

MGP
9006

20
system

Ultimate

Character Record Sheet

CHARACTER: _____	
PLAYER: _____	
CLASS: _____	LEVEL: _____
CHARACTER CONCEPT: _____	
RACE: _____	SUBRACE: _____
ALIGNMENT: _____	RELIGION: _____
PLACE OF ORIGIN: _____	

v3.5 Compatible

Basic Personality

d20			
1	Shy	11	Outgoing
2	Secretive	12	Stable
3	Rebellious	13	Serious
4	Antisocial	14	Air-Headed
5	Arrogant	15	Sneaky
6	Proud	16	Deceptive
7	Aloof	17	Intellectual
8	Moody	18	Detached
9	Rash	19	Fussy
10	Friendly	20	Nervous

Your Worldview

d20	
1-2	Every person is a valuable individual
3-4	I like almost everyone
5-6	No one understands
7-8	People are sheep who need to be lead
9-12	I'm neutral to most people
13-14	People must earn my respect
15-16	People are untrustworthy, be cautious
17-18	No one's going to hurt me again
19	People are wonderful
20	People are scum who should be exterminated

Rolling a Background

Roll 1d20 on each of the following tables. Keep a record of your rolls using the results to build a framework for your character.

Once you have rolled on each table you can either use those details to build your own story. Alternatively you can use your rolls to fill in the pre-written Character Description page later in this book.

If you prefer you can roll three times on each table, using the most preferable results to create your hero.

At the Games Master's discretion, rolls from your early background may affect the characters current capabilities.

What do you value?

d20			
1-2	Money	11-12	Your Word
3-4	Honour	13-14	Love
5-6	Honesty	15-16	Power
7-8	Friendship	17-18	A Good Time
9-10	Knowledge	19-20	Vengeance

Who do you value?

d20			
1-2	Children	11-12	Yourself
3-4	Siblings	13-14	Pet
5-6	Friends	15-16	Mentor
7-8	Lover	17-18	Public Figure
9-10	Partner	19-20	Personal Hero

Childhood Events

1-17	One member of your family was...
18-20	All of your family were...
d20	
1-2	Betrayed by a friend or relative and lost everything.
3-4	Accused of a terrible crime.
5-6	Exiled, if you are to return an alias is advisable.
7-8	Imprisoned for 1d6-2 years.
9-12	Murdered before your eyes.
13-14	On the run or refugees from a terrible incident.
15-16	Hunted by or involved in a vendetta with a powerful group or individual.
17	Unknown to you. You grew up without their involvement in your life.
18	Abducted or mysteriously vanished; you were inexplicably left behind.
19	Killed in an act of war, terrorism or natural disaster.
20	Believed to have some kind of unique ability, status or birthright.

Early Financial Background

1-6	Poor: Your family scraped together an existence day-by-day, toiling long hours for little pay or begging.
7-13	Middle Class: Like most families, yours were unremarkable.
14-18	Well-to-Do: You were lucky enough to have lots of treats and a good education.
19	Wealthy: You had plenty of everything, even servants.
20	Rich: You lived in the lap of luxury. You may even have been nobility.

This information may be used by the Games Master to affect a characters starting equipment or money.

Loves and Losses

1-2	You have a happy love affair
3-4	Your lover's friends or family are determined to get rid of you.
5-6	You fight constantly
7-8	You and your partner have a child. Roll d20, even=female; odd=male.
9-10	One of you is unfaithful.
11-12	You are married. Roll again.
13-14	It just didn't work out.
15	Your lover died in an accident or was murdered.
16	Your lover mysteriously vanished.
17	Your lover was kidnapped by person's unknown, but you have your suspicions.
18	Your lover was imprisoned or exiled.
19	Your lover was driven, inexplicably, insane.
20	Your lover committed suicide.

Good Times

1-6	Make a Connection: In a specific location only, you gain a +2 to your Gather Information checks.
7-13	Mentor: Your character has been trained in a wide range of skills, gaining them an extra 1d3 skill skill points at creation.
14-18	Membership: You are a member of a guild or organisation, as a result you start the game with up to 30 gp's worth of class tools or equipment.
19	Windfall: You start the game with an additional 1d4x10 gp.
20	Favour: A character of 1d4 levels owes you one.

Bad Times

1-6	Imprisoned: You have spent 1d6 years in some form of captivity, either legally or otherwise.
7-13	Falsely Accused: You have been framed for a crime and face arrest or worse.
14-18	Accident or Injury: You were involved in a terrible accident or maimed in some way.
19	Mental Illness: You are hampered by a serious psychological ailment.
20	Emotional Loss: You have lost someone dear to you. They have died, become ill or mysteriously vanished.

Current Outlook on Life

1-10	Life is good!
11-12	I hate my life but I cannot change it.
13-14	My life is crazy and out of control.
15-16	I crave more adventure and thrills.
17-18	I crave more romance and passion.
19-20	I crave more money and power.

Enemies

1-4	Bitter ex-friend or lover
5-8	Relative
9-12	Partner or co-worker
13-16	From rival group or faction
17-20	Powerful official or noble

Friends

1-4	None to speak of
5-8	Like family to you
9-12	Partner or co-worker
13-16	Shared acquaintance
17-20	Old lover (choose one)

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CHARACTER STATISTICS

	Ability Score	Ability Modifier	Temp. Score	Temp. Modifier
STR Strength				
DEX Dexterity				
CON Constitution				
INT Intelligence				
WIS Wisdom				
CHA Charisma				

	Total	Base Save	Ability Modifier	Magic Modifier	Misc. Modifier	Temp. Modifier
FORC CON						
Ref DEX						
Will WIS						

	Current	Maximum	Temp.	Subdual	Hit Dice	Misc.
HIT Points						
	Damage Reduction					

	Total	Base Attack	Strength Modifier	Size Modifier	Misc. Modifier	Misc. Modifier	Misc. Modifier	Misc. Modifier	Misc. Modifier	Temp. Modifier
MELEE Attack Bonus										
Weapon	Total Attack Bonus	Damage	Critical	Range	Type	Size	Hardness	Notes		

	Total	Base Attack	Dexterity Modifier	Size Modifier	Misc. Modifier	Misc. Modifier	Misc. Modifier	Misc. Modifier	Misc. Modifier	Temp. Modifier
RANGED Attack Bonus										
Weapon	Total Attack Bonus	Damage	Critical	Range	Type	Size	Hardness	Notes		

	Total	Misc. Modifier	Misc. Modifier
INITIATIVE			

Fighting Style _____
 Level of Ability _____
 Benefits _____

	Total	Base Bonus	Shield Bonus	Dexterity Modifier	Size Modifier	Natural Armour	Misc. Modifier	Misc. Modifier	Misc. Modifier	
ARMOUR CLASS										+ 10
Armour Notes	AC when Flat-Footed	Touch Attacks	Max Dex. Bonus	Armour Penalty	Spell Failure	Spell Resistance	Misc. Modifier			



skills

Skill Name	Key Ability	Class Skill			Cross Class	Total	Modifiers		Disc.
							Ability	Ranks	
Appraise ✓	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Balance ✓ ★	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Bluff ✓	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Climb ✓ ★	STR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Concentration ✓	CON	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Craft () ✓	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Craft () ✓	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Craft () ✓	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Decipher Script	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Diplomacy ✓	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Disable Device	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Disguise ✓	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Escape Artist ✓ ★	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Forgery ✓	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Gather Information ✓	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Handle Animal	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Heal ✓	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Hide ✓ ★	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Intimidate ✓	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Jump ✓ ★	STR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Knowledge ()	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Knowledge ()	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Knowledge ()	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Knowledge ()	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Knowledge ()	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Listen ✓	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Move Silently ✓ ★	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Open Lock	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Perform ✓	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Profession ()	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Profession ()	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Ride ✓	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Search ✓	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Sense Motive ✓	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Sleight of Hand ★	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Speak Language	None	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Spellcraft	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Spot ✓	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Survival ✓	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Swim ✓ ★★	STR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Tumble ★	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Use Magic Device	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Use Rope ✓	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				

✓ These Skills may be used with 0 ranks.

★ Armour check penalties apply to these skills.

★★ Double the normal armour check penalties apply to these skills.

Total Skill Points

Maximum Skill Ranks
(Level + 3)

Maximum X-Class Skill Ranks
((Level + 3) ÷ 2)



ANIMAL ASSOCIATES



MOUNT Name: _____

Creature: _____ Type: _____

STR	DEX	CON	INT	WIS	CHA
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Modifier	Modifier	Modifier	Modifier	Modifier	Modifier
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Fort Save	<input type="text"/>	Reflex Save	<input type="text"/>	Will Save	<input type="text"/>
HIT Points	<input type="text"/>	<input type="text"/>	INITIATIVE		<input type="text"/>

Hit Dice: _____ Bonus: _____

Speed: _____

AC: _____

Attacks: _____

Space/Reach: _____

Skills: _____

Feats: _____

Special Abilities: _____

FAMILIAR Name: _____

Creature: _____ Type: _____

STR	DEX	CON	INT	WIS	CHA
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Modifier	Modifier	Modifier	Modifier	Modifier	Modifier
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Fort Save	<input type="text"/>	Reflex Save	<input type="text"/>	Will Save	<input type="text"/>
HIT Points	<input type="text"/>	<input type="text"/>	INITIATIVE		<input type="text"/>

Hit Dice: _____ Bonus: _____

Speed: _____

AC: _____

Attacks: _____

Space/Reach: _____

Skills: _____

Feats: _____

Special Abilities: _____

COMPANION Name: _____

Creature: _____ Type: _____

STR	DEX	CON	INT	WIS	CHA
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Modifier	Modifier	Modifier	Modifier	Modifier	Modifier
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Fort Save	<input type="text"/>	Reflex Save	<input type="text"/>	Will Save	<input type="text"/>
HIT Points	<input type="text"/>	<input type="text"/>	INITIATIVE		<input type="text"/>

Hit Dice: _____ Bonus: _____

Speed: _____

AC: _____

Attacks: _____

Space/Reach: _____

Skills: _____

Feats: _____

COMPANION Name: _____

Creature: _____ Type: _____

STR	DEX	CON	INT	WIS	CHA
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Modifier	Modifier	Modifier	Modifier	Modifier	Modifier
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Fort Save	<input type="text"/>	Reflex Save	<input type="text"/>	Will Save	<input type="text"/>
HIT Points	<input type="text"/>	<input type="text"/>	INITIATIVE		<input type="text"/>

Hit Dice: _____ Bonus: _____

Speed: _____

AC: _____

Attacks: _____

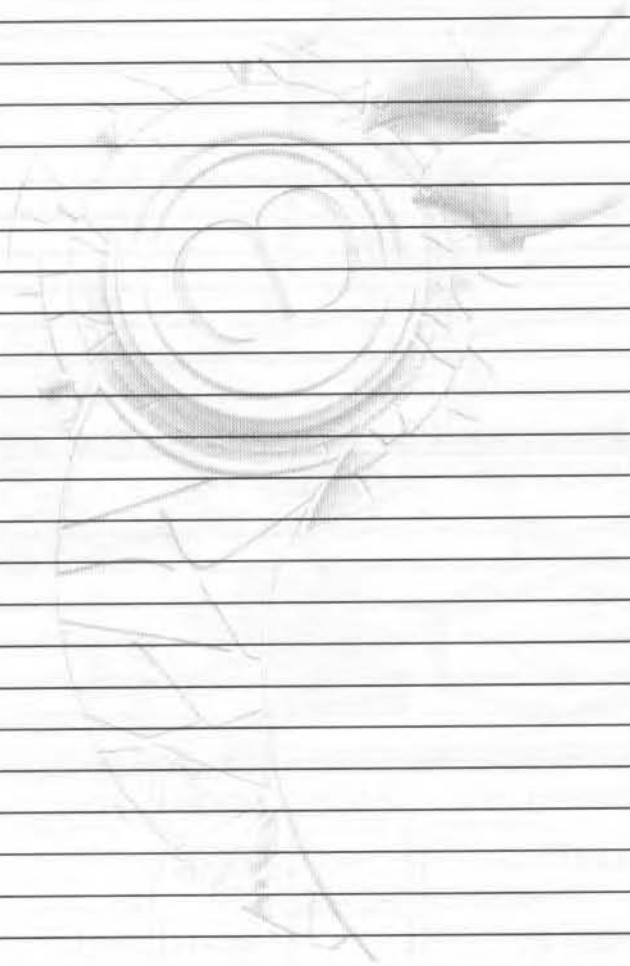
Space/Reach: _____

Skills: _____

Feats: _____

MISCELLANEOUS NOTES

NOTES _____



EQUIPMENT MAP



CARRIED IN LEFT HAND _____

LOWER LEFT ARM/HAND

Glove/Gauntlet: _____
 Thumb: _____
 Index Finger: _____
 Middle Finger: _____
 Ring Finger: _____
 Little Finger: _____
 Bracer: _____
 Bracelet: _____
 Other: _____

UPPER LEFT ARM

Sleeve: _____
 Elbow: _____
 Shoulder: _____

MISCELLANEOUS _____

UPPER LEFT LEG

Thigh: _____
 Knee: _____
 Other: _____

LOWER LEFT LEG

Calf: _____
 Shin: _____
 Other: _____

LEFT FOOT

Boot: _____
 Anklet: _____
 Weapon: _____
 Weapon: _____
 Weapon: _____
 Weapon: _____
 Sole: _____
 Heel: _____
 Toes: _____

HEAD

Headgear: _____
 Earring: _____
 Piercings: _____
 Other: _____

NECK

Armour: _____
 Amulet: _____
 Brooch: _____
 Other: _____

TORSO

Front: _____
 Front: _____
 Front: _____
 Front: _____
 Back: _____
 Back: _____
 Back: _____
 Back: _____

LOWER TORSO

Waist: _____
 Waist: _____
 Waist: _____
 Waist: _____
 Waist: _____
 Waist: _____
 Waist: _____
 Weapon: _____
 Weapon: _____
 Weapon: _____
 Weapon: _____
 Weapon: _____
 Weapon: _____
 Groin: _____
 Buttocks: _____

CARRIED IN RIGHT HAND _____

LOWER RIGHT ARM/HAND

Glove/Gauntlet: _____
 Thumb: _____
 Index Finger: _____
 Middle Finger: _____
 Ring Finger: _____
 Little Finger: _____
 Bracer: _____
 Bracelet: _____
 Other: _____

UPPER RIGHT ARM

Sleeve: _____
 Elbow: _____
 Shoulder: _____

MISCELLANEOUS _____

UPPER RIGHT LEG

Thigh: _____
 Knee: _____
 Other: _____

LOWER RIGHT LEG

Calf: _____
 Shin: _____
 Other: _____

RIGHT FOOT

Boot: _____
 Anklet: _____
 Weapon: _____
 Weapon: _____
 Weapon: _____
 Weapon: _____
 Sole: _____
 Heel: _____
 Toes: _____

CONTACTS, COMPANIONS & COHORTS



Level:	Name:				
Race:	Class:				
STR	DEX	CON	INT	WIS	CHA
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Modifier	Modifier	Modifier	Modifier	Modifier	Modifier
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Fort Save	<input type="text"/>	Reflex Save	<input type="text"/>	Will Save	<input type="text"/>
HIT Points	<input type="text"/>	<input type="text"/>	INITIATIVE	<input type="text"/>	<input type="text"/>
Hit Dice:	Bonus:				
Speed:					
AC:					
Attacks:					
Space/Reach:					
Skills:					
Feats:					
Special Abilities:					
XP:	Next Level				

Level:	Name:				
Race:	Class:				
STR	DEX	CON	INT	WIS	CHA
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Modifier	Modifier	Modifier	Modifier	Modifier	Modifier
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Fort Save	<input type="text"/>	Reflex Save	<input type="text"/>	Will Save	<input type="text"/>
HIT Points	<input type="text"/>	<input type="text"/>	INITIATIVE	<input type="text"/>	<input type="text"/>
Hit Dice:	Bonus:				
Speed:					
AC:					
Attacks:					
Space/Reach:					
Skills:					
Feats:					
Special Abilities:					
XP:	Next Level				

Level:	Name:				
Race:	Class:				
STR	DEX	CON	INT	WIS	CHA
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Modifier	Modifier	Modifier	Modifier	Modifier	Modifier
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Fort Save	<input type="text"/>	Reflex Save	<input type="text"/>	Will Save	<input type="text"/>
HIT Points	<input type="text"/>	<input type="text"/>	INITIATIVE	<input type="text"/>	<input type="text"/>
Hit Dice:	Bonus:				
Speed:					
AC:					
Attacks:					
Space/Reach:					
Skills:					
Feats:					
Special Abilities:					
XP:	Next Level				

Level:	Name:				
Race:	Class:				
STR	DEX	CON	INT	WIS	CHA
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Modifier	Modifier	Modifier	Modifier	Modifier	Modifier
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Fort Save	<input type="text"/>	Reflex Save	<input type="text"/>	Will Save	<input type="text"/>
HIT Points	<input type="text"/>	<input type="text"/>	INITIATIVE	<input type="text"/>	<input type="text"/>
Hit Dice:	Bonus:				
Speed:					
AC:					
Attacks:					
Space/Reach:					
Skills:					
Feats:					
Special Abilities:					
XP:	Next Level				

CONTACTS, COMPANIONS & COHORTS

Level: _____ Name: _____
 Race: _____ Class: _____
 STR DEX CON INT WIS CHA

Modifier	Modifier	Modifier	Modifier	Modifier	Modifier
Fort Save		Reflex Save		Will Save	
Hit Points			INITIATIVE		

 Hit Dice: _____ Bonus: _____
 Speed: _____
 AC: _____
 Attacks: _____
 Space/Reach: _____
 Skills: _____
 Feats: _____
 Special Abilities: _____
 XP: _____ Next Level _____

Level: _____ Name: _____
 Race: _____ Class: _____
 STR DEX CON INT WIS CHA

Modifier	Modifier	Modifier	Modifier	Modifier	Modifier
Fort Save		Reflex Save		Will Save	
Hit Points			INITIATIVE		

 Hit Dice: _____ Bonus: _____
 Speed: _____
 AC: _____
 Attacks: _____
 Space/Reach: _____
 Skills: _____
 Feats: _____
 Special Abilities: _____
 XP: _____ Next Level _____

Level: _____ Name: _____
 Race: _____ Class: _____
 STR DEX CON INT WIS CHA

Modifier	Modifier	Modifier	Modifier	Modifier	Modifier
Fort Save		Reflex Save		Will Save	
Hit Points			INITIATIVE		

 Hit Dice: _____ Bonus: _____
 Speed: _____
 AC: _____
 Attacks: _____
 Space/Reach: _____
 Skills: _____
 Feats: _____
 Special Abilities: _____
 XP: _____ Next Level _____

Level: _____ Name: _____
 Race: _____ Class: _____
 STR DEX CON INT WIS CHA

Modifier	Modifier	Modifier	Modifier	Modifier	Modifier
Fort Save		Reflex Save		Will Save	
Hit Points			INITIATIVE		

 Hit Dice: _____ Bonus: _____
 Speed: _____
 AC: _____
 Attacks: _____
 Space/Reach: _____
 Skills: _____
 Feats: _____
 Special Abilities: _____
 XP: _____ Next Level _____



physical DESCRIPTION

CHARACTER: _____
TRUE NAME: _____
HOMELAND: _____
RELIGION: _____
PROFESSION: _____
ALIGNMENT: _____
AGE: _____ Gender: _____
Height: _____ Handed: _____
Weight: _____ Race: _____

CHARACTER PORTRAIT

Physical Description: _____

Guilds & Organisations: _____

Personality: _____

Details of Companions & Familiars: _____

Details of Enemies & Adversaries: _____

Lands, Honours & Titles: _____

Details of Friends & Contacts: _____

Obscure: _____

Quote: _____



STRONGHOLD DESCRIPTION

Location: _____ Size: _____

Description: _____

Special Rooms & Features:

Name	Size	Cost

Troops Housed

Type	Wages	Number

Augmentations

Name	Effect	Cost

Staff Housed

Type	Wages	Number

Magical Enhancements

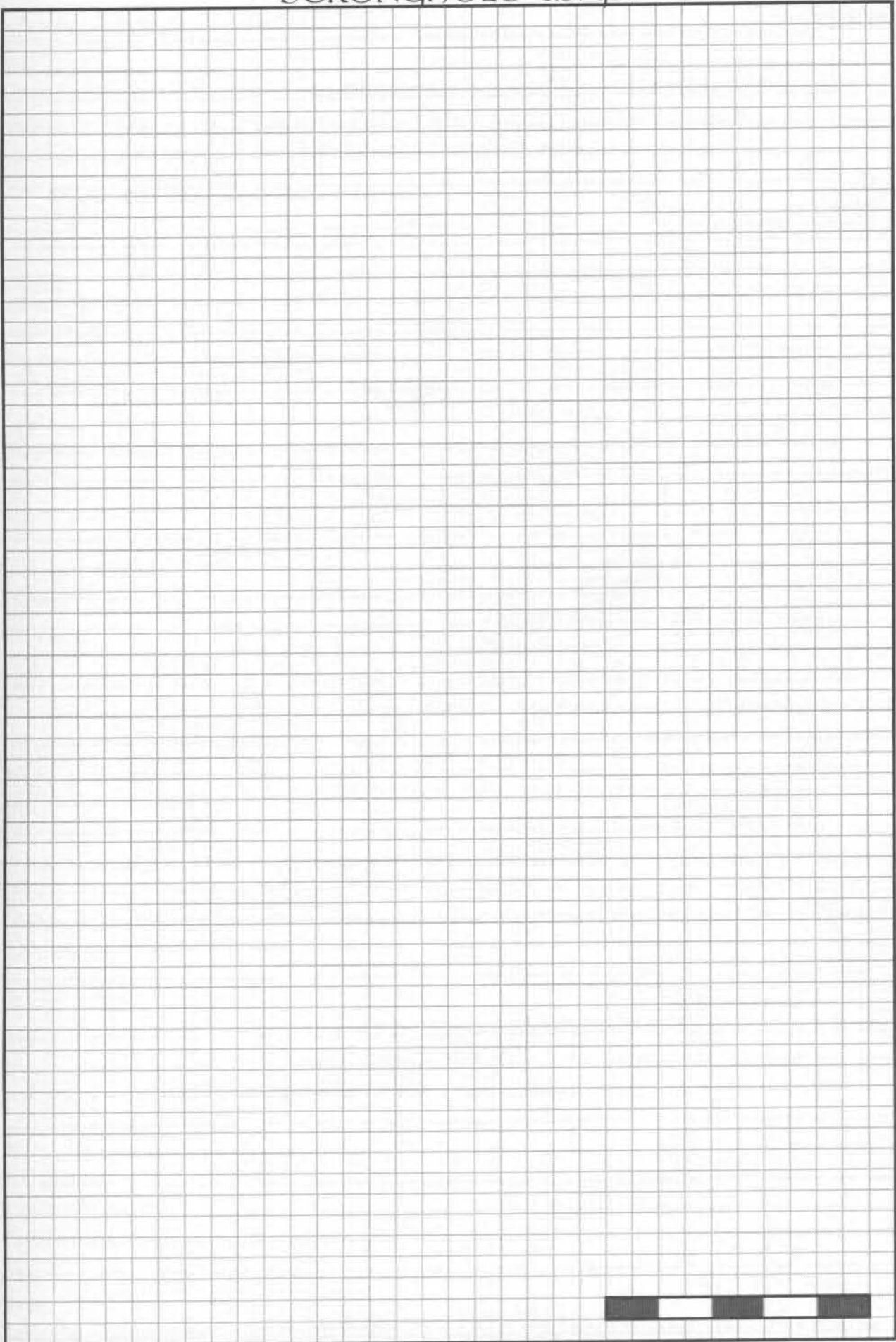
Name	Effect	Cost

Other Residents

Type	Wages	Number

Weapon	Crew	Damage	Rate of Fire	Type	Structure	Size	Hardness	Hit Points

STRONGHOLD MAP



CHARACTER'S LAST WISHES

Last Will & Testament Of _____

I, _____, a resident of _____
being of sound mind and able body and acting without duress, menace, magic, mind control, fraud, mistake, undue influence or nefarious forces, do make public and declare this to my last Will. This document supercedes, revokes and overrules any and all other Wills, Codicils and arrangements previously made by my good person

To my _____, I bequeath my _____

To my _____, I bequeath my _____

To my _____, I bequeath my _____

To my _____, I bequeath my _____

To my _____, I bequeath the
remainder of my estate, to be divided, used or kept as they see fit.

To my _____, I leave this note of
advice: _____

This information has served me well, I hope, if heeded, it serves you in equal good stead.
If it is possible, in the event of my death, for my soul to be returned to my body to continue my life it should be done only if the following can be guaranteed: _____

If it is only possible for my soul to be returned to my body to continue my life under the following conditions then I would wish to remain in oblivion _____

I do hereby appoint _____
as legal guardian of _____
until such time as _____

I do hereby disinherit the following _____
for the following reasons _____

I would wish my epitaph to read as follows: _____

I _____ set my name to this last Will on this _____ day of _____

I _____ bear witness to this last Will on this _____ day of _____



IMPORTANT CHARTS & INFORMATION

Level	XP	Class Skills	Cross-Class Skills	Ability			Fighter, Barbarian, Paladin or Ranger	Cleric, Druid, Rogue, Bard or Monk	Wizard or Sorcerer	
		Max Ranks	Max Ranks	Score	Low Save	High Save	Base Attack Bonus	Base Attack Bonus	Base Attack Bonus	
1	0	4	2	1st	-	+0	+2	+1	+0	+0
2	1,000	5	2 1/2	-	-	+0	+3	+2	+1	+1
3	3,000	6	3	2nd	-	+1	+3	+3	+2	+1
4	6,000	7	3 1/2	-	1st	+1	+4	+4	+3	+2
5	10,000	8	4	-	-	+1	+4	+5	+3	+2
6	15,000	9	4 1/2	3rd	-	+2	+5	+6/+1	+4	+3
7	21,000	10	5	-	-	+2	+5	+7/+2	+5	+3
8	28,000	11	5 1/2	-	2nd	+2	+6	+8/+3	+6/+1	+4
9	36,000	12	6	4th	-	+3	+6	+9/+4	+6/+1	+4
10	45,000	13	6 1/2	-	-	+3	+7	+10/+5	+7/+2	+5
11	55,000	14	7	-	-	+3	+7	+11/+6/+1	+8/+3	+5
12	66,000	15	7 1/2	5th	3rd	+4	+8	+12/+7/+2	+9/+4	+6/+1
13	78,000	16	8	-	-	+4	+8	+13/+8/+3	+9/+4	+6/+1
14	91,000	17	8 1/2	-	-	+4	+9	+14/+9/+4	+10/+5	+7/+2
15	105,000	18	9	6th	-	+5	+9	+15/+10/+5	+11/+6/+1	+7/+2
16	120,000	19	9 1/2	-	4th	+5	+10	+16/+11/+6/+1	+12/+7/+2	+8/+3
17	136,000	20	10	-	-	+5	+10	+17/+12/+7/+2	+12/+7/+2	+8/+3
18	153,000	21	10 1/2	7th	-	+6	+11	+18/+13/+7/+3	+13/+8/+3	+9/+4
19	171,000	22	11	-	-	+6	+11	+19/+14/+8/+4	+14/+9/+4	+9/+4
20	190,000	23	11 1/2	-	5th	+6	+12	+20/+15/+9/+5	+15/+10/+5	+10/+5

STR	Light Load	Medium Load	Heavy Load
1	up to 3 lbs.	4-6 lbs.	7-10 lbs.
2	up to 6 lbs.	7-13 lbs.	14-20 lbs.
3	up to 10 lbs.	11-20 lbs.	21-30 lbs.
4	up to 13 lbs.	14-26 lbs.	27-40 lbs.
5	up to 16 lbs.	17-33 lbs.	34-50 lbs.
6	up to 20 lbs.	21-40 lbs.	41-60 lbs.
7	up to 23 lbs.	24-46 lbs.	47-70 lbs.
8	up to 26 lbs.	27-53 lbs.	54-80 lbs.
9	up to 30 lbs.	31-60 lbs.	61-90 lbs.
10	up to 33 lbs.	34-66 lbs.	67-100 lbs.
11	up to 38 lbs.	39-76 lbs.	77-115 lbs.
12	up to 43 lbs.	44-86 lbs.	87-130 lbs.
13	up to 50 lbs.	51-100 lbs.	101-150 lbs.
14	up to 58 lbs.	59-116 lbs.	117-175 lbs.
15	up to 66 lbs.	67-133 lbs.	134-200 lbs.
16	up to 76 lbs.	77-153 lbs.	154-230 lbs.
17	up to 86 lbs.	87-173 lbs.	174-260 lbs.
18	up to 100 lbs.	101-200 lbs.	201-300 lbs.
19	up to 116 lbs.	117-233 lbs.	234-350 lbs.
20	up to 133 lbs.	134-266 lbs.	267-400 lbs.
21	up to 153 lbs.	154-306 lbs.	307-460 lbs.
22	up to 173 lbs.	174-346 lbs.	347-520 lbs.
23	up to 200 lbs.	201-400 lbs.	401-600 lbs.
24	up to 233 lbs.	234-466 lbs.	467-700 lbs.
25	up to 266 lbs.	267-533 lbs.	534-800 lbs.
26	up to 306 lbs.	307-613 lbs.	614-920 lbs.
27	up to 346 lbs.	347-693 lbs.	694-1,040 lbs.
28	up to 400 lbs.	401-800 lbs.	801-1,200 lbs.
29	up to 466 lbs.	467-933 lbs.	934-1,400 lbs.
+10	x4	x4	x4

Attack Roll Modifiers		
Circumstance	Melee	Ranged
Attacker is dazzled	-1	-1
Attacker is entangled	-2	-2
Attacker flanking defender	+2	-
Attacker is invisible	+2	+2
Attacker on higher ground	+1	+0
Attacker prone	-4	-
Attacker is cowering	-2	-2
Defender is in cover	+4	+4
Defender sitting or kneeling	+2	-2
Defender is blinded	-2	-2
Defender prone	+4	-4
Defender stunned	+2	+2
Defender is cowering	-2	-2
Defender is entangled	+0	+0
Defender is flat-footed	+0	+0
Defender is grappling	+0	+0
Defender is helpless	-4	+0
Defender is sat or kneeling	-2	+2
Defender pinned	-4	+0
Defender is prone	-4	+4
Defender is stunned	-2	-2

Two-Weapon Fighting		
Circumstance	Prime Hand	Off-Hand
Normal Penalties	-6	-10
Off-hand weapon is light	-4	-8
Two-Weapon Fighting feat	-4	-4
Two-Weapon Fighting feat & light off-hand weapon	-2	-2

Check *Core Rulebooks I & II* for more detailed information.

CHARACTER QUIRKS

Psychological Quirks

These quirks affect a character's mind.

Absent Minded: A character who is absent minded can be subject to strange lapses of memory. These lapses range in severity, from forgetting minor details to friends and family.

Bipolar: A character with this quirk is prone to bouts of manic/depressive behaviour, switching in an instant from incredible emotional highs to severe lows.

Delusional: Delusional characters believe the world is not as others perceive it. They may be prone to hearing voices, believe in the existence of fantastical creatures or even that they are a divine being.

Masochist: A character with this quirk will suffer, to a certain degree, from self loathing to such an extent that they will actively seek out harmful encounters and situations.

Paranoia: Paranoid characters believe they have enemies everywhere they go. This paranoia can be focused against an individual adversary there may, however, be thousands.

Physiological Quirks

These quirks affect a character's physical body.

Hard of Hearing: A character with this quirk is prone to speaking too loudly at the wrong moment or suffering minor penalties (no more than -1) to their Listen checks.

Impaired Vision: A character whose vision is in someway impaired is not blind, they may merely suffer from colour blindness. As such they will have difficulty distinguishing red from green or blue from green.

Missing Limb: A character who has lost a limb need not be crippled by this quirk. A character can have lost anything from a single digit from a single finger or a whole hand.

Reduced Mobility: Characters with this quirk may be unable to move at their full movement rate, but should suffer no more than a 5-ft. reduction in their movement. This can be the result of a pronounced limp.

Vulnerabilities: Characters may suffer from an allergy of some form, while not lethal this can be uncomfortable.

Personality Quirks

These quirks affect how a character interacts with the world.

Bad Tempered: A character who is bad tempered can be prone to irritability and heated outbursts, even with their friends.

Cowardly: A character with this quirk is likely to avoid encounters and situations that they deem harmful at all costs.

Obsessive: Obsessive characters are incapable of getting over that special goal, person or objective. This can often mean that these characters will put themselves at unnecessary risk to fulfil their obsession.

Shy: A character with this quirk can find dealing with others at best uncomfortable and at worst terrifying. This quirk can manifest itself in a varying degrees of severity. A character may simply refuse to speak to strangers or remove themselves situations where personal interaction may be required.

Stubborn: Stubborn characters just will not give up. Once they are set against something very little can sway them.

Social Quirks

These quirks affect how the world interacts with a character.

Alias: A character who is travelling under an alias is trying to hide their identity. Their cover identity may be so complete that they are able to live a regular life, they may, however, be the target of hunters, seeking to apprehend the character.

Celebrity: A character with this quirk is widely known. Most people have heard their remarkable story. A character's every move is known and they are actively sought out by their peers.

Infamous: A character with this quirk is widely known. Most people have heard a bad story about them. Whether such tales are true or not is all part of the characters' renown.

Oppressed: A character with this quirk is a member of a group or organisation that is downtrodden or otherwise subjugated. Oppressed characters may be simply snubbed or actively hunted.

Personal Habits: Others find a character with this quirk unpleasant to be around. It may be that others find such a character annoying but bearable, they might even avoid them.

Responsibility Quirks

These quirks reflect how the world affects a character.

Code of Honour: A character who is bound by a code of honour has a series of rules that they personally will not break this code may not permit a character to kill or to be false.

Dependants: A character with this quirk has others that rely on a character's aid or protection. These can be family, children or friends. They are weaker than the character.

Sense of Duty: A character who has a sense of duty always attempts to do the right thing. Such a character follows a higher morale code, this code may not always make sense to onlookers but a character's actions will always be explainable.

Vow: A character with this quirk has a promise to keep. This promise can be virtually anything, from a vow of vengeance against a murderer or to keep a dark secret. Whatever the vow, a character will go to almost any ends to keep it.

Behavioural Quirks

These quirks reflect how a character affects the world.

Dependence: A character must partake of a specific substance or situation. Without this a character can become withdrawn and melancholy.

Honesty: A character with this quirk is incapable of lying. They will always tell the truth, even if it hurts them directly. Friends and associates are equally as likely to suffer the consequences of an associating with an honest character.

Impulsiveness: Impulsive characters are prone to jumping into situations without thinking of the consequences of their actions.

Intolerance: A character with this quirk is bigoted towards those who would oppose their viewpoint or beliefs. They will treat such people with civil detachment or open violence.

Lecherous: Lecherous characters are unable to resist the urge to paw or stare at items that inspire their basest cravings.

Use the information above to add depth to your character. Combining the details here with those featured on both the inside front and inside back covers to generate a character that is both well-rounded and multi-dimensional.

Choosing to incorporate quirks into a character is optional. They are provided here to add further dimensions to a character to elevate them above a collection of numbers and abilities. Even exceptional characters are not without their quirks and subtle nuances. An average character should have no more than two quirks. Characters with more may find themselves severely hampered by their own inabilities. As always, any quirks a characters possesses should be discussed with the Games Master.

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ADVANCED CHARACTER BACKGROUND

Distinctive Features

CHA	Number of Features
1	Three
2-9	Two
10-12	One
13-17	Two
18+	Three

Nature of Distinctive Features

1-5	Your nose is in some way unusual. Roll on the Nose Type Table to determine why.
6-9	Your eyes is in some way unusual. Roll on the Eye Colour Table to determine why.
10	Your mouth is in some way unusual. Roll on the Mouth Type Table to find out why.
11-14	Your hair is unusual. Roll on the Subsequent Hair Tables to determine why.
15-16	You have a distinctive scar. Roll on the Scar Location Table to determine why.
17-19	Your voice is in some way unusual. Roll on the Voice Type Table to determine why.
20	Your limbs are unusual. Roll on the Limb Type Table to determine why.

Eye Colour

1	Grey
2-3	Grey-Blue
4-5	Frosty Blue
6-7	Baby Blue
8-9	Dark Blue
10-11	Blue-Green
12-13	Green
14-15	Violet
16	Amber
17-18	Brown
19-20	Black

Nose Type

1-5	Snub Nose
6-10	Straight Nose
11-15	Turned-Up Nose
16-20	Hooked Nose

Hair Length

1-5	Short (Close-Cropped to Shoulder Length).
6-10	Medium (Shoulder Length to Mid-Back).
11-15	Long (Mid-Back to Hip Length).
16-20	Very Long (Beyond Hip Length).

Voice Type

1-5	Stutter
6-10	Musical
11-15	Soft
16-20	Accent

Mouth Type

1-5	Overbite
6-10	Thin Lips
11-15	Wide Mouth
16-19	Full Lips
20	Small Mouth

Hair Style

1-2	1d3 braids, bound or looped around head.
3-4	1d3 braids loose.
5-6	Loose straight hair.
7-8	Loose curly hair.
9-10	Loose hair with bangs.
11-12	Headband or other ornamentation.
13-14	1d3 Ponytails.
15-16	Backbun.
17-18	Topbun.
19-20	Combination of the above; roll twice.

Hair Colour

1-2	Silver
3-4	Pale Blond
5-6	Golden Blond
7-8	Red-Gold
9-10	Red
11-12	Red-Brown
13-14	Dark Blond
15-16	Light Brown
17-18	Dark Brown
19-20	Black

Scar Location

1-2	Eye
3-4	Ear
5-6	Face
7-8	Hand
9-10	Arm
11-12	Leg
13-14	Foot
15-16	Chest
17-18	Back
19-20	Abdomen

Current Situation

1	You are currently unemployed or drifting from place to place.
2	You are a slave, commoner or otherwise unremarkably employed.
3-4	You are involved in law enforcement, investigation or espionage.
5-6	You are involved in government or other administrative duties.
7-8	You are involved in the underworld or black market activities.
9-10	You are involved in business, trade or high finance.
11-12	You are a freelancer, going where the money and the work is.
13-14	You are involved in craftwork or construction.
15-16	You are involved in research or scientific study.
17-18	You are involved in the arts, painting, writing or performing.
19-20	You are involved in military or security organisations.

Phobias

1	Acrophobia (Fear of heights akin to Vertigo)
2	Agoraphobia (Fear of open spaces or leaving safety)
3	Agrizoophobia (Fear of wild, undomesticated animals)
4	Arachniphobia (Fear of spiders)
5	Autophobia (Fear of being alone or in solitude)
6	Aurophobia (Fear of gold)
7	Claustrophobia (Fear of enclosed spaces)
8	Hippophobia (Fear of horses)
9	Haemophobia (Fearing the sight of blood)
10	Hydrophobia (Fear of water & drowning)
11	Martiphobia (Fear of combat & weapons)
12	Musophobia (Fear of rodents & vermin)
13	Nyctophobia (Fear of night-time & darkness)
14	Ophidiophobia (Fear of snakes)
15	Phenophobia (Fear of supernatural phenomenon)
16	Pyrophobia (Fear of fire)
17	Rabdophobia (Fear of magic, especially wands)
18	Teratophobia (Fear of monsters)
19	Toxicophobia (Fear of being poisoned)
20	Xenophobia (Fear of strangers or foreigners)

Clothing Styles

1-2	Strips of coloured cloth
3-4	Loin cloth
5-6	Short Tunic or Dress
7-8	Pants with Tunic
9-10	Pants with Tucked Shirt
11-12	Pants with Vest or Halter
13	Breeches with Tucked Shirt
14	Breeches with Vest or Halter
15	Tights with Tucked Shirt
16	Tights with Tunic
17	One-Piece Suit
18	One-Piece Suit With Tunic
19	Long Robe or Dress
20	Knee Length Skirt or Robe with top

Clothing Colour

1	White
2-3	Brown
4-5	Beige
6-7	Russet
8	Pale Blue
9	Dark Blue
10	Pale Green
11	Bottle Green
12	Grey
13	Black
14-15	Red
16-17	Gold
18-19	Yellow
20	Purple

Clothing Materials

1-5	Leather or Skins
6-10	Fur
11-15	Linen Wool
16-20	Feathers

Footwear

1-5	Moccasins
6-10	Knee Boots
11-15	Ankle Boots
16-20	Sandals

Combine the details gained here with those gathered previously to add depth to your character.

Discuss your character details with your Games Master as some of this information may affect your character's actions and impacts on the game.



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