

GHASTLY Affair



CHARACTER RECORD SHEETS



BACKGROUND & PERSONALITY

JAME				•
CHARACTER INSPIRATION				•
CLASS		LEVEL	ХР	•
APPEARANCE / MOST MEMORAE	BLE CHARACTERISTICS			• •
	C ABILITIES			←
Ability Check or Saving Throw: rol CHARISMA Attracting, Inspiring, Persuading	Notes	<i>y Bonuses and F</i>	enalties	DANGER! Game time changes from 10 minute Turns to 10 second Rounds
INTELLIGENCE arning, Reasoning, Remembering	Notes			DAMAGE SPEED BONUS <i>x 20 = max. feet</i> <i>per Round</i>
Discerning, Intuiting, Praying	Notes			HIT POINTS CURRENT HP NONLETHAL DM
STRENGTH Lifting, Pulling, Pushing	Notes			Dexterity Check to attack. Penalty = opponent's AC
DEXTERITY Aiming, Dodging, Jumping	Notes			Most attacks inflict Id6 damage, + Damage Bonus ARMOR CLASS ARMOR & PROTECTIONS
Enduring; Healing; Resisting	Notes			
PERVERSITY (Notes			Armor Class -Penalty to attacker's Dexterity Check
ASSETS (+3 Bonus)				EQUIPMENT CARRIED
AFFLICTIONS (-3 Penalty)				★
SPEC	IAL ABILITIES			★
			•	• ◆
			◆	 ↓ ↓
			•	

WEAKNESSES

MONEY, WEALTH, & PROPERTIES



DO'S:

NAME		◆
CHARACTER INSPIRATION		DON'TS
CLASS	LEVEL XP] •
APPEARANCE / MOST MEMORA	BLE CHARACTERISTICS] •
	IC ABILITIES	• OTHER ROLEPLAYING NOTES
CHARISMA Attracting, Inspiring, Persuading	Notes] •
INTELLIGENCE	Notes]
WISDOM Discerning, Intuiting, Praying	Notes	
STRENGTH Lifting, Pulling, Pushing	Notes	DANGER! Game time changes from 10 minute Turns to 10 second Rounds
DEXTERITY Aiming, Dodging, Jumping	Notes	DAMAGE BONUS SPEED x 20 - max. feet per Round
CONSTITUTION Enduring, Healing, Resisting	Notes	HIT POINTS CURRENT HP NONLETHAL DMC
PERVERSITY Notes		Dexterity Check to attack. Penalty = opponent's AC
ASSETS (+3 Bonus)		Most attacks inflict Id6 damage, + Damage Bonus ARMOR CLASS ARMOR & PROTECTIONS
AFFLICTIONS (-3 Penalty)		il 🗆 📃 🔤
SPEC	CIAL ABILITIES	Armor Class = Penalty to attacker's Dexterity Check
•		• EQUIPMENT CARRIED
		• •
		• •
		• •
WEAKNESSES		• •
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NON-PLAYER	
CHARACTER	
RECORD	

PERSONALITY

Affa	W REC	CORD		 ★ ★ 	
NAME				★	
CHARACTER INSPIRATION				AGENDA	
CLASS		LEVEL	ХР	 ← ← 	
APPEARANCE / MOST MEMORAE	BLE CHARACTERISTICS			 ★ 	
BASI Ability Check or Saving Throw: rol.	C ABILITIES	Bonuses and Pena	ltics	• OTHER ROLEPLAYING NOTES	
CHARISMA Attracting, Inspiring, Persuading	Notes			♦	
INTELLIGENCE	Notes			★	
Learning, Reasoning, Remembering	Notes			♦	
Discerning, Intuiting, Praying STRENGTH Lifting, Pulling, Pushing	Notes			DANGER! Game time changes from 10 minute Turns to 10 second Rounds	
DEXTERITY Aiming, Dodging, Jumping	Notes			DAMAGE SPEED BONUS x 20 - max. feet per Round	
CONSTITUTION Enduring, Healing, Resisting	Notes			HIT POINTS CURRENT HP NONLETHAL DMG.	
PERVERSITY Notes			Dexterity Check to attack. Penalty = opponent's AC		
ASSETS (+3 Bonus)				Most attacks inflict 1d6 damage, + Damage Bonus ARMOR CLASS ARMOR & PROTECTIONS	
AFFLICTIONS (-3 Penalty)					
SPECIAL ABILITIES				Armor Class =Penalty to attacker's Dexterity Check	
•			◆	EQUIPMENT CARRIED	
				 ★ 	
•				★	
			•	 ↓ 	
•			•	♦	
				★	
WEAKNESSES		-	♦		
				★	
•			•	★	
				<u>♦</u>	

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