

Dark Fantasy Character Equipment Sheet

Armour

Location	Prot Value	Prot Mod	E.Weight
Torso:			<i>Enc%:</i>
Head:			
Arms:			
Legs:			
Total:			

Shields

E.Weight:

Hits:

Weapons

Weapon	WBV	E.Weight	Weapon	WBV	E.Weight

General Equipment

Item	E.Weight	Item	E.Weight

Total Effective Weight:

Total Effective Weight:

** All items in Italics are used only with Optional rules and are otherwise ignored.*

Dark Fantasy Character Skills Sheet

Missile Weapons

Attribute Bonus:

Missile Weapon	Hit (N/C.)	Body	Critical	Damage	Init Mod	Shots/Rnd	MSR	C. LR	Dashes
	/					/			
	/					/			
	/					/			
	/					/			
	/					/			
	/					/			
	/					/			
	/					/			

Skills

Skill	LR	Att Bonus	C.LR/Until	Score	Skill	LR	Att Bonus	C.LR/Until	Score
Acting			/		Singing			/	
Animal Lore			/		Sleight of Hand			/	
Blacksmithing			/		Sneaking			/	
Carpentry			/		Speaking			/	
Climbing			/		Streetwise			/	
Counting			/		Torture			/	
Disguise			/		Tracking			/	
Evaluation			/		Trapping			/	
Farming			/		Weather Watching			/	
First Aid			/						
Fishing			/						
Gambling			/						
Herb Lore			/						
Hiding			/						
Law			/						
Legend Lore			/						
Perception			/						
Persuade			/						
Pick Lock			/						
Pick Pocket			/						
Plant Lore			/						
Play Instrument			/						
Read / Write			/						
Riding			/						
Sailing			/						

