



# PLAYER CHARACTER RECORD

## BACKGROUND & PERSONALITY

NAME		
CHARACTER INSPIRATION		
CLASS	LEVEL	XP
APPEARANCE / MOST MEMORABLE CHARACTERISTICS		

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## BASIC ABILITIES

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

<b>CHARISMA</b> <i>Attracting, Inspiring, Persuading</i>	<input type="checkbox"/>	Notes
<b>INTELLIGENCE</b> <i>Learning, Reasoning, Remembering</i>	<input type="checkbox"/>	Notes
<b>WISDOM</b> <i>Discerning, Intuiting, Praying</i>	<input type="checkbox"/>	Notes
<b>STRENGTH</b> <i>Lifting, Pulling, Pushing</i>	<input type="checkbox"/>	Notes
<b>DEXTERITY</b> <i>Aiming, Dodging, Jumping</i>	<input type="checkbox"/>	Notes
<b>CONSTITUTION</b> <i>Enduring, Healing, Resisting</i>	<input type="checkbox"/>	Notes
<b>PERVERSIITY</b>	<input type="radio"/>	Notes

### DANGER!

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

DAMAGE BONUS <input type="checkbox"/>	<b>SPEED</b> <input type="checkbox"/> <small>x 20 = max. feet per Round</small>													
<b>HIT POINTS</b>	<b>CURRENT HP</b>	<b>NONLETHAL DMG.</b>												
	<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td> </td><td> </td><td> </td></tr><tr><td> </td><td> </td><td> </td></tr></table>							<table border="1" style="display: inline-table; border-collapse: collapse;"><tr><td> </td><td> </td><td> </td></tr><tr><td> </td><td> </td><td> </td></tr></table>						
<small>Dexterity Check to attack. Penalty = opponent's AC. Most attacks inflict 1d6 damage, + Damage Bonus</small>														
<b>ARMOR CLASS</b>	<b>ARMOR &amp; PROTECTIONS</b>													
<small>Armor Class = Penalty to attacker's Dexterity Check</small>														

<b>ASSETS (+3 Bonus)</b>
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<b>AFFLICTIONS (-3 Penalty)</b>
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## SPECIAL ABILITIES

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## WEAKNESSES

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## EQUIPMENT CARRIED

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<b>MONEY, WEALTH, &amp; PROPERTIES</b>
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# GHASTLY *Affair*

## SECONDARY PLAYER CHARACTER RECORD

DO'S:

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NAME
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CHARACTER INSPIRATION
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CLASS	LEVEL	XP
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APPEARANCE / MOST MEMORABLE CHARACTERISTICS
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DON'TS

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### BASIC ABILITIES

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

#### CHARISMA

*Attracting, Inspiring, Persuading*

Notes

Notes
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#### INTELLIGENCE

*Learning, Reasoning, Remembering*

Notes

Notes
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#### WISDOM

*Discerning, Intuiting, Praying*

Notes

Notes
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#### STRENGTH

*Lifting, Pulling, Pushing*

Notes

Notes
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#### DEXTERITY

*Aiming, Dodging, Jumping*

Notes

Notes
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#### CONSTITUTION

*Enduring, Healing, Resisting*

Notes

Notes
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#### PERVERSIITY

Notes

Notes
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ASSETS (+3 Bonus)

AFFLICTIONS (-3 Penalty)

### OTHER ROLEPLAYING NOTES

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### DANGER!

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

DAMAGE BONUS

SPEED  
*x 20 = max. feet per Round*

HIT POINTS

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CURRENT HP

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NONLETHAL DMG.

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

ARMOR CLASS

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ARMOR & PROTECTIONS


*Armor Class = Penalty to attacker's Dexterity Check*

### SPECIAL ABILITIES

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### WEAKNESSES

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### EQUIPMENT CARRIED

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# 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

### PERVERSIITY

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

## EQUIPMENT CARRIED

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