

CHARACTER CLASS/KIT INFORMATION

Special Powers/Benefits: _____

Special Hindrances: _____

Class/Kit Notes: _____

HONOR/STATION

Honor/Station Birth: _____

 Base Reaction Adjustment: _____

PSIONICS

Recovery Rates:
 Walking 3/hour
 Resting 6/hour (1/turn)
 Sleeping 12/hour (2/turn)

PSPs

Disciplines: _____

Science/Devotion	PS	Science/Devotion	PS

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							

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

REPUTATION

Title _____
 Last Performance _____
 Earnings _____
 Spent on Reputation _____

Established Reputations

Index	Town/City

PATRONS

	Current Number	Maximum
Fans	1-10	attend local
Diehards	11-12	attend 100 miles
Boosters	13-14	local + 1d6 friends
Enthusiasts	15	free work
Supporters	16	lvlxd10 gp/d12 months
Zealots	17	follow
Defenders	18	follow & defend
Extremists	19	mimic
Fanatics	20	mimic (25% kill)

WIZARD & PRIEST SPELLS

Spells per Level:

1st	_____	6th	_____
2nd	_____	7th	_____
3rd	_____	8th	_____
4th	_____	9th	_____
5th	_____	Other	_____

Spheres Available/Opposition Schools

FAMILY CHART

HEAD OF FAMILY AND HIS BROTHERS AND SISTERS

FAMILY NAME

FAMILY HONOR

PROPERTY OWNED

Name

of Children

YOUR FATHER, UNCLES AND AUNTS

Name

of Children

YOU AND YOUR BROTHERS AND SISTERS

Name

of Children

HENCHMEN/ANIMAL COMPANIONS

Name	Race/Class	AC	HD/Lvl	HP	# AT	THAC0	Damage	Abilities
Notes								
Notes								
Notes								
Notes								
Notes								

MARTIAL ARTS

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

Special Maneuvers
