

Ralph Bakshi's WIZARDS

The Role-Playing Game

Player Name: _____
 Character Name: _____
 Race: _____ Sex: _____
 Age: _____ Ht: _____ Wt: _____
 Residence: _____

Magic & Combat

Primary Attributes

Strength (4 CCP) _____
 Intelligence (6 CCP) _____
 Dexterity (6 CCP) _____
 Charisma (5 CCP) _____
 Perception (5 CCP) _____
 Constitution (4 CCP) _____
 Size (5 CCP) _____
 Will Power (5 CCP) _____

Secondary Attributes

Might ((STR + SZ)/2) _____
 Damage Bonus (SPECIAL) _____
 Spirit ((WP + INT)/2) _____
 Movement Rate ((SZ + DEX)/2) _____
 Reaction Speed ((PER + DEX)/2) _____
 Recovery ((CON + WP)/2) _____
 Shock Points (CON + WP + SZ) _____
 Hit Points ((CON + SZ)/2) _____
 Luck Points (SPECIAL) _____

Hit Points: _____
 Shock Points: _____
 Spirit Points: _____
 Luck Points: _____ MR: _____

Spells: _____ Magic Skill: _____
 _____: _____ pts. (i) ... + _____
 _____: _____ pts. (i) ... + _____
 _____: _____ pts. (i) ... + _____
 _____: _____ pts. (i) ... + _____
 _____: _____ pts. (i) ... + _____

Armor: _____ HP / _____ SP Enc: _____
 Dodge Skill: _____ Bonus: _____

Melee Weapon: _____
 Init: _____ Skill: _____ Dam: _____

Missile Weapon: _____
 Range, S: _____ M: _____ L: _____ E: _____
 Init: _____ Skill: _____ Dam: _____

Parry Item: _____
 Skill: _____ stops: _____ HP / _____ SP

Will Power Skills (base: _____)

Magic (i) _____
 Resistance (D) _____
 _____ () _____

Intelligence Skills (base: _____)

Alchemy (i) _____
 Ancient Lore (i) _____
 Area Lore (N): _____
 Area Lore (N): _____
 _____ Lore (N): _____
 City Lore (N): _____
 City Lore (N): _____
 Concealment (N) _____
 Deduction (N) _____
 First Aid (N) _____
 Gambling (N): _____
 Herbalism (D) _____
 Instruction (N) _____
 Linguist (D): _____
 Linguist (D): _____
 Linguist (D): _____
 Sapper (D) _____
 Survival (N) _____
 Tactics (N) _____
 Technomancy (i) _____
 Torture (N) _____
 Trapping (N) _____
 _____ () _____
 _____ () _____

Constitution Skills (base: _____)

Stamina (N) _____
 _____ () _____

Perception Skills (base: _____)

Alertness (N) _____
 Chirurgy (D) _____
 Empathy (N) _____
 Husbandry (N) _____
 Jewelling (D) _____
 Mimicry (D) _____
 Navigation (D) _____
 Search (N) _____
 Tracking (N) _____
 _____ () _____

Charisma Skills (base: _____)

Bard (N): _____
 Bribery (N) _____
 Disguise (D) _____
 Fast Talk (E) _____
 Guile (N) _____
 Interrogation (N) _____
 Leadership (D) _____
 Oratory (N) _____
 Seduction (N) _____
 Social (N) _____
 Stall (E) _____
 Trade (N) _____
 _____ () _____
 _____ () _____

Strength Skills (base: _____)

Blacksmith (N) _____
 Strength Feat (i) _____
 _____ () _____

Dexterity Skills (base: _____)

Archery (N): _____
 Archery (N): _____
 Carpentry (N) _____
 Climbing (E) _____
 Dodge (N) _____
 Escape (i) _____
 Filch (N) _____
 Flying (E) _____
 Lock Pick (i) _____
 Melee (): _____
 Melee (): _____
 Parry (): _____
 Pick Pocket (D) _____
 Quick Draw (D) _____
 Riding (N) _____
 Silence (N) _____
 Small Arms (): _____
 Small Arms (): _____
 Swimming (E) _____
 Throwing (N): _____
 Tumbling (D) _____
 Vehicle (D): _____
 _____ () _____
 _____ () _____

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Age: _____ Ht: _____ Wt: _____
Residence: _____

Combat Section

Hit Points: _____
Shock Points: _____
Spirit Points: _____
Luck Points: _____ MR: _____

Armor: _____ HP / _____ SP Enc: _____
Dodge Skill: _____ Bonus: _____

Melee Weapon: _____
Init: _____ Skill: _____ Dam: _____

Melee Weapon: _____
Init: _____ Skill: _____ Dam: _____

Missile Weapon: _____
Range, S: _____ M: _____ L: _____ E: _____
Init: _____ Skill: _____ Dam: _____

Missile Weapon: _____
Range, S: _____ M: _____ L: _____ E: _____
Init: _____ Skill: _____ Dam: _____

Parry Item: _____
Skill: _____ stops: _____ HP / _____ SP

Primary Attributes

Strength (4 CCP) _____
Intelligence (6 CCP) _____
Dexterity (6 CCP) _____
Charisma (5 CCP) _____
Perception (5 CCP) _____
Constitution (4 CCP) _____
Size (5 CCP) _____
Will Power (5 CCP) _____

Secondary Attributes

Might ((STR + SZ)/2) _____
Damage Bonus (SPECIAL) _____
Spirit ((WP + INT)/2) _____
Movement Rate ((SZ + DEX)/2) _____
Reaction Speed ((PER + DEX)/2) _____
Recovery ((CON + WP)/2) _____
Shock Points (CON + WP + SZ) _____
Hit Points ((CON + SZ)/2) _____
Luck Points (SPECIAL) _____

Will Power Skills (base: _____)

Magic (I) _____
Resistance (D) _____
_____ () _____

Intelligence Skills (base: _____)

Alchemy (I) _____
Ancient Lore (I) _____
Area Lore (N): _____
Area Lore (N): _____
_____ Lore (N): _____
City Lore (N): _____
City Lore (N): _____
Concealment (N) _____
Deduction (N) _____
First Aid (N) _____
Gambling (N): _____
Herbalism (D) _____
Instruction (N) _____
Linguist (D): _____
Linguist (D): _____
Linguist (D): _____
Sapper (D) _____
Survival (N) _____
Tactics (N) _____
Technomancy (I) _____
Torture (N) _____
Trapping (N) _____
_____ () _____
_____ () _____

Constitution Skills (base: _____)

Stamina (N) _____
_____ () _____

Perception Skills (base: _____)

Alertness (N) _____
Chirurgy (D) _____
Empathy (N) _____
Husbandry (N) _____
Jewelling (D) _____
Mimicry (D) _____
Navigation (D) _____
Search (N) _____
Tracking (N) _____
_____ () _____

Charisma Skills (base: _____)

Bard (N): _____
Bribery (N) _____
Disguise (D) _____
Fast Talk (E) _____
Guile (N) _____
Interrogation (N) _____
Leadership (D) _____
Oratory (N) _____
Seduction (N) _____
Social (N) _____
Stall (E) _____
Trade (N) _____
_____ () _____

Strength Skills (base: _____)

Blacksmith (N) _____
Strength Feat (I) _____
_____ () _____

Dexterity Skills (base: _____)

Archery (N): _____
Archery (N): _____
Carpentry (N) _____
Climbing (E) _____
Dodge (N) _____
Escape (I) _____
Filch (N) _____
Flying (E) _____
Lock Pick (I) _____
Melee () : _____
Melee () : _____
Parry () : _____
Pick Pocket (D) _____
Quick Draw (D) _____
Riding (N) _____
Silence (N) _____
Small Arms () : _____
Small Arms () : _____
Swimming (E) _____
Throwing (N): _____
Tumbling (D) _____
Vehicle (D): _____
_____ () _____
_____ () _____

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Hit Points: _____
 Shock Points: _____
 Spirit Points: _____
 Luck Points: _____ MR: _____

Armor: _____ HP / _____ SP Enc: _____
 Dodge Skill: _____ Bonus: _____

Melee Weapon: _____
 Init: _____ Skill: _____ Dam: _____

Melee Weapon: _____
 Init: _____ Skill: _____ Dam: _____

Missile Weapon: _____
 Range, S: _____ M: _____ L: _____ E: _____
 Init: _____ Skill: _____ Dam: _____

Missile Weapon: _____
 Range, S: _____ M: _____ L: _____ E: _____
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Parry Item: _____
 Skill: _____ stops: _____ HP / _____ SP

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 Dexterity (6 CCP) _____
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 Perception (5 CCP) _____
 Constitution (4 CCP) _____
 Size (5 CCP) _____
 Will Power (5 CCP) _____

Secondary Attributes

Might (STR + SZ) / 2 _____
 Damage Bonus (SPECIAL) _____
 Spirit (WP + INT) / 2 _____
 Movement Rate (SZ + DEX) / 2 _____
 Reaction Speed (PER + DEX) / 2 _____
 Recovery (CON + WP) / 2 _____
 Shock Points (CON + WP + SZ) _____
 Hit Points ((CON + SZ) / 2) _____
 Luck Points (SPECIAL) _____

Will Power Skills (base:)

Magic (I)
 Resistance (D)
 _____ ()

Intelligence Skills (base:)

Alchemy (I)
 Ancient Lore (I)
 Area Lore (N):
 Area Lore (N):
 _____ Lore (N):
 City Lore (N):
 City Lore (N):
 Concealment (N)
 Deduction (N)
 First Aid (N)
 Gambling (N):
 Herbalism (D)
 Instruction (N)
 Linguist (D):
 Linguist (D):
 Linguist (D):
 Sapper (D)
 Survival (N)
 Tactics (N)
 Technomancy (I)
 Torture (N)
 Trapping (N)
 _____ ()
 _____ ()

Constitution Skills (base:)

Stamina (N)
 _____ ()

Perception Skills (base:)

Alertness (N)
 Chirurgy (D)
 Empathy (N)
 Husbandry (N)
 Jewelling (D)
 Mimicry (D)
 Navigation (D)
 Search (N)
 Tracking (N)
 _____ ()

Charisma Skills (base:)

Bard (N):
 Bribery (N)
 Disguise (D)
 Fast Talk (E)
 Guile (N)
 Interrogation (N)
 Leadership (D)
 Oratory (N)
 Seduction (N)
 Social (N)
 Stall (E)
 Trade (N)
 _____ ()
 _____ ()

Strength Skills (base:)

Blacksmith (N)
 Strength Feat (I)
 _____ ()

Dexterity Skills (base:)

Archery (N):
 Archery (N):
 Carpentry (N)
 Climbing (E)
 Dodge (N)
 Escape (I)
 Filch (N)
 Lock Pick (I)
 Melee ():
 Melee ():
 Parry ():
 Pick Pocket (D)
 Quick Draw (D)
 Riding (N)
 Silence (N)
 Small Arms ():
 Small Arms ():
 Small Arms ():
 Swimming (E)
 Throwing (N):
 Tumbling (D)
 Vehicle (D):
 _____ ()
 _____ ()

Ralph Bakshi's **WIZARDS** Character Sheets

When robot assassins and goblin thugs come knocking at your door, you'll need more than your sword; you'll need your wits about you, a complete inventory of your weapons, and, of course, everything in order. In short, you'll need **Wizards** character sheets.

After all, how can you fight the Nazi mutants when you're rummaging through your backpack looking for the scrap of paper with the secret map? And how will you overcome the vile plots of the malevolent Wizard Blackwolf when you don't even have a good handle on your own personality?

This book gives you two dozen character sheets, each printed front and back, with plenty of room for you to detail your character's traits, skills, contacts, and possessions. The sheets are customized for practitioners of magic and warriors, as well as for those who have wings. In addition, there's a handy space on each sheet for you to list your character's mount, be it a ross or a dragonfly.

Included in this booklet are:

- ▶ twelve Warrior character sheets, for non-magical elves, dwarves, etc.,
- ▶ six Magus character sheets for practitioners of magic,
- ▶ four Flyer character sheets for fairies who prefer spears to spells, and
- ▶ two Fairy character sheets for those who both fly and use magic.

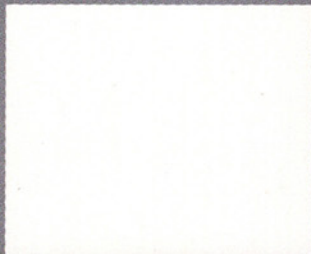
More room for more detail. Now when those robots and reptilions come a-calling, you'll be ready for them.

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