

# *Fiends and Phantasms RPG*

<b><u>Name &amp; Description:</u></b>	<b><u>Class:</u></b>	<b><u>Occupation:</u></b>	<b><u>Level:</u></b>	<b><u>Total EL:</u></b>

STATS	SCORE	BONUS
Strength – STR		
<b>Strength Damage</b>		
Dexterity – DEX		
Mind – MIND		
Charisma – CHA		

SKILLS	Occupation or Class Bonus
Physical	
Subterfuge	
Knowledge	
Communication	
ESP	

Karma Points	
Initiative	
<b>Armour Class – AC</b> 10 + DEX Bonus + Armour Bonus	
<b>Hit Points – HP</b>	
<b>HP Damage</b>	
<b>Melee Attack Bonus</b> STR Bonus + Level + 2 for appropriate Talent	
<b>Missile Attack Bonus</b> DEX Bonus + Level + 2 for appropriate Talent	

<b>Occupation Talents:</b>

**WEAPONS:**

Description	Range	Damage

**OTHER GEAR:**

<b>WEALTH</b>	
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**Special Abilities:**

Circle those that Apply

The Four Actions
Enhance, Diminish, Communicate with or Sense, and Control
The Five Realms
Body, Mind, Spirit, Energy, and Matter

**Special Ability Equipment and Items:**