







# NON-PLAYER CHARACTER RECORD

## PERSONALITY

NAME

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

### PERVERSIETY

Notes

ASSETS (+3 Bonus)

AFFLICTIONS (-3 Penalty)

## SPECIAL ABILITIES

## WEAKNESSES

## AGENDA

## 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

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