



BASIC ROLEPLAYING

NONPLAYER CHARACTER

NAME _____

DESCRIPTION _____

STR _____ **INT** _____ **CHA** _____
CON _____ **POW** _____ **EDU** _____
SIZ _____ **DEX** _____ **MOV** _____

SKILLS _____

HIT POINTS

MAJOR WOUND _____ DEAD _____

00	01	02	03	04	05	06	07	08	09	10	11
12	13	14	15	16	17	18	19	20	21	22	23
24	25	26	27	28	29	30	31	32	33	34	35
36	37	38	39	40	41	42	43	44	45	46	47
48	49	50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69	70	71
72	73	74	75	76	77	78	79	80	81	82	83
84	85	86	87	88	89	90	91	92	93	94	95
96	97	98	99	100							

DAMAGE MODIFIER _____

WEAPON	%	DAMAGE
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Brawl/Claw _____

ARMOR _____ ARMOR VALUE _____

SHIELD _____ % DAMAGE _____ HP _____

POWER POINTS

BATTERY _____ UNCONSCIOUS _____

00	01	02	03	04	05	06	07	08	09	10	11
12	13	14	15	16	17	18	19	20	21	22	23
24	25	26	27	28	29	30	31	32	33	34	35
36	37	38	39	40	41	42	43	44	45	46	47
48	49	50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69	70	71
72	73	74	75	76	77	78	79	80	81	82	83
84	85	86	87	88	89	90	91	92	93	94	95
96	97	98	99	100							

POSESSSIONS _____

FOLLOWER ONE

NAME _____

DESCRIPTION _____

STR _____ **INT** _____ **CHA** _____
CON _____ **POW** _____ **EDU** _____
SIZ _____ **DEX** _____ **MOV** _____

HIT POINTS _____ **DEAD** _____

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24
25	26	27	28	29
30	31	32	33	34
35	36	37	38	39
40	41	42	43	44
45	46	47	48	49
50	51	52	53	54
55	56	57	58	59
60	61	62	63	64
65	66	67	68	69
70	71	72	73	74
75	76	77	78	79
80	81	82	83	84
85	86	87	88	89
90	91	92	93	94
95	96	97	98	99
100				

Dodge (DEXx02) _____ % DAMAGE MODIFIER _____

WEAPON	%	DAMAGE
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

ARMOR _____ ARMOR VALUE _____

SKILLS _____

POWER POINTS _____ / _____

POWERS _____

POSESSSIONS _____

FOLLOWER TWO

NAME _____

DESCRIPTION _____

STR _____ **INT** _____ **CHA** _____
CON _____ **POW** _____ **EDU** _____
SIZ _____ **DEX** _____ **MOV** _____

HIT POINTS _____ **DEAD** _____

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24
25	26	27	28	29
30	31	32	33	34
35	36	37	38	39
40	41	42	43	44
45	46	47	48	49
50	51	52	53	54
55	56	57	58	59
60	61	62	63	64
65	66	67	68	69
70	71	72	73	74
75	76	77	78	79
80	81	82	83	84
85	86	87	88	89
90	91	92	93	94
95	96	97	98	99
100				

Dodge (DEXx02) _____ % DAMAGE MODIFIER _____

WEAPON	%	DAMAGE
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

ARMOR _____ ARMOR VALUE _____

SKILLS _____

POWER POINTS _____ / _____

POWERS _____

POSESSSIONS _____

FOLLOWER THREE

NAME _____

DESCRIPTION _____

STR _____ **INT** _____ **CHA** _____
CON _____ **POW** _____ **EDU** _____
SIZ _____ **DEX** _____ **MOV** _____

HIT POINTS _____ **DEAD** _____

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24
25	26	27	28	29
30	31	32	33	34
35	36	37	38	39
40	41	42	43	44
45	46	47	48	49
50	51	52	53	54
55	56	57	58	59
60	61	62	63	64
65	66	67	68	69
70	71	72	73	74
75	76	77	78	79
80	81	82	83	84
85	86	87	88	89
90	91	92	93	94
95	96	97	98	99
100				

Dodge (DEXx02) _____ % DAMAGE MODIFIER _____

WEAPON	%	DAMAGE
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

ARMOR _____ ARMOR VALUE _____

SKILLS _____

POWER POINTS _____ / _____

POWERS _____

POSESSSIONS _____