





**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							

<b>PRIEST VERSUS UNDEAD</b>	Zombie		Ghost		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

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

