

IMPORTANT NPC SHEET

GAME MASTER

ADVENTURE

NPC NAME

CREATURE

ARCHETYPE

SIZE

MOVEMENT

INITIATIVE BASE

FEAR FACTOR

ADDITIONAL STATS

COMBAT POINTS

WEAPONS/SHIELD

IM

DAMAGE

SAMPLE OF ATTACKS

EQUIPMENT

BODY POINTS

ARMOR

SKILLS/FEATS/VITNER/FAITH/ETC.



LIGHT DAM. (±0)

INJURED. (-1)

SERIOUSLY INJ. (-3)

CRITICALLY INJ. (-7)

BACKGROUND/NEED TO KNOW

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BACKGROUND/NEED TO KNOW

NOTES FROM A SESSION

GAME MASTER

ADVENTURE

Handwritten notes for the session, organized into three columns: Game Master notes, Adventure notes, and a large central area for general session notes.

CHARACTER STATS

GAME MASTER

ADVENTURE

CHARACTER NAME

CHARACTER NAME

PLAYER ARCHETYPE RACE/CULTURE

PLAYER ARCHETYPE RACE/CULTURE

CHARACTER TRAITS

CHARACTER TRAITS

FEATURED SKILLS/DISCIPLINES/SPECIALTIES AND OTHER NOTES

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Blank lines for character traits and notes.

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CREATURE _____ FEAR FACTOR _____

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WEAPONS/SHIELDS _____

SAMPLE OF ATTACKS _____

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NOTES _____

BODY POINTS

ARMOR



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