

The Fantasy Trip Character Record Sheet

Name: _____
(M)__(F)__ race _____

job _____ pay _____ risk _____

ST		DX	() Adjusted*
IQ		MA	

* considering armor worn and weight carried

Abilities: talents/spells/languages

Reaction +/- due to race, abilities, etc.

Mark off damage here:

Hits due to wounds _____ ST lost due to fatigue _____

Damage done with bare hands _____

Gear: items worn and carried in hands/on belt

Ready weapon (damage) _____
 Armor worn (hits stopped) _____ Shield carried (hits stopped) _____
 Magical protection (if any) _____
 Items carried on belt _____
 Items in belt pouch _____

Load in backpack: List all items carried in backpack, with their weight.

Backpack	4 lb		Weight Carried
			Weight of armor _____
			In hands/on belt _____
			In backpack _____

Total weight carried

Followers (human or monster). List here, and make a separate record for each

Trained Animals: Note here; make separate sheet for each one if desired.

Name and species _____ Obeys on roll of _____ on _____ dice.
 Name and species _____ Obeys on roll of _____ on _____ dice.

Other Information: On the back of this sheet, list personal information about this character, possessions which he/she is not carrying at present, notes on where he has been and who he knows, a running total of experience points . . . and anything else you think is important.

The Fantasy Trip GM Character Record

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job _____ pay _____ risk _____

ST		DX	() Adjusted*
IQ		MA	

* considering armor worn and weight carried

Automatically Functioning Talents (circle those which the character has)

Naturalist Expert Naturalist Alertness Recognize Value Architect Sex Appeal Literacy

Notes: _____

Important Items Carried

Reaction +/- due to race, abilities, etc.

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Notes: _____

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Reaction +/- due to race, abilities, etc.

Mark off damage here:

Hits due to wounds ST lost due to fatigue

Character sheet template for the first row, left column. It features a header box at the top, followed by four skill slots labeled ST, DX, IQ, and MA. Below these are two circular icons: a sword and a shield. At the bottom is a row of 20 hexagonal icons, with the last four being shaded.

Character sheet template for the first row, right column. It features a header box at the top, followed by four skill slots labeled ST, DX, IQ, and MA. Below these are two circular icons: a sword and a shield. At the bottom is a row of 20 hexagonal icons, with the last four being shaded.

TALENTS & SPELLS

Character sheet template for the second row, left column. It features a header box at the top, followed by four skill slots labeled ST, DX, IQ, and MA. Below these are two circular icons: a sword and a shield. At the bottom is a row of 20 hexagonal icons, with the last four being shaded.

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TALENTS & SPELLS

Character sheet template for the third row, left column. It features a header box at the top, followed by four skill slots labeled ST, DX, IQ, and MA. Below these are two circular icons: a sword and a shield. At the bottom is a row of 20 hexagonal icons, with the last four being shaded.

Character sheet template for the third row, right column. It features a header box at the top, followed by four skill slots labeled ST, DX, IQ, and MA. Below these are two circular icons: a sword and a shield. At the bottom is a row of 20 hexagonal icons, with the last four being shaded.

TALENTS & SPELLS