

EQUIPMENT

Item	Location	Wt	Item	Location	Wt	Item	Location	Wt
Total Weight		Encumbrance		Movement Rate				

MAGIC ITEMS

MOVEMENT

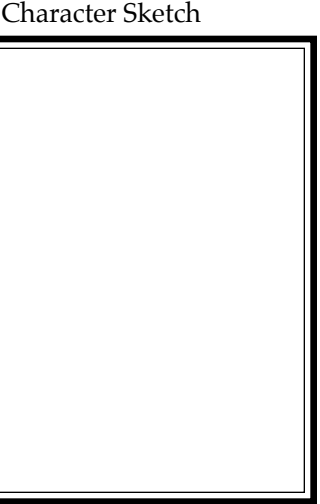
EXPERIENCE

Movement	Rate	Movement	Rate	Total XPs		XPs Needed for Next Level	
Base		Run (x 5)					
Jog (x 2)		Day					
Run (x 3)				Kit Modifier		Ability Bonus	
Run (x 4)				Subrace Modifier		Level Limit	

CHARACTER DESCRIPTION

Character Name		Player Name	
Campaign	Birthdate	Age	Sex
Racial Abilities		Height	Weight
		Hair	Eyes
		Skin	Vision

Personality: _____



Hit Points by Level: _____

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		Ghost		Vampire or 9 HD	
	Skeleton or 1 HD		Wraith or 6 HD		Ghost or 10 HD	
		Ghoul or 2 HD		Mummy or 7 HD		Lich or 11+ HD
		Shadow or 3-4 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)

MAGE & PRIEST SPELLS

Spheres Available/ Opposition Schools

Spells per Level:
 1st _____ 6th _____
 2nd _____ 7th _____
 3rd _____ 8th _____
 4th _____ 9th _____
 5th _____ Other _____

