



PLAYER CHARACTER RECORD

BACKGROUND & PERSONALITY

NAME

CHARACTER INSPIRATION

CLASS

LEVEL

XP

APPEARANCE / MOST MEMORABLE CHARACTERISTICS

BASIC ABILITIES

Ability Check or Saving Throw: roll under Ability as modified by Bonuses and Penalties

CHARISMA

Attracting, Inspiring, Persuading

Notes

INTELLIGENCE

Learning, Reasoning, Remembering

Notes

WISDOM

Discerning, Intuiting, Praying

Notes

STRENGTH

Lifting, Pulling, Pushing

Notes

DEXTERITY

Aiming, Dodging, Jumping

Notes

CONSTITUTION

Enduring, Healing, Resisting

Notes

PERVERSITY

Notes

ASSETS (+3 Bonus)

AFFLICTIONS (-3 Penalty)

SPECIAL ABILITIES

WEAKNESSES

DANGER!

Game time changes from 10 minute Turns
to 10 second Rounds

DAMAGE
BONUS

SPEED
x 20 = max. feet
per Round

HIT POINTS

CURRENT HP

NONLETHAL DMG.

Dexterity Check to attack. Penalty = opponent's AC
Most attacks inflict 1d6 damage, + Damage Bonus

ARMOR CLASS

ARMOR & PROTECTIONS

Armor Class = Penalty to attacker's Dexterity Check

EQUIPMENT CARRIED

MONEY, WEALTH, & PROPERTIES



SECONDARY PLAYER CHARACTER RECORD

NAME		
CHARACTER INSPIRATION		
CLASS	LEVEL	XP
APPEARANCE / MOST MEMORABLE CHARACTERISTICS		

BASIC ABILITIES

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STRENGTH

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DEXTERITY

Aiming, Dodging, Jumping

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CONSTITUTION

Enduring, Healing, Resisting

Notes

PERVERSITY

Notes

ASSETS (+3 Bonus)

AFFLICTIONS (-3 Penalty)

SPECIAL ABILITIES

WEAKNESSES

DO'S:

DON'TS

OTHER ROLEPLAYING NOTES

DANGER!

*Game time changes from 10 minute Turns
to 10 second Rounds*

DAMAGE
BONUS

SPEED
*x 20 = max. feet
per Round*

HIT POINTS

CURRENT HP

NONLETHAL DMG.

*Dexterity Check to attack. Penalty = opponent's AC
Most attacks inflict 1d6 damage, + Damage Bonus*

ARMOR CLASS

ARMOR & PROTECTIONS

Armor Class = Penalty to attacker's Dexterity Check

EQUIPMENT CARRIED

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