



# BASIC ROLEPLAYING

## NONPLAYER CHARACTER

NAME \_\_\_\_\_

DESCRIPTION \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

STR \_\_\_\_\_ INT \_\_\_\_\_ CHA \_\_\_\_\_

CON \_\_\_\_\_ POW \_\_\_\_\_ EDU \_\_\_\_\_

SIZ \_\_\_\_\_ DEX \_\_\_\_\_ MOV \_\_\_\_\_

SKILLS \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

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

### DAMAGE MODIFIER

WEAPON      %      DAMAGE

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Projection \_\_\_\_\_%    Throw \_\_\_\_\_%    Fly \_\_\_\_\_%

Defense \_\_\_\_\_%      Dodge (DEXx02) \_\_\_\_\_%

POWERS \_\_\_\_\_

Brawl/Claw \_\_\_\_\_

ARMOR      ARMOR VALUE

\_\_\_\_\_  
\_\_\_\_\_

SHIELD      %      DAMAGE      HP

\_\_\_\_\_  
\_\_\_\_\_

POWER POINTS      UNC 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

POSSESSIONS \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### FOLLOWER ONE

### FOLLOWER TWO

### 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

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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 \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

POSSESSIONS \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

NAME \_\_\_\_\_

DESCRIPTION \_\_\_\_\_

\_\_\_\_\_

STR \_\_\_\_\_ INT \_\_\_\_\_ CHA \_\_\_\_\_

CON \_\_\_\_\_ POW \_\_\_\_\_ EDU \_\_\_\_\_

SIZ \_\_\_\_\_ DEX \_\_\_\_\_ MOV \_\_\_\_\_

HIT POINTS      DEAD 00 01 02 03 04 05

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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 \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

POSSESSIONS \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

NAME \_\_\_\_\_

DESCRIPTION \_\_\_\_\_

\_\_\_\_\_

STR \_\_\_\_\_ INT \_\_\_\_\_ CHA \_\_\_\_\_

CON \_\_\_\_\_ POW \_\_\_\_\_ EDU \_\_\_\_\_

SIZ \_\_\_\_\_ DEX \_\_\_\_\_ MOV \_\_\_\_\_

HIT POINTS      DEAD 00 01 02 03 04 05

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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 \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

POSSESSIONS \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_