Character's N	Name										
Class(es):					Ch. leve	l:					
Race:			Geno		Age:						
Height:	We	eight:	Eyes	:	Hair:						
Allegiances:											
	_		Random	Maximum				Spel	ls per I	Day	
Attribute Str.	Score	Modifier	number	Number	Severe %	Facile %	Lvl.1	Lvl.2	Lvl.3	Lvl.4	Lvl.5
Dex.							Lvl.6	Lvl.7	Lvl.8	Lvl.9	
Con							Maximur spell leve			s spells/da 3rd	y 4th
Int.											
Wis.									nic Pow		
Cha.							PSPs	Curren	t Me	ent. AC M	lent. BtH
	or. Touch	Wound	Vitality		Base Specia	al / Bonuses	Feet	Units	Ligh Med Hea	lium:	
Character	prise Foes	Initiative	Non-prof penalty	Base BtH		Criti	cal Hits' Spe	cial Effe	ct:		
Weapo	n Used	Speed	Total BtH	Total Dmg	9	Special /Magic		Range	Size	Туре	Weight
lass Featur	res, Skills	, Talents, e	tc.							1	
	,	,									

Armor Class Ascending Descending Touch AC Surprised Shieldless Rear AC	Wound h	p.	Vitality hp.		Sanity Points Maximum Current Insanities			
Experience	Total	Ammı	Inition Spent	—)	Total	Мо	ney - Treas	
Carried Equipment			Notes					
Item	Location	Weight						
			-					
				0		•.		
			Load	Carı	Weight	apacıt	y (see p.101) Char. speed	
			Light					none
			Medium					-2
			Heavy					-4
			Lift ov	er head	Lift	off grou	ınd Pu	sh or drag
				. 11		TT 1.	- 1	TT 1 1
Total Weight Carried			1 x Hea	avy load	2 x	Heavy lo	ad 5 x	Heavy load
Henchman / Animal Companion / et	tc. Speed	I AC	HD/Lvl. l	Hit-pts	Save	BtH	Dmg	Morale
-								

- Spell Book -

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Spell	Level	Range	Cast Time	Duration	Save	S.R.	Page	Prepared
- F								F
	Т					1		
	1 1		1			l	1	
Г	1 1		1					
	1 1							
						1		
			1			1		
						I	1	
			1					
			1					
			1	1				
			1	1				

	Hit-points	Total		Current					
Character Wound hp					Current Hindra	nces / Penalti	es		
	wound np]				
	Vitality hp								
Companion	,				1				
Companion									
Companion	<u> </u>				Current Advan	ages / Bonus	es		
Companion									
					-				
Money - Treas			Magic Items	Current Active	e Spell Effects				
Found Spent		Initial to	tal Spent						
				<u> </u>	」				
Ammunitio	n] [Rations	s per Day	7				
Initial Number Spent		Initial N		Spent	Spells Prepared	Page	Nu	ıml	er
							Ш		
					<u> </u>		\dashv		
] [<u> </u>			\forall		
	Clues/Inforr	nation Kr	nown				Ш		
							\dashv		
							\forall		Н
							\sqcup		
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					<u> </u>		\vdash		
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	Objects/Tr	No	tes						
	•								

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They are primarily intended for filling the blank space on the top right of the character sheet.

For those interersted in them, a version of the portraits in full size and color is also proposed.





















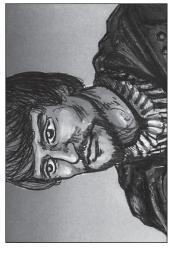
















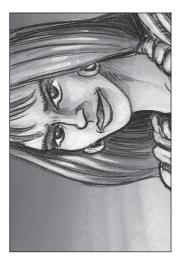


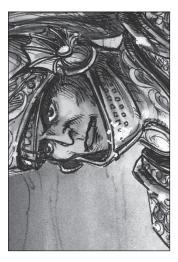








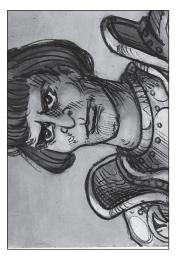














These are only examples of course, as more portraits (from different artists) may be found on the Internet, or in some old issues of gaming magazines.

For those who will wonder why not all fantasy archetypes are provided here, and why there is so few women, it's because the pics were not drawn for the game, but for my own characters over the years. Hence the bias.