order to gain some kind of victory.				-10.0
significant risk - such as facing overwhelming odds or a clearly superior opponent - in order to gain some kind of victory.	Pivots:			
significant risk - such as facing overwhelming odds or a clearly superior opponent - in order to gain some kind of victory.	Deeds of renown will bring me glory. An Adva	ance for pa	utting c	own life at
superior opponent - in order to gain some kind of victory.				
Notes:	Caperior opponent in craer to gain come in	, <u>, , , , , , , , , , , , , , , , , , </u>	<i>.</i> , <i>y</i> .	W-11 2 2 2 2 2 1
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CHARACTER RECORD SHEET

Name:) V V	N T	
Concept: Gentlemo	an of the Road, Good			OIK
		Ranks	Modifier	Target Number
		— Weak	-6	3
Background: Failed	Scholar	Poor	-4	5
		Basic	-2	7
EAST TO BE		Average	0	9
Faculty: Flacille	Good Trait? Ag/	Good	+2	12
Faculty: Flexible,		— Great	+4	15
Flaw: Curiosity o	of the Cat, Good	Exceptional	+6	18
Reputation:		Legendary	+8	21
Trait Ranks	Linked Qualities			
Physique		3-60 N	1	28 6 100
				The state
Agility Good	Swordplay (Good); 1	Vimble Finge,	rs (God	od)
Wit	Been There, Done Th	nat (Good)	9419 9	The State of
Charisma <u>Good</u>	Charming Rogue (Go	pod)		
XV7•11				
Will				725
Pivots:				
Skills best bra	iwn. An Advance when the ci	haracter use	es cunr	ning or
strategy to acr	hieve success against a supe	erior, notew	orthy, o	or
particularly na	sty opponent.			
Notes:				
				- 1 275 3
100				
1000				

CHARACTER RECORD SHEET

Name:		1 1	N T	
Concept: Confidence Man	Good			UIK
		Ranks	Modifier	Target Number
	the state of the land	Weak	-6	3
Background: Raised on the	Street	Poor	-4	5
		Basic	-2	7
		Average	0	9
Faculty: Fast Talk, Good	d Trait? Cha	Good	+2	12
		Great	+4	15
Flaw: Trail of Lies, Basic	2	Exceptional	+6	18
Reputation:		Legendary	+8	21
Trait Ranks	Linked Qualities	7.77.4	-	77.0
Physique	Linked Quanties	. BO. W.	100	8 3 4 4
Agility				
		1		
_		70. 1.	- 1	
Wit Good	I Know What you are	7 hinking ((100d)	Plat Scale
		COLUMN TO SERVICE		
Charisma Good	Social Chameleon (Go	ood), Damn	Fine (C	food),
	Word on the Street (Good)		
Will				-9.0
The second second		-		100
Pivots:				
I'm so good, I could	sell ice to polar bear.	s. An Advar	nce who	en the
character succeeds in	an elaborate ruse ago	inst a sup	erior o	pponent.
				The same
Notes:				- Milesian

CHARACTER RECORD SHEET COMPANY

Name:		1 A A	N. T.	
Concept: Mercenary, Good				DIK
		Ranks	Modifier	Target Number
		Weak	-6	3
Background: ex-Monastic Ora	ler, Good	Poor	-4	5
		Basic	-2	7
		Average	0	9
Faculty: Scrounging, Good	Trait? Cha	Good	+2	12
	The second	Great	+4	15
Flaw: Papa needs a brand ne	w bag, Basic	Exceptional	+6	18
Reputation:		Legendary	+8	21
Trait Ranks Link	ted Qualities			
Physique		Jack 313	750	A Comment
				Ship die
Agility Good Su	ordplay (Great), Fa	incy Footu	ork (G	ood)
			Y AY	
Wit		40	0-1-2-10	Harris III
Charisma Good Pu	tting on My War Fo	ace (Good)		
				The sale
Will				185
Pivots:				
I do what I need to win	. An Advance when	the charac	ter doe	25 Some-
thing unorthodox and dan	gerous in order to	succeed a	t a task	<i>\</i> {.
				L M-10
Notes:				
1,000		7		1,000
-4.71				

CHARACTER RECORD SHEET CORD

Name:		1 1	N T	ŤD
Concept: Knight Without the Title,	Good			UIK
		Ranks	Modifier	Target Number
	THE REAL PROPERTY.	Weak	-6	3
Background: 3rd Son of Impoverished	d Nobility,	Poor	-4	5
Good		Basic	-2	7
	100	Average	0	9
Faculty: Deeds of Arms, Good	Trait? Phy	Good	+2	12
Flaw: I must Punish the Guilty, B		Great	+4	15
Reputation:	40.0	Exceptional	+6	18 21
Teputation.		Legendary	+8	21
Trait Ranks Linked Qualitie	es			
Physique Good Knightly De	eeds (Great),	Lightning	Fast (Good)
Agility — ————		The same		
Wit	140			Tent Bush
Charisma Good Man of He	onour (Good)			
Will				- 54
		-		100
Pivots:				
Evil will always fail if men of go	od heart star	nd fast. +	In Adva	nce for
putting own life at significant ris				
or a clearly superior opponent -				
evil.	c, cc _p	, 50250		
<u>evii .</u>				
Notes:				
		The		
-4.01 -8.01				
1 1124				

CHARACTER RECORD SHEET COMPANY

Name:		N T	
Concept: Sorcerer, Good		1//	DIK
	Ranks	Modifier	Target Number
and the first of the second second second second	Weak	-6	3
Background: Too Smart Farmer's Son, Good	Poor	-4	5
	Basic	-2	7
The second secon	Average	0	9
Faculty: Scholarly, Good Trait? Wit	Good	+2	12
	Great	+4	15
Flaw: I am Smarter than You, Basic	Exceptional	+6	18
Reputation:	Legendary	+8	21
Trait Ranks Linked Qualities			
Physique			
Agility	100		
	1000		
Wit Great Master of Languages	(Good), Ma	age of 1	fire,
Charm of Revealing (C	Good), Wor	d of Fi	re (Great)
Charisma	1		100
Will Good			-150
		A P I I	
	70.7		-1/2
Pivots:			
I will learn those secrets forbidden to other	ers. An Adv	ance fo	or
uncovering arcane or ancient knowledge previous	ously unkn	own or	feared.
Notes:			
	The same		1,000

CHARACTER RECORD SHEET

Name:	1 1	V T	
Concept: Thief, Good			UIK
	D1	Modifier	Town to November
	Ranks Weak	-6	Target Number
Background: Whore's Child, Good	Poor	-6 -4	3 5
	Basic	- 4 -2	7
	Average	0	9
	Good	+2	12
Faculty: Agile, Good Trait? Agl	Great	+4	15
Flaw: Must be in control, Basic	Exceptional	+6	18
Reputation:	Legendary	+8	21
Trait Ranks Linked Qualities	1000		
Physique	40 00		2000
		W. CE	The state
Agility Good Fancy Fencing, Great;	Cat Burgla	v, G00	d;
Sleight of Hand, Good	1		
Wit	d	2412/19	
Charisma Good			
Alexander and a second second second			
Will			1995
Pivots:			
I will take from the rich and give to the poo	or. An Adva	ance fo	or
successfully transferring wealth in a crimin			
			100000
Notes:			11/9