

Character Name		Class / Kit	
Level	Race	Alignment	
Patron Deity / Religion		Place of Origin	

Ability Scores						Saving Throws					
	STR	DEX	CON	INT	WIS	CHA	Start	Mod	Total	+/-	Modifier
Hit Adjust		Dmg Adjust		Weight Allow		Max Press					
Surprise Adjustment				Missile Att Adjustment		Defensive Adjustment					
HP Adjust		System Shock		Resurrect Survival		Poison Save					
Add Profs		Spell Level		Learn Spell		Max # Spells					
Magical Def Adj		Bonus Spells				Spell Immunity					
Max # of Henchmen				Loyalty Base		Reaction Adjustment					

### COMBAT

Armor Class										Hit Points					Wounds														
<div>Surprised</div> <div>Shieldless</div> <div>Rear</div>										<div>DEX Checks</div> <div>Vision Checks</div> <div>Hearing Checks</div>					<div>Numbed at</div> <div>Useless at</div> <div>Max Deaths</div> <div>Deaths to Date</div>														
Type Worn										Hit Dice: d																			
Target's AC	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10								
"To Hit" #																													

### COMBAT MODIFIERS

"To Hit" Modifiers	+/-	Damage Modifiers	+/-	AC Modifiers	+/-
Non-Proficiency Penalty					

### WEAPON COMBAT

Weapon	#AT	Size	Type	Speed	Hit / Dmg Adj	Damage	Range / Special
					/	/	
					/	/	
					/	/	
					/	/	
					/	/	
					/	/	
					/	/	

### PROFICIENCIES

Proficiency	Slots	✓	Proficiency	Slots	✓	Proficiency	Slots	✓

---



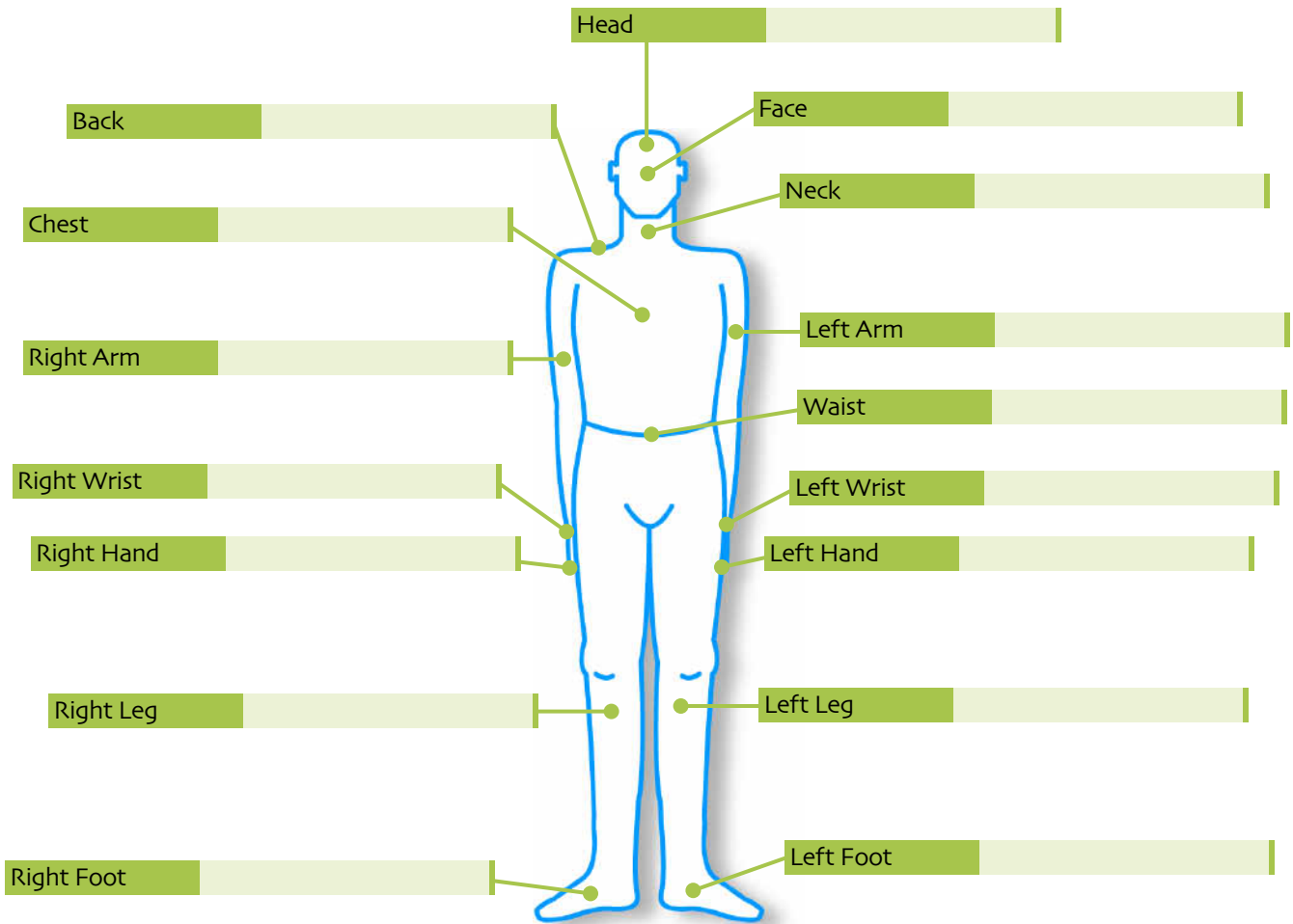
---

FOUO PMFN

---



---

[illegible][illegible][illegible]

ENCLOSURE

Base Movement Rate	Jog (x2) Run (x5)	Run (x3) Day	Run (x4) Night
	-----	-----	-----

Encumbrance Category	Wgt Carried	Move Rate	Att Penalty	AC Penalty
Light (2/3 movement)			—	—
Moderate (1/2 movement)			-1	—
Heavy (1/3 movement)			-2	+1
Severe (movement = 1)		1	-4	+3

Category	Dark Green (%)	Medium Green (%)	Light Green (%)
Total Weight	70	25	5
Encumbrance	60	35	5
Movement Rate	40	50	10

## EXPERIENCE

Total Experience Points		
	Kit Modifier	
	Subrace Modifier	
Experience Points Needed for Next Level		
	Ability Bonus	
	Level Limit	
Level Changes	By	At Levels
THACO		
Saving Throws		
Weapon Proficiencies		
Non-Weapon Proficiencies		

## CHARACTER CLASS / KIT INFO

Special Powers / Benefits
Special Hindrances
Class / Kit Notes

## PRIEST VS. UNDEAD

Skeleton (1 HD)		Mummy (7 HD)	
Zombie		Spectre (8 HD)	
Ghoul (2 HD)		Vampire (9 HD)	
Shadow (3-4 HD)		Ghost (10 HD)	
Wight (5 HD)		Lich (11+ HD)	
Ghast		Special	
Wraith (6 HD)			

## WIZARD & PRIEST SPELLS

Spells per Level	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>	Other
Spheres Available / Opposition Schools										

## REPUTATION

	Index	Town/City
Title		
Last Performance		
Earnings		
Spent on Reputation		

## HONOR / STATION

Honor / Station	Base
Birth	
Reaction Adjustment	

## PSIONICS

PSPs	Science/Devotion	PS	Science/Devotion	PS	Science/Devotion	PS
Recovery Rates						
Walking 3/hour						
Resting 6/hour (1/turn)						
Sleeping 12/hour (2/turn)						
Disciplines						

## THIEVING ABILITIES

	Base	Skill	Race	Dex	Kit	Armor	Total
Pick Pockets							%
Open Locks							%
Find Traps							%
Move Silently							%
Hide in Shadows							%
Detect Noise							%
Climb Walls							%
Read Languages							%
Backstab Damage Multiplier							

## PATRONS

	Current #	Maximum #
Fans	1-10	attend local
Diehards	11-12	attend 100 miles
Boosters	13-14	local + 1d6 friends
Enthusiasts	15	free work
Supporters	16	lvl x d10 gp/d12 mo.
Zealots	17	follow
Defenders	18	follow & defend
Extremists	19	mimic
Fanatics	20	mimic (25% kill)

[illegible]

Name	Race/Class	AC	HD/Lvl	HP	#AT	THACO	Damage	Abilities
Notes								
Name	Race/Class	AC	HD/Lvl	HP	#AT	THACO	Damage	Abilities
Notes								
Name	Race/Class	AC	HD/Lvl	HP	#AT	THACO	Damage	Abilities
Notes								
Name	Race/Class	AC	HD/Lvl	HP	#AT	THACO	Damage	Abilities
Notes								

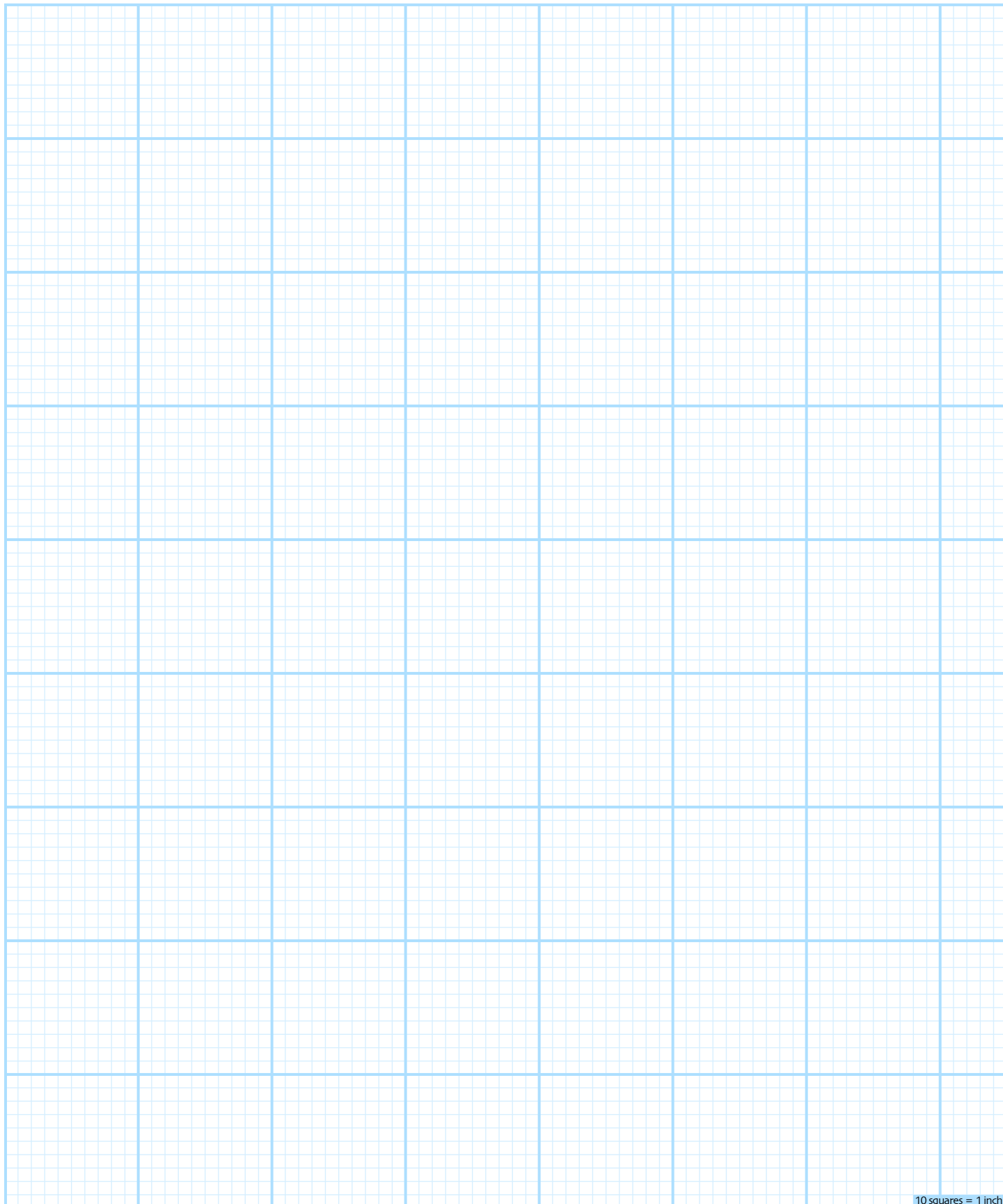
Style	#AT	AC	Principal Attack	Hit/Dmg Adj	Damage	Weapons
Special Maneuvers						

## CHARACTER DESCRIPTION

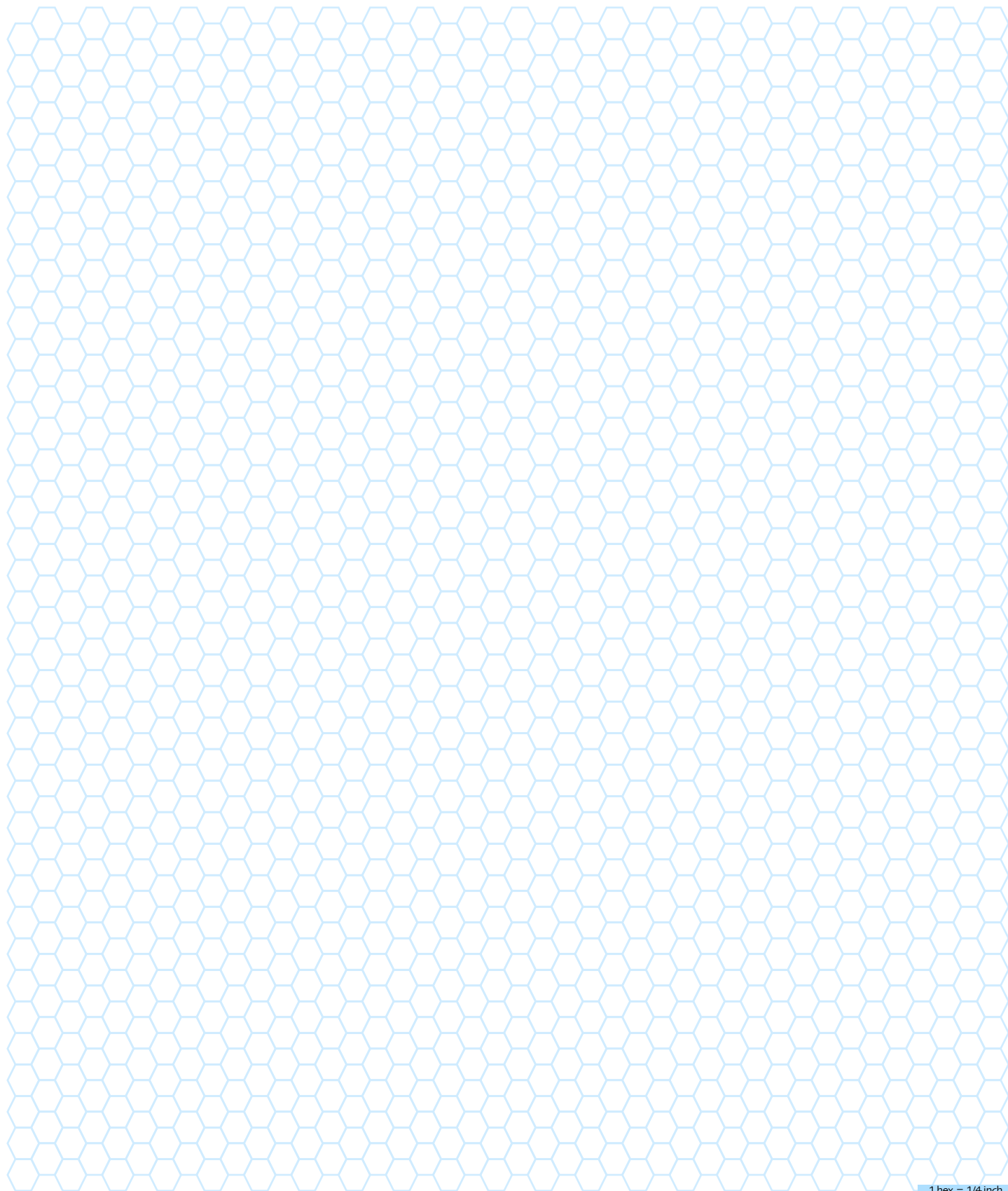
Character Name		Player Name	
Birth Date	Birth Rank	Age	Sex
Alignment	Deity	Height	Weight
Race	Nationality	Hair	Skin
Racial Abilities		Eyes	Vision
		Handedness	Class
		Origin	

<div style="background-color: #d9e1f2; padding: 2px;">Hit Points by Level</div> <div style="background-color: #d9e1f2; padding: 2px;">Personality</div> <div style="background-color: #d9e1f2; height: 20px;"></div> <div style="background-color: #d9e1f2; height: 20px;"></div> <div style="background-color: #d9e1f2; height: 20px;"></div> <div style="background-color: #d9e1f2; height: 20px;"></div> <div style="background-color: #d9e1f2; height: 20px;"></div> <div style="background-color: #d9e1f2; height: 20px;"></div> <div style="background-color: #d9e1f2; height: 20px;"></div> <div style="background-color: #d9e1f2; height: 20px;"></div> <div style="background-color: #d9e1f2; height: 20px;"></div> <div style="background-color: #d9e1f2; height: 20px;"></div> <div style="background-color: #d9e1f2; height: 20px;"></div> <div style="background-color: #d9e1f2; height: 20px;"></div> <div style="background-color: #d9e1f2; height: 20px;"></div> <div style="background-color: #d9e1f2; height: 20px;"></div> <div style="background-color: #d9e1f2; height: 20px;"></div> <div style="background-color: #d9e1f2; height: 20px;"></div> <div style="background-color: #d9e1f2; height: 20px;"></div> <div style="background-color: #d9e1f2; height: 20px;"></div> <div style="background-color: #d9e1f2; height: 20px;"></div>	<div style="background-color: #d9e1f2; padding: 2px;">Character Sketch</div> <div style="background-color: #d9e1f2; height: 280px;"></div>
--	--

## BACKGROUND / HISTORY / NOTEWORTHY EVENTS



10 squares = 1 inch



1 hex = 1/4 inch