Name & Titles

Motives

Social Class

Attributes

	Score	Current	Modifier
Charisma			
Dexterity			
Ferocity			
Health			
Intelligence			
Willpower			

Score	Modifier
1	-5
2	-4
3	-3
4-5	-2
6-8	-1
9-12	None.
13-15	+1
16-17	+2
18	+3
19	+4
20+	+5

Skills & Special Abilities

Restrictions

Curses & Injuries

Experience

Level

Alignment

Profession

Speed

Armour

Hit Die

Current Disposition

Psychic Armour

Equipment

Health	Limit
1-3	1
4-5	2
6-8	3
9-12	4
13-15	5
16-17	6
18	7
19	8
20+	9

Encumbering Items

Smaller Items

Name & Titles

Motives

Social Class

Attributes

	Score	Current	Modifier
Charisma			
Dexterity			
Ferocity			
Health			
Intelligence			
Willpower			

Score	Modifier
1	-5
2	-4
3	-3
4-5	-2
6-8	-1
9-12	None.
13-15	+1
16-17	+2
18	+3
19	+4
20+	+5

Skills & Special Abilities

Restrictions

Curses & Injuries

Experience

Level

Alignment

Profession

Speed

Armour

Hit Die

Current Disposition

Psychic Armour

Equipment

Health	Limit
1-3	1
4-5	2
6-8	3
9-12	4
13-15	5
16-17	6
18	7
19	8
20+	9

Encumbering Items

Smaller Items

Spells Mastered

	Level	Memorized? Yes	Used
		O	O
		O	O
		O	O
		O	O
		O	O
		O	O
		O	O
		O	O
		O	O
		O	O
		O	O
		O	O

Name & Titles

Motives

Social Class

Attributes

	Score	Current	Modifier
Charisma			
Dexterity			
Ferocity			
Health			
Intelligence			
Willpower			

Score	Modifier
1	-5
2	-4
3	-3
4-5	-2
6-8	-1
9-12	None.
13-15	+1
16-17	+2
18	+3
19	+4
20+	+5

Skills & Special Abilities

Restrictions

Curses & Injuries

Experience

Level

Alignment

Profession

Speed

Armour

Hit Die

Current Disposition

Psychic Armour

Equipment

Health	Limit
1-3	1
4-5	2
6-8	3
9-12	4
13-15	5
16-17	6
18	7
19	8
20+	9

Encumbering Items

Smaller Items

Spells Mastered

	Level	Memorized? Yes	Used
		O	O
		O	O
		O	O
		O	O
		O	O
		O	O
		O	O
		O	O
		O	O
		O	O
		O	O
		O	O

Name & Titles

Motives

Social Class

Attributes

	Score	Current	Modifier
Charisma			
Dexterity			
Ferocity			
Health			
Intelligence			
Willpower			

Score	Modifier
1	-5
2	-4
3	-3
4-5	-2
6-8	-1
9-12	None.
13-15	+1
16-17	+2
18	+3
19	+4
20+	+5

Skills & Special Abilities

Restrictions

Curses

Injuries

Experience

Level

Alignment

Profession

Speed

Armour

Hit Die

Current Disposition

Psychic Armour

Equipment

Health	Limit
1-3	1
4-5	2
6-8	3
9-12	4
13-15	5
16-17	6
18	7
19	8
20+	9

Encumbering Items

Smaller Items

Spells Mastered

	Level	Memorized? Yes	Used
		O	O
		O	O
		O	O
		O	O
		O	O
		O	O
		O	O
		O	O
		O	O
		O	O
		O	O
		O	O