

NAME _____

ATTRIBUTES

Strength	_____	Dexterity	_____
Speed	_____	Charm	_____
Luck	_____	Intelligence	_____
Vision	_____	Hearing	_____

COMBAT SKILLS

Shooting	_____	Sword / knife	_____
Hand-to hand	_____	Psionics	_____

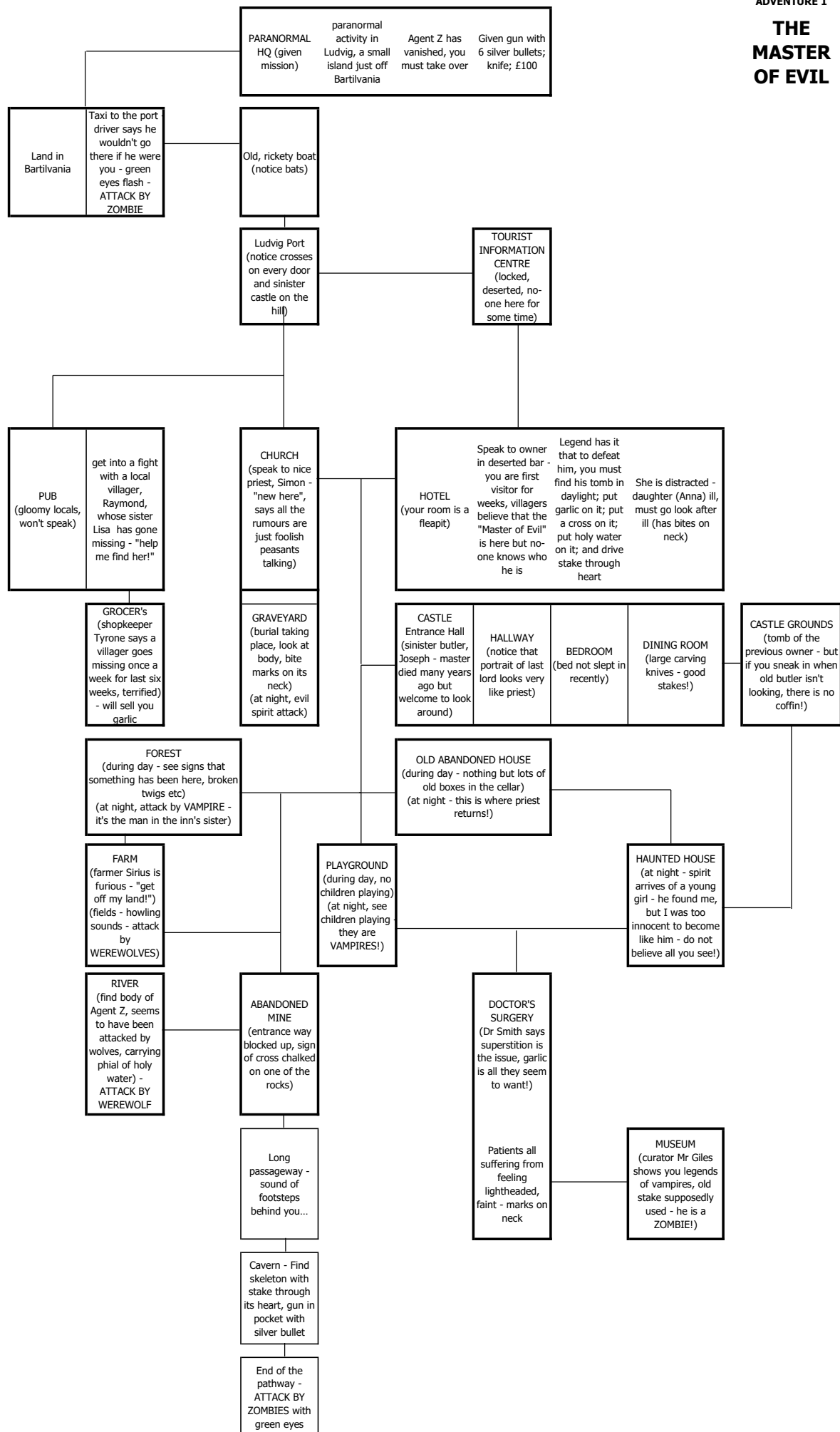
OTHER SKILLS

Lock picking	_____	Defuse bomb	_____
Sixth sense	_____	Drive a car	_____
Fly airplane	_____	Fly helicopter	_____
Sailing	_____	Acrobatics	_____
Climbing	_____	Swimming	_____
Sense paranormal	_____	Telepathy	_____

EQUIPMENT

MONEY:

THE MASTER OF EVIL



NAME

ATTRIBUTES

(START - roll 2 dice to determine each one, maximum starter score 8, maximum ever is 10)

Strength

Dexterity

Speed

Charm

Luck

Intelligence

Vision

Hearing

COMBAT SKILLS

(START - roll 2 dice to determine each one, maximum starter score 8, maximum ever is 10)

Sword

Bow and arrow

Knife

Hand to hand

OTHER SKILLS AND SPELLS

(START - choose 1 of these skills, roll 1 dice to determine and add 2 to score, max score is 10)

Lock picking

Swimming

Sixth sense

Climbing

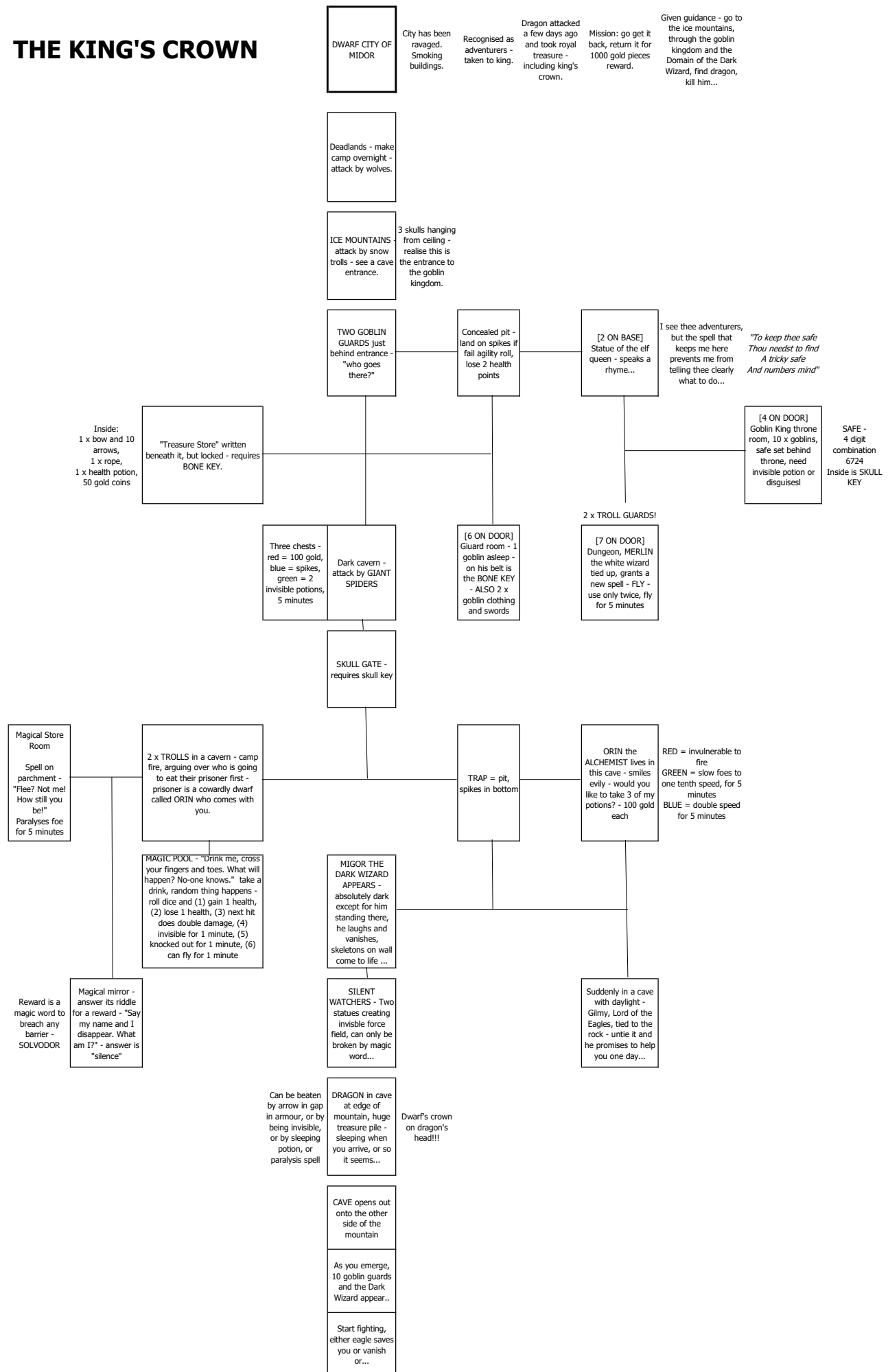
EQUIPMENT

MONEY:

HERO POINTS:

(spend 100, to gain 1 point
elsewhere - max 10 - or save to 500
for a new magic spell / skill)

THE KING'S CROWN



UNDERGROUND TUNNELS

