

Guido Alair





Physical Characteristics

Strength

Fortune

Toughness

Fortune

Agility

Fortune

Fatigue



Basic Skills

Strength **Athletics** (climbing, swimming)

Strength **Intimidate** (interrogate, combat)

Strength **Weapon Skill** (hand weapons)

Toughness **Resilience** (fitness, vigor, recovery)

Agility **Ballistic Skill** (ranged weapons)

Agility **Coordination** (dodge, balance, dance)

Agility **Ride** (horsemanship, wagons)

Agility **Skulduggery** (thievery & illicit skills)

Agility **Stealth** (silent movement, ambush)

Stress



Mental Characteristics

Intelligence

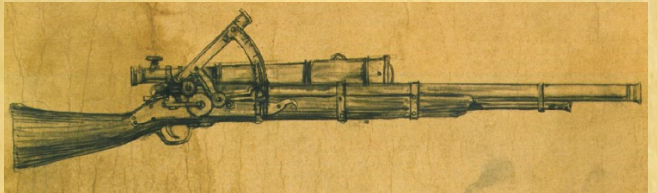
Fortune

Willpower

Fortune

Fellowship

Fortune



Intelligence **First Aid** (combat surgery)

Intelligence **Folklore** (lore, geography, customs)

Intelligence **Intuition** (instinct, detect lies)

Intelligence **Nature Lore** (locate shelter, water, food, identify animals and plants)

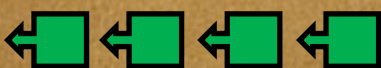
Intelligence **Observation** (perceive, notice details)

Willpower **Discipline** (resist fear, charm, torture)

Fellowship **Charm** (etiquette, seduction, haggling)

Fellowship **Guile** (deception, innuendo, con)

Fellowship **Leadership** (motivate, direct, manage)



Stance





Advanced Skills

_____	□□□
_____	□□□
_____	□□□
_____	□□□
_____	□□□
_____	□□□

Specializations

_____	□
_____	□
_____	□
_____	□
_____	□
_____	□

Special Abilities

Weapons

Description	Enc	Dam	Crit	Range	SpecNotes	Quality	Total Damage
_____	_____	_____	_____	_____	_____	□ □	□
_____	_____	_____	_____	_____	_____	□ □	
_____	_____	_____	_____	_____	_____	□ □	

Armour

Description	Enc	Def	Soak	SpecNotes	Quality	Total Def	Total Soak
_____	_____	_____	_____	_____	□ □	□	□
_____	_____	_____	_____	_____	□ □	□	□

- ☛ = Each counts as 1 success.
- ☛☛ = Counts as 1 success. Roll an additional die of the same type.
- ⊗ = Cancels 1 success. If there are an equal or greater number of challenge results vs. successes, the task fails.
- ☠ = Bane. Negative side effect. Doesn't effect result of task.
- ☘ = Boon. Positive side effect. Negates Banes.
- ☛☛☛ = Sigmar's Comet. Player may choose to use as ☛ OR ☛☛ if a more powerful result isn't triggered.
- ☛☛☛☛ = Chaos Star. Counts as a bane if no more serious effects.
- ☠☛ = Exertion. Suffer 1 fatigue (physical test) or 1 stress (mental)
- ☛☛☛☛ = Delay. GM places 2 recharge tokens on any action card.
- ☠☠ = Lose 1 stress or fatigue
- ☛☛☛☛ = Gain 1 stress or fatigue

Corruption/Threshold _____  

Insanities/Severity _____  

WOUNDS 

WOUND 

CRITICAL 

THRESHOLD 

WOUNDS 

Mutations/Severity _____  

Disease/Severity _____ 





MONEY



EQUIPMENT

Total Encumbrance

Encumbrance Limit

Description

Enc

Description

Enc

MELEE STRIKE 0

Weapon Skill (ST) vs. Target Defense
Melee weapon equipped & engaged with target.
Normal damage.
+2 damage.
Perform manoeuvre for free.
Target may disengage from you for free.

RANGED SHOT 0

Ballistic Skill (AG) vs. Target Defense
Ranged weapon equipped & not engaged.
Normal damage.
+2 damage.
Perform manoeuvre for free.
One unengaged opponent in close range may engage you.

DODGE 2

Agility 3+ & not encumbered
After you are declared the target of a Melee or Ranged Attack, or a Spell or Blessing targets your defense, add 2 recharge tokens to this action and add 1 to the action's dice pool.
If Coordination is trained, add another 1.

BLOCK 2

Toughness 3+ & shield equipped
After you are declared the target of a Melee or Ranged Attack, add 2 recharge tokens to this action and add 1 to the action's dice pool.
If Resilience is trained, add another 1.

PARRY 2

Strength 3+ & melee weapon equipped
After you are declared the target of a Melee Attack, add 2 recharge tokens to this action and add 1 to the action's dice pool.
If Weapon Skill is trained, add another 1.

ASSESS THE SITUATION 0

Intuition (INT)
Intuition (INT)
Special: Add 1 if engaged.
Recover 1 fatigue and 1 stress. Until the start of your next turn, add 1 to any Melee or Ranged actions targeting you.
Remove 1 recharge token from a card.
Add 1 recharge token to a card.

GUARDED POSITION 0

Discipline (WP)
Until the start of your next turn, add 1 to any Melee or Ranged Attack actions targeting you or any allies in the same engagement as you.
Until the start of your next turn, add 1 to any Melee or Ranged Attack actions targeting you or any allies in the same engagement as you.
An engaged ally may remove 1 recharge token from any of his recharging cards.
Suffer 1 stress.

PERFORM A STUNT 0

Varies Based On Stunt Attempted
Perform action as intended.
Perform action incredibly well; may perform a free manoeuvre.
Physical check: recover 1 fatigue. Mental: recover 1 stress.
Physical check: suffer 1 fatigue. Mental: suffer 1 stress.

BAILIFF

BASIC CAREER: HUMAN OR DWARF
Basic, Bureaucrat, Social, Urban

REPUTATION

PRIMARY CHARACTERISTICS
Toughness, Fellowship

CAREER SKILLS
Charm, Folklore, Guile, Intimidate, Resilience



ADVANCES

ACTION	TALENT
2	2
SKILL	FORTUNE
2	1
CONSERVATIVE	RECKLESS
1	1
WOUND	
1	

FOCUS

EXPERIENCE:

Unspent Total

GENERAL CAREER ADVANCES

ACTION CARD:
 TALENT:
 SKILL TRAINING OR SPECIALIZATION:
 WOUND THRESHOLD:
 OPEN CAREER ADVANCE:
 OPEN CAREER ADVANCE:
 OPEN CAREER ADVANCE:
 OPEN CAREER ADVANCE:
 OPEN CAREER ADVANCE:
 OPEN CAREER ADVANCE:

CAREER COMPLETION ADVANCES

CAREER TRANSITION:
 DEDICATION BONUS:

NON CAREER ADVANCES

NON CAREER ADVANCE:
 NON CAREER ADVANCE:

ACQUIRED ACTIONS	ACQUIRED TALENTS

BAILIFF

BASIC CAREER: HUMAN OR DWARF
A strong, diligent, socially mobile individual

The noble rulers of the Empire literally own the land of the nation. The heads of the noble houses possess an estate consisting of their own manors and castles, and the villages and wild areas surrounding them. Commoners who live in the surrounding settlements pay rent to their noble lords. Even those few burghers who grow rich enough to afford their own plot of land must owe taxes to the local authorities to pay for the upkeep of public areas such as roads, wharfs, and places of worship.

Of course, the nobles and burgomeisters do not collect these taxes themselves. Instead they employ bailiffs to gather the tithes. Although they are members of noble households, or representatives of burgomeisters, bailiffs are often little more than bully boys who break into people's houses when they are unable or unwilling to pay.

As well as their tax collecting duties, bailiffs attached to noble households are expected to manage the upkeep of the land and the resources of their master's manor. In towns and cities, their duties include making sure that

measures and prices of goods, such as ale, cuts of meat, and loaves of bread, are correctly observed in all the shops and markets. Successful urban bailiffs can become very influential.

Bailiffs tread a fine line between the nobility and the peasantry. They are too lowly to be accepted as the peers of their employers. However, their duties make them unpopular with the common folk, and they are the first to suffer during peasant revolts. Bailiffs who fail to please their employers tend to move on rather than risk finding another role in a community that views them with contempt. Some of them take up a new life as adventurers, where their ability to work with people from different backgrounds and social standing can prove valuable.

Typical Trappings: Bailiffs are typically given a good set of quality clothing by their lords, though they also wear a leather jack and skullcap to protect themselves from irate peasants. Bailiffs have to travel, and often have access to a riding horse with a saddle and harness.



Guido's Abbreviated Bilography

AGE AND IMPERIAL BIRTHDATE: / /

BIRTHPLACE:

HOME:

VITALS: H: / W: HAIR: EYES:

FAMILY: Father: Mother:

Siblings:

FAMILY OCCUPATION:

SPOUSE/SIGNIFICANT OTHER:

PRIMARY MOTIVATOR:

GOD(S):

Guido's Character Traits

Low	Ave	High
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THE EMPIRE

Commissioned by His Imperial Majesty Karl Franz I two thousand five hundred and three years since the founding of the Empire by our Lord Sigmar.



Name:

Occupation:

Strengths:

Weaknesses:

Notes:

Name:

Occupation:

Strengths:

Weaknesses:

Notes:

Name:

Occupation:

Strengths:

Weaknesses:

Notes:



Hochland

Quick Data

Official Name: The Grand Barony of Hochland.

Ruler: Elector Count Aldebrand Ludenhof, Grand Baron of Hochland, Marshal of the Talabec Reach, Defender of the Shrines, Baron of Hergig.

Government: Feudal, with an assembly of barons, burghers, and churchmen. Currently under martial law.

Capital: Hergig.

Chartered Free Towns: None.

Major Exports: Timber, woodcrafts

"We survive, and where there is survival, there is hope." — Elector Count Aldebrand Ludenhof

"Hochland was once the light of the East. Now, it's just embers." — A Hergig refugee

"I wouldn't try no 'salvaging' in Hochland, if I were you. The Count's made looting a hangin' offence, and his men are stringing strangers up for just 'aving the wrong accent!" — A Talabheim innkeeper



My Adventures thus far

Date: ___ / ___ / ___ Place: _____

Happening:

Date: ___ / ___ / ___ Place: _____

Happening:

Date: ___ / ___ / ___ Place: _____

Happening:

Date: ___ / ___ / ___ Place: _____

Happening:

