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Attack 2:																							
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SPECIAL ABILITIES & HINDERANCES				SKILLS, PROFICIENCIES & LANGUAGES						
EXPERIENCE		T	Le	Level Changes By At Levels						
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Total EXP EXP	to Level			Savino	g Throws					
	onus:		We	Weapon Proficiencies						
	nit:	No		apon Prof						
THIEVING ABILITIES						PRIE	EST V	S. UNDEAD		
Base Skill	Race De	ex	Kit	Armor	Total	Sk	eleto	on or 1 HD		
Pick Pockets								Zombie		
Open Locks						Ghoul or 2 HD				
Find Traps				Shadow or 3-4 HD Wight or 5HD						
Move Silently				Wight of ShD Ghast						
Hide in Shadows		_				\vdash	Wrait	th or 6 HD		
Detect Noise	+	\dashv						ny or 7 HD		
Climb Walls		\rightarrow				S	pectr	re or 8 HD		
Read Languages Special T	hiovina Skilla							re or 9 HD		
Special I	hieving Skills	,:						t or 10 HD		
Backstab Damage Multiplier						\vdash	Lich	or 11+ HD Special		
DEBUTATION	DATRONS					<u> </u>	HONG			
REPUTATION	PATRONS					— 1	HONG	_		
Title:		Current Maximum Patrons Patrons						Honor & St		
Earnings: Last Performance:								Base Honor		
Last Performance:Spent on Reputation:	Numa			Type of Patrons			Birth	:		
Established Reputations:	Туре	Type Roll Num. Description Attends every local					-			
Index Town or City Name	Fans	1-10		formance.						
	Diehards 1	11-12		ery perfor- 100 miles.				ent:		
	Boosters 1	13-14		Attends loc es with 1d6	anc-	Other Honor Info:				
 	Enthusiasts	15		Will serve hand for fr		Other Honor Inio.				
	Supporters	16		Donates 1	d10 x bard' times year					
	Zealots	17		Follows the bard ever where they go.		у-		A fire		
<u> </u>	Defenders	18		Follows the bard every- where and guards them						
	Extremists	19		Mimic"s the bard, act and dreses like them.			ARQD.			
	Fanatics	20		As above, with 25% of attempted murder.						
	Other Informat	Other Information:				[TM .	

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CHARACTER DESCRIPTION CHARACTER PORTRAIT Character Name: Birth Date: Age: Sex: Height: Weight: Birth Rank: _____ Hair: _____ Eyes: Diety: _____ Skin: ____ Vision: ____ Noteworthy Physical Characteristics: Personality: **BACKGROUND, HISTORY & NOTEWORTHY EVENTS HENCHMEN, FAMILIARS & ANIMAL COMPANIONS** NAME AC RACE/CLASS HD/LVL #ATT THACO HP DMG/EFFECTS SKILLS/ABILITIES BACKGROUND AC RACE/CLASS HD/LVL #ATT THACO NAME DMG/EFFECTS HP SKILLS/ABILITIES BACKGROUND AC RACE/CLASS HD/LVL #ATT THAC0 NAME DMG/EFFECTS HP SKILLS/ABILITIES **BACKGROUND** AC RACE/CLASS HD/LVL #ATT THACO HP NAME DMG/EFFECTS SKILLS/ABILITIES

BACKGROUND

SPELL CASTING INFORMATION	SPELL BOOK DESCRIPTION							
Barred Schools:	Sigil:							
Allowed Schools:								
Barred Priest Spheres:								
Allowed Priest Spheres:								
Special Spell Casting Notes:								
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SPELLS PER LEVEL	,							
1st: 2nd: 3rd: 4th: 5th:	6th: 7th: 8th: 9th:							
1ST LEVEL SPELLS	2ND LEVEL SPELLS							
3RD LEVEL SPELLS	4TH LEVEL SPELLS							
5TH LEVEL SPELLS	6TH LEVEL SPELLS							
7TH LEVEL SPELLS	8TH LEVEL SPELLS							
9TH LEVEL SPELLS								

PSIONIC POWER	RS INFORMATIO	N		
	Wild Talents:			Primary Discipline:
PSP Total				PSPs At Level Up: Active Defense Mode:
		ATES & INFORMATION		
Walking: 3 per Resting: 6 per	hour 1 per turn		ry Infomation:	
Sleeping: 12 per	•			
PRIMARY DISCIP	PLINE	District A		
Sciences:		Discipline N	lame:	
Devotions:				
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DISCIPLINE		Dia aladia - Al	lama.	
Sciences:		Discipline N	lame:	
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DETAILED EQUIPMENT & LOCATION SHEET

Right Arm The Weight Arm Right Hand The Weight Arm Right Side & Belt Right Leg Right Leg The Weight Inn Weight Total Weight: Backpack Contents Coins & Treasure Copper Silver Encumberance: Copper Silver Electrum Coid Pictrum Right Mand The Weight Total Weight: Total Weight: Total Weight: Details of Protections on Equipment (Magic & Non-Magic) Details of Protections on Equipment (Magic & Non-Magic)	Front Body	Head	Rear Body
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Platinum Bronze Steel Iron Ceramic			
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