

SPECIAL ABILITIES & HINDERANCES

SKILLS, PROFICIENCIES & LANGUAGES

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EXPERIENCE

<input style="width:90%;" type="text"/> Total EXP	<input style="width:90%;" type="text"/> EXP to Level	Level Changes	By	At Levels
Kit Modifier: _____	Ability Bonus: _____	THACO		
Subrace Modifier: _____	Level Limit: _____	Saving Throws		
		Weapon Proficiencies		
		Non-Weapon Proficiencies		

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							

Special Thieving Skills: _____

Backstab Damage Multiplier: _____

PRIEST V.S. UNDEAD

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

REPUTATION

Title: _____
Earnings: _____
Last Performance: _____
Spent on Reputation: _____

Established Reputations:

Index	Town or City Name

PATRONS

Current Patrons: Maximum Patrons:

Number and Type of Patrons

Type	Roll	Num.	Description
Fans	1-10		Attends every local performance.
Diehards	11-12		Attends every performance in 100 miles.
Boosters	13-14		Attends local performances with 1d6 friends.
Enthusiasts	15		Will serve as a stage hand for free tickets.
Supporters	16		Donates 1d10 x bard's level 1d12 times yearly.
Zealots	17		Follows the bard everywhere they go.
Defenders	18		Follows the bard everywhere and guards them.
Extremists	19		Mimic's the bard, acts and dresses like them.
Fanatics	20		As above, with 25% of attempted murder.

Other Information: _____


HONOR

Honor & Station:
Base Honor:

Birth: _____

Reaction Adjustment: _____

Other Honor Info: _____



CHARACTER DESCRIPTION

Character Name: _____

Birth Date: _____ Age: _____ Sex: _____

Alignment: _____ Height: _____ Weight: _____

Birth Rank: _____ Hair: _____ Eyes: _____

Diet: _____ Skin: _____ Vision: _____

Nationality: _____ Race: _____ Class: _____

Trade: _____ R/L Handed: _____ Kit: _____

CHARACTER PORTRAIT

Noteworthy Physical Characteristics: _____

Personality: _____

BACKGROUND, HISTORY & NOTEWORTHY EVENTS

HENCHMEN, FAMILIARS & ANIMAL COMPANIONS

NAME	AC	RACE/CLASS	HD/LVL	#ATT	THAC0	DMG/EFFECTS	HP	SKILLS/ABILITIES
BACKGROUND _____								
BACKGROUND _____								
BACKGROUND _____								
BACKGROUND _____								
BACKGROUND _____								

SPELL CASTING INFORMATION

SPELL BOOK DESCRIPTION

Barred Schools: _____

Allowed Schools: _____

Barred Priest Spheres: _____

Allowed Priest Spheres: _____

Special Spell Casting Notes: _____

Sigil or Holy Symbol:

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

SPELL MEMORIZATION LIST 1

List Type: _____

SPELL MEMORIZATION LIST 2

List Type: _____

SPELL MEMORIZATION LIST 3

List Type: _____

SPELL MEMORIZATION LIST 4

List Type: _____

SPELL MEMORIZATION LIST 5

List Type: _____

SPELL MEMORIZATION LIST 6

List Type: _____

SPELL MEMORIZATION LIST 7

List Type: _____

PSIONIC POWERS INFORMATION

PSP Total

Wild Talents: _____

Primary Discipline: _____
PSPs At Level Up: _____
Active Defense Mode: _____

PSIONIC POWER RECOVERY RATES & INFORMATION

Walking:	3 per hour	0 per turn	Other Psionic Recovery Infomation: _____ _____ _____
Resting:	6 per hour	1 per turn	
Sleeping:	12 per hour	2 per turn	

PRIMARY DISCIPLINE

Discipline Name: _____
Sciences: _____

Devotions: _____

DISCIPLINE

Discipline Name: _____
Sciences: _____

Devotions: _____

DISCIPLINE

Discipline Name: _____
Sciences: _____

Devotions: _____

DISCIPLINE

Discipline Name: _____
Sciences: _____

Devotions: _____

DISCIPLINE

Discipline Name: _____
Sciences: _____

Devotions: _____

DISCIPLINE

Discipline Name: _____
Sciences: _____

Devotions: _____

DETAILED EQUIPMENT & LOCATION SHEET

Front Body			
Item	Weight	Item	Weight

Head	
Item	Weight

Rear Body			
Item	Weight	Item	Weight

Right Arm	
Item	Weight

Right Hand	
Item	Weight

Left Hand	
Item	Weight

Left Arm	
Item	Weight

Right Side & Belt			
Item	Weight	Item	Weight

Left Side & Belt			
Item	Weight	Item	Weight

Right Leg	
Item	Weight

Right Boot	
Item	Weight

Left Boot	
Item	Weight

Left Leg	
Item	Weight

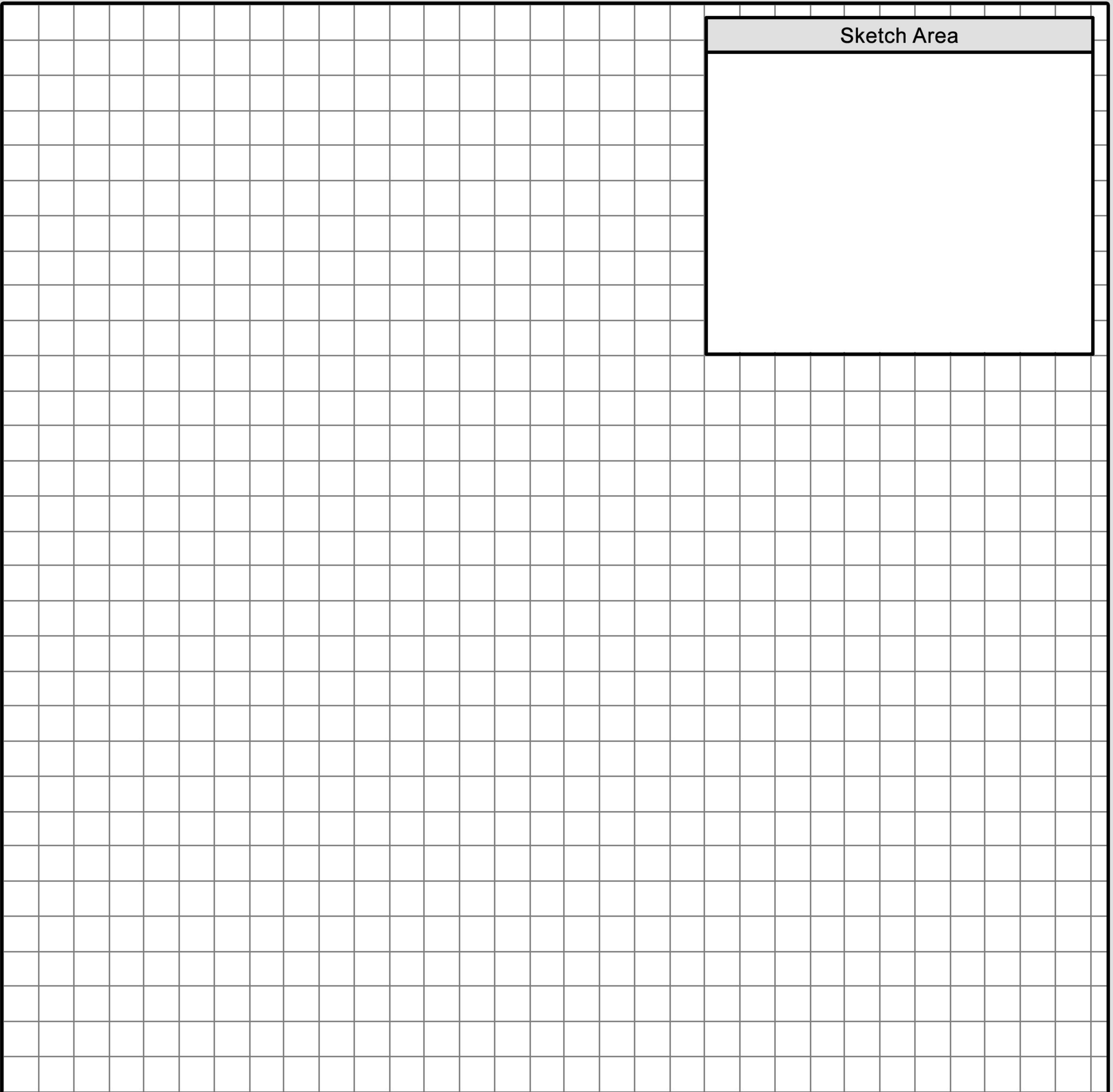
Total Weight: _____

Encumbrance: _____

Backpack Contents							
Item	Weight	Item	Weight	Item	Weight	Item	Weight

Coins & Treasure			
		Item	Weight
Copper			
Silver			
Electrum			
Gold			
Platinum			
Bronze			
Steel			
Iron			
Ceramic			
Bits			

Details of Protections on Equipment (Magic & Non-Magic)



Sketch Area

Miscellaneous Notes

Other Notes: _____