

character name		stats	bon.	race	oth	tot	DPs	HARP LITE RPG	player name	
	st							campaign name		
	co									
character race	ag							total defensive bonus =		endurance points
	qu							armor type		
	sd							qu bonus x2		
profession (level)	re							armor minimum penalty		power points
	in							magic bonuses		
	pr							shield		
	total DPs							other		other
	resistance rolls RR		name rune					other		
total level	stamina		name rune					weapon name	OB	damage size
	will									
xp/attendance	magic							fumble range	damage type	
	initiative									
	qu/in +	race +	oth	total				special notes		
culture										
	fate points		BMR base move rate					weapon name	OB	damage size
height _____ wt _____			walk x1							
age _____ eyes _____			run x2					fumble range	damage type	
hair _____ sex _____			fastrun x3							
other			sprint x4					special notes		
			dash x5							
talents								weapon name	OB	damage size
								fumble range	damage type	
								special notes		
								weapon name	OB	damage size
								fumble range	damage type	
								special notes		
								languages	languages	
professional & racial abilities										
								encumbrance	max weight	negative modifier
								nothing	0 to 30 lbs + st bon	zero
								light	31 to 60 lbs + st bon	negative 10
								medium	61 to 91 lbs + st bon	negative 20
								heavy	91 lbs + st bon	negative 30
								player notes		
treasure										
platinum coins										
gold coins										
silver coins										
copper coins										
gems & jewelry										

spell casting skills	cost	total	stats	ranks	rk B	st B	oth B	description of spell
UNIVERSAL SPELL SPHERE		X	re sd	X	X	X	X	remember all spells are scalable to do more powerful effects
ARCANE BOLT	X		re sd					Magical energy does D10 damage if they fail the RR
BLUR	X		re sd					Caster's form appears blurred granting him +10 DB & +5 to Stalking & Hiding
COUNTERSPELL*	X		re sd					Instantaneous spell that counters another spell being cast
DETECT MAGIC	X		re sd					You can concentrate and detect magic in a 5' radius
DETECT TRAP	X		re sd					You can detect non-magical traps in a 5' radius
DISPEL MAGIC	X		re sd					Use this to cancel or dispell spells on a target
LANDING*	X		re sd					You can safely land from a fall from 20' or less, or subtract 20' from a fall
LIGHT	X		re sd					Create a source of light on the area touched it illuminates a 20' radius area
MINOR HEALING	X		re sd					Heal maneuver penalties, 5 bleeding damage, or 1/4 of target's concussion hits
MOVING WAYS	X		re sd					Run faster and with more skill
CLERIC SPELL SPHERE		X	in sd	X	X	X	X	
AIR WALL	X		in sd					Create a wall 10' high, 10' wide, and 1' thick of churning air
BLESS	X		in sd					Target receives +5 to OB, DB, RR, or Maneuvers
CALM	X		in sd					Target takes no aggressive/offensive actions unless attacked
CURE DISEASE	X		in sd					Stops the infection and/or spread of a disease
DIVINE HAMMER	X		in sd					Your weapon does double concussion hit damage when it strikes
DREAMS	X		in sd					Pick a topic and have a dream about it, expect symbolic imagery
ELEMENTAL BALL	X		in sd					Unleash a ball of pure violent energy that explodes in a 10' radius area
ELEMENTAL BOLT	X		in sd					You shoot a bolt of energy at a target
FIRE NERVES	X		in sd					Reduce concussion hits by 25% for the duration but they have -25 to actions
HOLY SYMBOL	X		in sd					Enchant your holy symbol and get +5 to RR, and it is a +1 power point adder
INTUITIONS	X		in sd					Have a vision of what will most likely happen in a minute if you do something
JOLTS	X		in sd					Target is stunned if he fails his RR
MAGE ARMOR	X		in sd					Soft light that surrounds you gives you +20 DB
MAJOR HEALING	X		in sd					Heal maneuver penalties, 10 bleeding, 1/2 of concussion hits, or 1 broken bone
NEUTRALIZE POISON	X		in sd					Stop damage or spread of one poison
PAST VISIONS	X		in sd					Get visions of things that happened in the past
RESTORATION	X		in sd					Heal 1D10 Constitution damage from a spell or undead
SHOCK	X		in sd					A target gets an electrical critical
STUN CLOUD	X		in sd					A 5' radius malevolent cloud does electrical damage
TURN UNDEAD	X		in sd					Undead turn and move away or disintergrate
MAGE SPELL SPHERE		X	re sd	X	X	X	X	
AIR WALL	X		re sd					Create a wall 10' high, 10' wide, and 1' thick of churning air
DARKNESS	X		re sd					Create a 5' radius globe of magical darkness
DISTRACTIONS	X		re sd					Target receives a -20 modifier to all actions
ELEMENTAL BALL	X		re sd					Unleash a ball of pure violent energy that explodes in a 10' radius area
ELEMENTAL BOLT	X		re sd					You shoot a bolt of energy at a target
FEAR	X		re sd					Target fears the caster and flees
FIRE NERVES	X		re sd					Reduce concussion hits by 25% for the duration but they have -25 to actions
FIRE WALL	X		re sd					Create a 10' high, 10' wide, and 1' thick wall of fire
ICY MIST WALL	X		re sd					Create a 10' high, 10' wide, and 1' thick wall of icy mist
INVISIBILITY	X		re sd					A single object or person is invisible until they make a violent move
JOLTS	X		re sd					Target is stunned if he fails his RR
LONG DOOR	X		re sd					Target teleports to a location up to 100' away
MAGE ARMOR	X		re sd					Soft light that surrounds you gives you +20 DB
PASSING	X		re sd					Caster may move through any non-magical inanimate material, 1' per round
PAST VISIONS	X		re sd					Get visions of things that happened in the past
PRESENCE	X		re sd					You are aware of all sentient beings within the spells range
QUIET WAYS	X		re sd					You create a 1' radius around the target in which no sound can travel through
SHOCK	X		re sd					A target gets an electrical critical
SLEEP	X		re sd					Target falls into a light magical slumber
WATER WALL	X		re sd					Create a wall 10' high, 10' wide, and 1' thick of moving water

* means the spell can be cast as an instantaneous spell *