

# *Humfried Hermsmann*







### 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)



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)

### Mental Characteristics

Intelligence

Fortune

Willpower

Fortune

Fellowship

Fortune

### Stress



### 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 ▲▲▲

WOUNDS

WOUND

THRESHOLD

CRITICAL

WOUNDS

Insanities/Severity

Mutations/Severity ▲▲▲

Discase/Severity







# MONEY



## EQUIPMENT

Total Encumbrance  Encumbrance Limit

Description Enc Description Enc


### MELEE STRIKE 0

Weapon Skill (ST) vs. Target Defence  
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 (AC) vs. Target Defence  
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 to the action's dice pool.  
If Coordination is trained, add another.

### 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 to the action's dice pool.  
If Resilience is trained, add another.

### 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 to the action's dice pool.  
If Weapon Skill is trained, add another.

### ASSESS THE SITUATION 0

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

## BASIC ACTION CARDS

### GUARDED POSITION 0

Discipline (WP)  
Until the start of your next turn, add 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 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.

# GRAVE ROBBER

BASIC CAREER: HUMAN OR DWARF  
*Basic, Menial, Rogue, Specialist*

PRIMARY CHARACTERISTICS  
*Toughness, Willpower*

CAREER SKILLS  
*Coordination, Discipline, Guile, Resilience, Stealth*



## ADVANCES

ACTION	TALENT
3	1
SKILL	FORTUNE
2	1
CONSERVATIVE	RECKLESS
1	1
WOUND	
1	



REPUTATION

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



# GRAVE ROBBER

BASIC CAREER: HUMAN OR DWARF  
*A mistrustful soul who loots the dead and sells cadavers*

Empire folk regard the corpses of the dead as sacrosanct. Priests of Morr teach that honouring the bones of relatives comforts their spirits in the underworld, and they warn people that corpses which are not properly interred risk being made tools of sorcerers and necromancers.

Suspicious folk keep remains of loved ones as treasured relics and tell cautionary tales of shades that haunt the old world due improper funeral rites.

Members of certain professions ignore the taboos involved in meddling with corpses. They require bodies to further their understanding of life and death.

Physicians study books of anatomy to improve their surgical skills or recognise the symptoms of disease, but the best way to learn is hands on. Unsubstantiated rumours suggest that certain faculties of the Amethyst College pay good silver for bodies.

To satisfy this demand an underworld trade in cadavers has bloomed, and grave robbers provide the goods. They are usually rough folk, used to laborious digging and the occasional

bouts of violence required to make a safe getaway. On the other hand they often mix with academics, and some adopt rather eccentric and pretentious airs. Grave robbers usually work in pairs, for bodies are heavy and a digging man cannot provide his own lookout.

They have extensive underworld connections, and may well indulge in smuggling or other crimes as a sideline. Even grave robbers are not without ethics, and only the more immoral or desperate would willingly serve a necromancer.

To the authorities grave robbers are amongst the lowest of the low, and the penalties for the crime are severe. Should an opportunity for adventure arise many grave robbers would willingly leave their reviled and illegal occupation behind.

**Typical Trappings:** Grave robbers require a lantern and spade to carry out nocturnal exhumations, along with various sacks or bags to carry their findings. They often disguise themselves by wearing dark cloaks and broad-brimmed hats.





### Humfried'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): \_\_\_\_\_

### Humfried's Character Traits

	Low	Ave	High
SPIRITUALITY	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
EMOTONAL EXPRESSION	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
OPTIMISM	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
INTEGRITY	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
BOLDNESS	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
FLEXIBILTY	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
EMPATHY	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
SOCIALABILITY	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
TOLERANCE	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
LABIDO	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>



Name: \_\_\_\_\_

Occupation: \_\_\_\_\_

Strengths: \_\_\_\_\_

Weaknesses: \_\_\_\_\_

Notes: \_\_\_\_\_

Name: \_\_\_\_\_

Occupation: \_\_\_\_\_

Strengths: \_\_\_\_\_

Weaknesses: \_\_\_\_\_

Notes: \_\_\_\_\_

Name: \_\_\_\_\_

Occupation: \_\_\_\_\_

Strengths: \_\_\_\_\_

Weaknesses: \_\_\_\_\_

Notes: \_\_\_\_\_





# Mootland

## Quick Data

Official Name: The Grand County of the Mootland; "Mootland" or "the Moot" to Halflings.

Ruler: Elector Count Hisme Stoutheart, Elder of the Halfling Moot.

Government: Representative democracy.

Elected councils and village/town assemblies.

Capital: Eicheschatten.

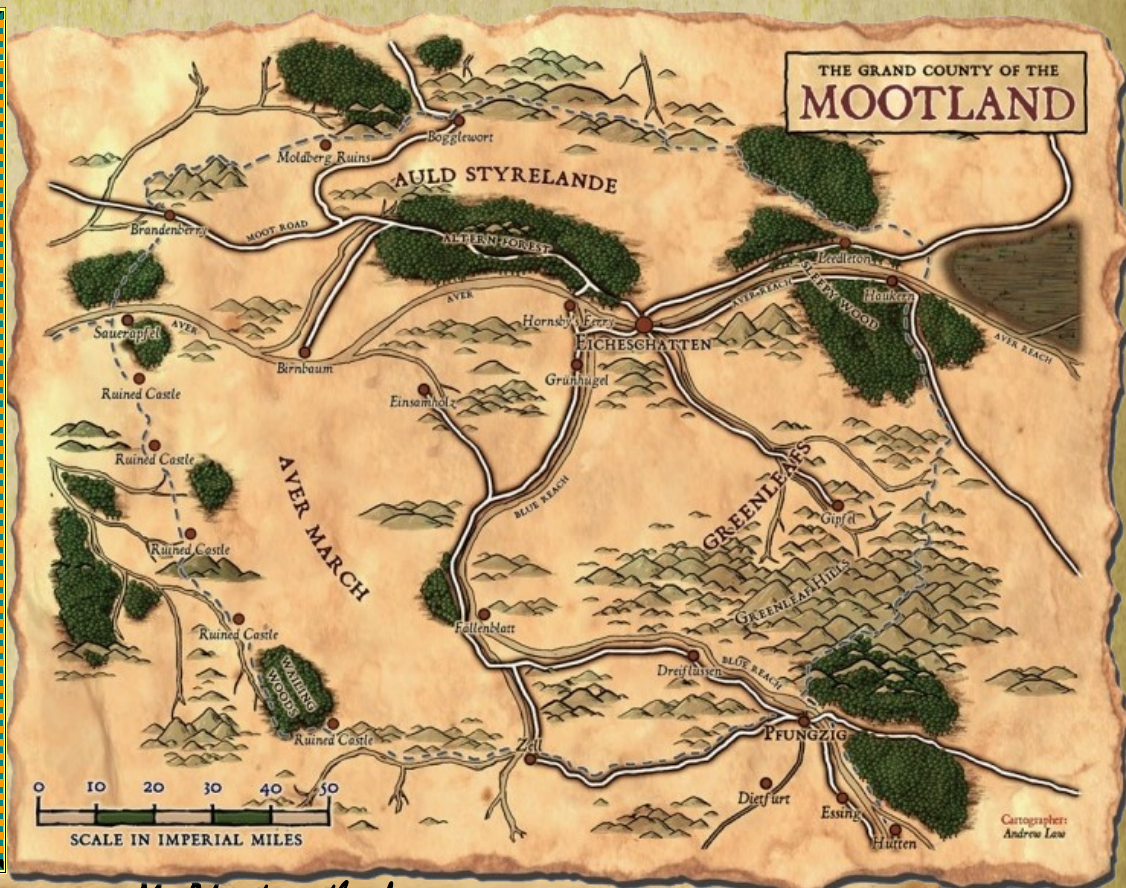
Chartered Free Towns: All.

Major Exports: Tobacco, beer, preserved meats and fish, cheeses.

*"Never heard of the place. It's part of the Empire? Really? A place with Halflings in charge? Well whose stupid idea was that, then?"* — Wissenlander innkeeper

*"If all the world were like this, it would be like a Shallyan's dream come true."* — Rolf Eckhardt, Jade wizard

*"It's bad enough when they get into the pantry, but do we have to give them an electoral vote, too? Can't we send in the Rat Catchers?"* — Stephan Huttsohn



## My Adventures thus far

Date: \_\_\_/\_\_\_/\_\_\_ Place: \_\_\_\_\_

Happening:

Date: \_\_\_/\_\_\_/\_\_\_ Place: \_\_\_\_\_

Happening:

Date: \_\_\_/\_\_\_/\_\_\_ Place: \_\_\_\_\_

Happening:

Date: \_\_\_/\_\_\_/\_\_\_ Place: \_\_\_\_\_

Happening:

