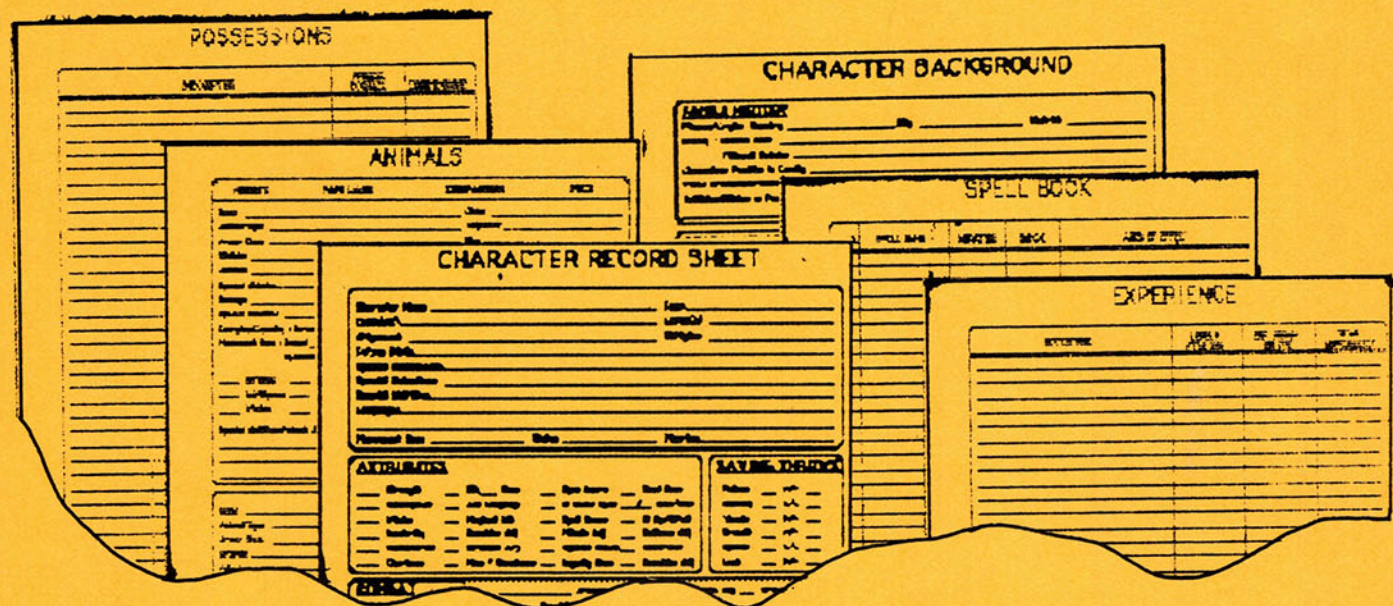


MERCENARIES

GUILD

Innovative accessories and playing aids for the serious gamer.

CHARACTER RECORD SHEETS



- Have your high level characters run out of room to record their treasures and experience!
- Have your characters lost track of their heritage!
- Now your characters can have a separate sheet to record their Wealth, Experience, Arms and Armor, Possessions, Spells, Animal companions and familiars, character descriptions and family background

Mercenaries Guild is a ComRes Associates Company

WELCOME TO THE MERCENARIES GUILD

You are now a member is good standing! All you have to do is mail a postcard with your name and address on it. For this you will get on our mailing list and will receive advance notice of all our new products. your name may be included in our play test group and you may receive some of our products free. Incourage all your friends to join. All they have to do is send in their names and addresses. The more the merrier and that way we know what products you want to see and you can help us develop them.

Thanks,

Charles Hubbard

Charles Hubbard, Guildmaster

THE MERCENARIES GUILD

3911-B MARCOM STREET
RALEIGH, N.C. 27606

WE WOULD LIKE TO GIVE A SPECIAL NOTE OF THANKS TO THE MEMBERS WHO PARTICIPATED IN MAKING THESE PRODUCTS AVAILABLE:

Jeff Cooke - Head Scribe

Randal Atkins - Head orc herder

Barry Newberry - General Factotum

Tom Winters - Head Limner

Robert Tarpey - Head orc

Mark Holman - Lesser Potentate

and especially to Sam Adams - Head Thaumaturge
for printing the whole thing.

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CHARACTER RECORD SHEET

Character Name _____ Race _____

Class(es) _____ Level(s) _____

Alignment _____ Religion _____

Patron Dietu _____

Special Resistances _____

Special Detections _____

Special Abilities _____

Languages_____

Movement Base _____ Vision _____ Hearing _____

ATTRIBUTES

____ Strength ____ Hit ____ Dam ____ Open Doors ____ Bend Bars

☐ Intelligence ☐ Add Language ☐ % Know Spell ☐ Min/Max

_____ Wisdom _____ Magical Att _____ Spell Bonus _____ % Spell Fail

_____ Dexterity _____ Reaction Adj _____ Missile Adj _____ Defense Adj

_____ Constitution _____ Hit Point Adj _____ System Shock _____ Resurrect

_____ Charisma _____ Max * Henchmen _____ Loyalty Base _____ Reaction Adj

SAYING THROWS

Poison +/-

Petrify ____ +/- ____

Wands + / -

Breath +/-

Spells ____ +/- ____

Luck + / -

COMBAT

Armor Worn _____ AC Base ____ Dex Adj ____ Magic Adj ____ Armor Class ____

Hit Die Type _____ Constitution Adj ____ Special Adj _____ Hit Points ____

Weapon	Mag	Dex	Str	Range	Speed	To Hit	Damage		Damage Bonuses			Total	Special Notes
	Adj	Adj	Adj	S M L	Factor	AC 0	Normal	Large	Mag	Str	Dex	Damage	

[illegible]

Special Weapons Notes _____

TURNING UNDEAD

___ Skeleton ___ Ghast ___ Ghost

___ Zombie ___ Wraith ___ Lich

___ Ghoul ___ Mummy ___ Wight

___ Shadow ___ Spectre ___ Vampire

— Special

THIEVES' SKILLS

☐ Pick Pockets ☐ Hide in Shadows

☐ Open Locks ☐ Hear Noise

☐ Find Traps ☐ Climb Walls

 Move Silently Read Language

NOTES

CHARACTER BACKGROUND

FAMILY HISTORY

Place of Origin : Country _____ City _____ District _____

Family : Social Level _____

Titles & Estates _____

Character's Position in Family _____

Titles or Estates Character May Inherit _____

Additional Notes on Family _____

CHARACTER SKILLS

Original Training Points _____

Earned Training Points _____

Points
Spent

1	_____	_____
2	_____	_____
3	_____	_____
4	_____	_____
5	_____	_____
6	_____	_____
7	_____	_____
8	_____	_____
9	_____	_____
10	_____	_____
11	_____	_____
12	_____	_____

PSIONICS

Attack Strength _____ Defense Strength _____ Attack Modes _____ Defense Modes _____

Minor Disciplines _____ Level Acquired _____

1st _____

2nd _____

3rd _____

4th _____

5th _____

Major Disciplines _____

1st _____

2nd _____

CHARACTER DESCRIPTION Height _____ Weight _____ Age _____

Sex _____ Hair Color _____ Eye Color _____ Visible Scars _____

General Appearance _____

Personality & Disposition _____

ORIGINAL ATTRIBUTES

STR _____ DEX _____

INT _____ CON _____

WIS _____ CHA _____

ANIMALS

MOUNTS	FAMILIARS	COMPANIONS	PACK
Name _____		Class _____	
Animal Type _____		Alignment _____	
Armor Class _____		Size _____	
Hit Dice _____		Hit Points _____	
Attacks _____		Damage _____	
Special Attacks _____			
Damage _____			
Special Defenses _____			
Carrying Capacity : Normal _____		Maximum _____	
Movement Base : Ground _____		Air _____	
Special Movement _____		Maneuverability Class _____	
____ Strength	____ Dexterity	Save As (Class) _____ (Level) _____	
____ Intelligence	____ Constitution	____ Poison	____ Rod/Staff/Wand _____ Spells
____ Wisdom	____ Charisma	____ Petrification	____ Breath Weapon
Special Abilities/Psionic Abilities _____			

Name _____		Class _____	
Animal Type _____		Alignment _____	
Armor Class _____		Size _____	
Hit Dice _____		Hit Points _____	
Attacks _____		Damage _____	
Special Attacks _____			
Damage _____			
Special Defenses _____			
Carrying Capacity : Normal _____		Maximum _____	
Movement Base : Ground _____		Air _____	
Special Movement _____		Maneuverability Class _____	
____ Strength	____ Dexterity	Save As (Class) _____ (Level) _____	
____ Intelligence	____ Constitution	____ Poison	____ Rod/Staff/Wand _____ Spells
____ Wisdom	____ Charisma	____ Petrification	____ Breath Weapon
Special Abilities/Psionic Abilities _____			

ARMS AND ARMOR

[illegible]

EXPERIENCE

[illegible]

WEALTH

[illegible]

SPELL BOOK

[illegible]

AFIX

THIS

TAB

UNDER

RIGHT

EDGE

OF

FIRST

SPELL

SHEET

[illegible]

[illegible]

MERCENARTES GUILD



LOOK FOR OUR OTHER PRODUCTS

FANTASY ROLE PLAYING AIDS

CHARACTER RECORD SHEETS
THIEVES KIT
TEN NEW ORIENTAL PLAYER CLASSES
TEN NEW PLAYER CLASSES
TEN NEW RACES FOR CHARACTERS
NEW SPELLS FOR MAGIC USERS
NEW SPELLS FOR ILLUSIONISTS
NEW SPELLS FOR CLERICS
NEW SPELLS FOR DRUIDS
NEW PSIONIC DISCIPLINES
ARTIFACTS AND RELICS
UNIQUE SWORDS AND WEAPONS
THE DECK OF MANY THINGS
THE SPELL BACKFIRE RESULTS TABLE

SCENARIOS

CITY AND TOWN ADVENTURES
THE TOMB OF OMPHAL

SCENARIOS (CONT.)

THE SHRINE OF TAKATA
THE TOMB OF ATUAN
THE CASTLE OF SILVERTHORNE
THE VILLAGE AT SILVERTHORNE FERRY
THE VOYAGE TO TYROS
THE PIRATES COVE
THE LOST CITY OF QUALMAR
THE TEMPLE AT TARANDUIN
THE CASTLE AT FLEURIN
THE ARROW OF TORVALD
THE CRYSTAL GRIFFON
THE MOORS OF TARN
THE TOWN OF WODEN-DOR
THE WITCH OF WODEN-DOR
THE CASTLE AT KALIMAR
THE CASTLE OF ALKAZAR
THE CASTLE OF ALHAMBRA
THE QUEST FOR THE GOLDEN EGG

THE SUMMER HOUSE
THE JEWELS IN THE FOREST

OTHER GAMES AND AIDS

NINJA: THE GAME
THE NEW MONOPOLY
STARFLEET BATTLES:
ENERGY ALLOCATION SHEETS
CARRIER OPERATIONS
DRONE, FIGHTER, AND SHUTTLE
MOVEMENT CONTROL SHEETS
SHIPS LOG AND DIARY
FLEET OPERATIONS MANUAL
CONTROLLERS TOOL KIT
EXPANDED CAMPAIGN MANUAL

AND MUCH, MUCH MORE TO
COME IN THE NEAR FUTURE.