

## ENCOUNTER CRITICAL

**Official Character Ability Form**

### HIT POINTS

### And Damage

Melee Damage Bonus _____	GOLD CREDITS _____
Missile Damage Bonus _____	SILVER CREDITS _____
Bare Hands Damage _____	
Maximum Weapon Damage _____	
Max Weapon Dmg (Tech) _____	<i>Other Moneys Ingots</i>
Hit Damage _____	<i>Jewels and Etc.</i>
Stun Victims _____	
Lbs. of Psychic Force _____	

GOLD CREDITS \_\_\_\_\_  
SILVER CREDITS \_\_\_\_\_

Other Moneys Ingots  
Jewels and Etc.

CURRENT LEVEL \_\_\_\_\_ XP \_\_\_\_\_  
 XP TO QUALIFY FOR NEXT LEVEL \_\_\_\_\_  
 QUALIFICATION ACTS \_\_\_\_\_  
 OR DISCOVERIES (NOTE LEVEL) \_\_\_\_\_

ALCHEMIST _____	EXPLORE _____	MONSTER FRIEND _____
APPEASE _____	FAKE _____	MURDER _____
ARGUE _____	FAVOR _____	PROVIDE _____
BERZERK CHANCES _____	GREAT FEAT _____	PSI RESIST _____
BLIND ATTACK _____	GUARD _____	PSYCHIC IMPLANT _____
CAMPING _____	HAPPENSTANCE _____	READ MINDS _____
CLUE _____	ILLICIT _____	RESTORE COURAGE _____
COMMAND _____	INVISIBILITY _____	SAVING THROW _____
COMMAND ENERGY _____	LABOR _____	SCHOLARSHIP _____
COMMAND MATTER _____	LESSER FEAT _____	SEDUCE _____
CONJURE _____	LOGIC _____	SEE THE FUTURE _____
CONSUME ALIEN _____	MACHINE FRIEND _____	SNEAK ATTACK _____
CROWD MANIPULATE _____	MAGICAL ATTACK _____	STEAL _____
ENRICH _____	MELD _____	SURVIVAL _____
ENSORCEL _____	MELEE ATTACK _____	TAME _____
EXPERIENCE BONUS _____	MISSILE ATTACK _____	UNPLEASANT ORDER _____
	MISTAKEN IDENTITY _____	

# GRIMOIRE OF MAGIC SPELLS

IMPORTANT PEOPLE KNOWN

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

THINGS OF NOTE EATEN AND MET

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

PET, "SLAVE" OR GREAT COMPANION

\_\_\_\_\_

\_\_\_\_\_

PET, "SLAVE" OR GREAT COMPANION

ARMOR OR PROTECTION	SAVE/SURV %	MOVE"	STR

  

HAND WEAPON	DAMAGE	RANGE	SCORE%

  

RANGED WEAPON	DAMAGE	SHORT	LONG	%MINUS	SCORE%	RELOADS

MAP

TREASURE AND SPECIAL/SECRET ITEMS FOUND OR KNOWN