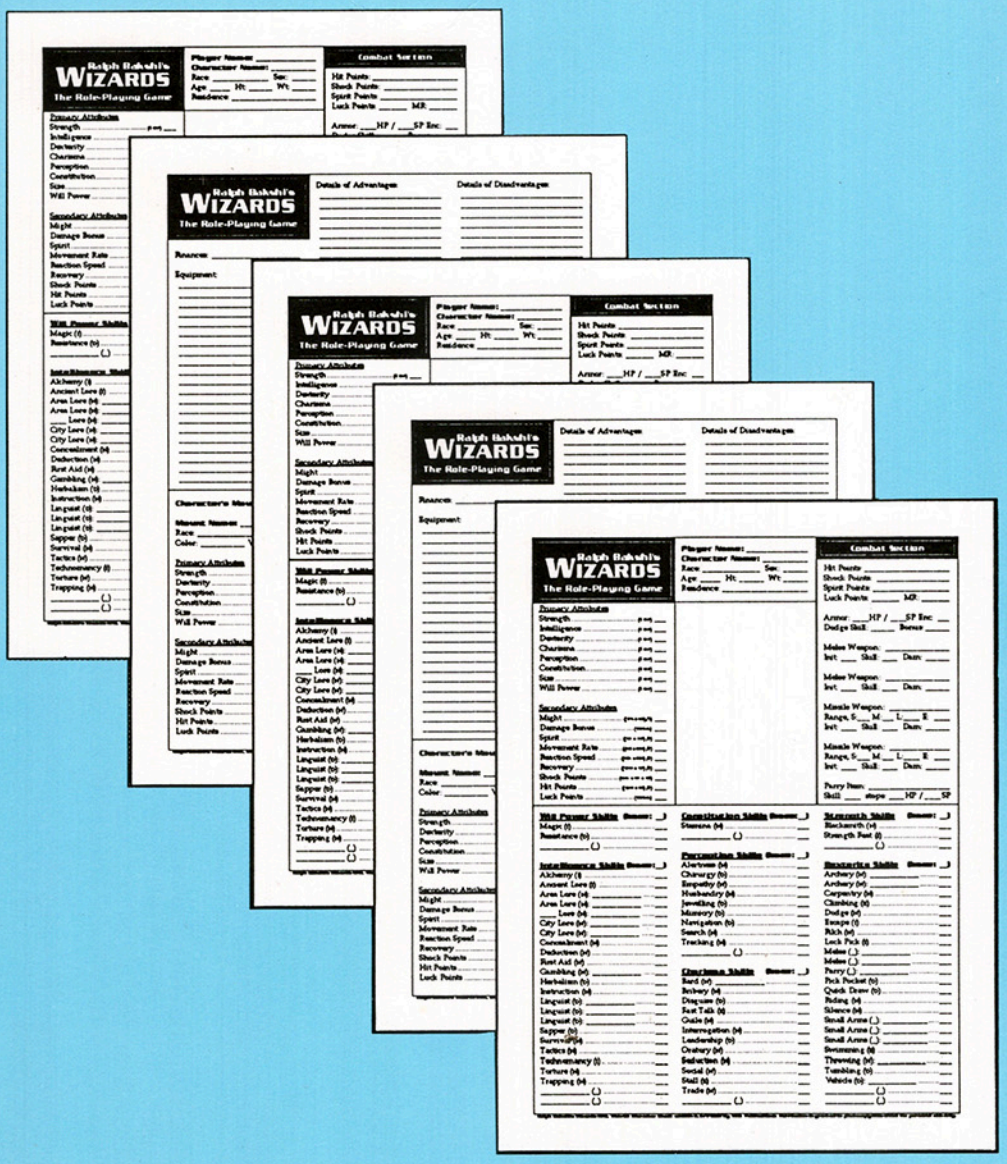
Whit Publications Presents:

Ralph Bakshi's WIZARDS

Character Sheets



Ralph Bakshi's WIZARDS
The Role-Playing Game

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

Primary Attributes
Strength ..... (4 CGP) ___
Intelligence ..... (6 CGP) ___
Dexterity ..... (6 CGP) ___
Charisma ..... (5 CGP) ___
Perception ..... (5 CGP) ___
Constitution ..... (4 CGP) ___
Size ..... (5 CGP) ___
Will Power ..... (5 CGP) ___

Secondary Attributes
Might ..... ((STR + SIZ)/2) ___
Damage Bonus ..... (SPECIAL) ___
Spirit ..... ((WP + INT)/2) ___
Movement Rate ..... ((SIZ + DEX)/2) ___
Reaction Speed ..... ((PER + DEX)/2) ___
Recovery ..... ((CON + WP)/2) ___
Shock Points ..... (CON + WP + SIZ) ___
Hit Points ..... ((CON + SIZ)/2) ___
Luck Points ..... (SPECIAL) ___

Magic & Combat
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): _____ ..... ___
_____ (_) ..... ___
_____ (_) ..... ___

Ralph Bakshi's Wizards RPG, Fairy Character Sheet version 8.31 ©1992 by Whit Publications. Permission is granted to photocopy this sheet for personal use only.

Ralph Bakshi's
WIZARDS
The Role-Playing Game

Finances: _____

Equipment:

Details of Advantages:

Details of Disadvantages:

Contacts, Magic, and Other Notes:

Character's Mount

Mount Name: _____
Race: _____ Sex: _____
Color: _____ Value: _____

Primary Attributes
Strength ..... (4 CGP) ___
Dexterity ..... (6 CGP) ___
Perception ..... (5 CGP) ___
Constitution ..... (4 CGP) ___
Size ..... (5 CGP) ___
Will Power ..... (5 CGP) ___

Secondary Attributes
Might ..... ((STR + SIZ)/2) ___
Damage Bonus ..... (SPECIAL) ___
Spirit ..... (WP/2) ___
Movement Rate ..... ((SIZ + DEX)/2) ___
Reaction Speed ..... ((PER + DEX)/2) ___
Recovery ..... ((CON + WP)/2) ___
Shock Points ..... (CON + WP + SIZ) ___
Hit Points ..... ((CON + SIZ)/2) ___
Luck Points ..... (SPECIAL) ___

Constitution Skills (base: __)
Stamina (N) ..... ___
_____ (_) ..... ___

Dexterity Skills (base: __)
Climbing (E) ..... ___
Dodge (N) ..... ___
Escape (I) ..... ___
Flying (E) ..... ___
Melee (_): _____ ..... ___
Melee (_): _____ ..... ___
Silence (N) ..... ___
Swimming (E) ..... ___
Tumbling (D) ..... ___
_____ (_) ..... ___

Perception Skills (base: __)
Alertness (N) ..... ___
Concealment (N) ..... ___
Empathy (N) ..... ___
Navigation (D) ..... ___
Search (N) ..... ___
Tracking (N) ..... ___
_____ (_) ..... ___

Combat Section

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

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

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

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

Strength Skills (base: __)
Strength Feat (I) ..... ___
_____ (_) ..... ___

Will Power Skills (base: __)
Resistance (D) ..... ___
_____ (_) ..... ___

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Ralph Bakshi's WIZARDS
The Role-Playing Game

Player Name: _____
Character Name: _____
Race: _____ Sex: _____
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 CGP) ___
Intelligence ..... (6 CGP) ___
Dexterity ..... (6 CGP) ___
Charisma ..... (5 CGP) ___
Perception ..... (5 CGP) ___
Constitution ..... (4 CGP) ___
Size ..... (5 CGP) ___
Will Power ..... (5 CGP) ___

Secondary Attributes

Might ..... ((STR + SIZ)/2) ___
Damage Bonus ..... (SPECIAL) ___
Spirit ..... ((WP + INT)/2) ___
Movement Rate ..... ((SIZ + DEX)/2) ___
Reaction Speed ..... ((PER + DEX)/2) ___
Recovery ..... ((CON + WP)/2) ___
Shock Points ..... (CON + WP + SIZ) ___
Hit Points ..... ((CON + SIZ)/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): _____ ..... ___
_____ (_) ..... ___
_____ (_) ..... ___

Ralph Bakshi's Wizards RPG, Flyer Character Sheet version 8.31 ©1992 by Whit Publications. Permission is granted to photocopy this sheet for personal use only.

Ralph Bakshi's
WIZARDS
The Role-Playing Game

Finances: _____

Equipment:

Details of Advantages:

Details of Disadvantages:

Contacts, Magic, and Other Notes:

Character's Mount

Mount Name: _____
Race: _____ Sex: _____
Color: _____ Value: _____

Primary Attributes
Strength ..... (4 CGP) ___
Dexterity ..... (6 CGP) ___
Perception ..... (5 CGP) ___
Constitution ..... (4 CGP) ___
Size ..... (5 CGP) ___
Will Power ..... (5 CGP) ___

Secondary Attributes
Might ..... ((STR + SIZ)/2) ___
Damage Bonus ..... (SPECIAL) ___
Spirit ..... (WP/2) ___
Movement Rate ..... ((SIZ + DEX)/2) ___
Reaction Speed ..... ((PER + DEX)/2) ___
Recovery ..... ((CON + WP)/2) ___
Shock Points ..... (CON + WP + SIZ) ___
Hit Points ..... ((CON + SIZ)/2) ___
Luck Points ..... (SPECIAL) ___

Constitution Skills (base: __)
Stamina (N) ..... ___
_____ (_) ..... ___

Dexterity Skills (base: __)
Climbing (E) ..... ___
Dodge (N) ..... ___
Escape (I) ..... ___
Flying (E) ..... ___
Melee (_): _____ ..... ___
Melee (_): _____ ..... ___
Silence (N) ..... ___
Swimming (E) ..... ___
Tumbling (D) ..... ___
_____ (_) ..... ___

Perception Skills (base: __)
Alertness (N) ..... ___
Concealment (N) ..... ___
Empathy (N) ..... ___
Navigation (D) ..... ___
Search (N) ..... ___
Tracking (N) ..... ___
_____ (_) ..... ___

Combat Section

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

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

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

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

Strength Skills (base: __)
Strength Feat (I) ..... ___
_____ (_) ..... ___

Will Power Skills (base: __)
Resistance (D) ..... ___
_____ (_) ..... ___

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Ralph Bakshi's

WIZARDS

The Role-Playing Game

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

Primary Attributes

Strength ..... (4 CGP) ___
Intelligence ..... (6 CGP) ___
Dexterity ..... (6 CGP) ___
Charisma ..... (5 CGP) ___
Perception ..... (5 CGP) ___
Constitution ..... (4 CGP) ___
Size ..... (5 CGP) ___
Will Power ..... (5 CGP) ___

Secondary Attributes

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

Advantages, Disadvantages, and Other Notes:

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

Magic & Combat

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) ..... ___
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): _____ ..... ___
_____ (_) ..... ___
_____ (_) ..... ___

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Ralph Bakshi's
WIZARDS
The Role-Playing Game

Finances: _____

Equipment:

Details of Advantages:

Details of Disadvantages:

Contacts, Magic, and Other Notes:

Character's Mount

Mount Name: _____
Race: _____ Sex: _____
Color: _____ Value: _____

Primary Attributes
Strength ..... (4 CGP) ___
Dexterity ..... (6 CGP) ___
Perception ..... (5 CGP) ___
Constitution ..... (4 CGP) ___
Size ..... (5 CGP) ___
Will Power ..... (5 CGP) ___

Secondary Attributes
Might ..... ((STR + SIZ)/2) ___
Damage Bonus ..... (SPECIAL) ___
Spirit ..... (WP/2) ___
Movement Rate ..... ((SIZ + DEX)/2) ___
Reaction Speed ..... ((PER + DEX)/2) ___
Recovery ..... ((CON + WP)/2) ___
Shock Points ..... (CON + WP + SIZ) ___
Hit Points ..... ((CON + SIZ)/2) ___
Luck Points ..... (SPECIAL) ___

Constitution Skills (base: __)
Stamina (N) ..... ___
_____ (_) ..... ___

Dexterity Skills (base: __)
Climbing (E) ..... ___
Dodge (N) ..... ___
Escape (I) ..... ___
Flying (E) ..... ___
Melee (_): _____ ..... ___
Melee (_): _____ ..... ___
Silence (N) ..... ___
Swimming (E) ..... ___
Tumbling (D) ..... ___
_____ (_) ..... ___

Perception Skills (base: __)
Alertness (N) ..... ___
Concealment (N) ..... ___
Empathy (N) ..... ___
Navigation (D) ..... ___
Search (N) ..... ___
Tracking (N) ..... ___
_____ (_) ..... ___

Combat Section

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

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

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

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

Strength Skills (base: __)
Strength Feat (I) ..... ___
_____ (_) ..... ___

Will Power Skills (base: __)
Resistance (D) ..... ___
_____ (_) ..... ___

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Ralph Bakshi's WIZARDS
The Role-Playing Game

Player Name: _____
Character Name: _____
Race: _____ Sex: _____
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 CGP) ___
Intelligence ..... (6 CGP) ___
Dexterity ..... (6 CGP) ___
Charisma ..... (5 CGP) ___
Perception ..... (5 CGP) ___
Constitution ..... (4 CGP) ___
Size ..... (5 CGP) ___
Will Power ..... (5 CGP) ___

Secondary Attributes

Might ..... ((STR + SIZ)/2) ___
Damage Bonus ..... (SPECIAL) ___
Spirit ..... ((WP + INT)/2) ___
Movement Rate ..... ((SIZ + DEX)/2) ___
Reaction Speed ..... ((PER + DEX)/2) ___
Recovery ..... ((CON + WP)/2) ___
Shock Points ..... (CON + WP + SIZ) ___
Hit Points ..... ((CON + SIZ)/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): _____ ..... ___
_____ (_) ..... ___
_____ (_) ..... ___

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Ralph Bakshi's
WIZARDS
The Role-Playing Game

Finances: _____

Equipment:

Details of Advantages:

Details of Disadvantages:

Contacts, Magic, and Other Notes:

Character's Mount

Mount Name: _____
Race: _____ Sex: _____
Color: _____ Value: _____

Primary Attributes
Strength ..... (4 CGP) ___
Dexterity ..... (6 CGP) ___
Perception ..... (5 CGP) ___
Constitution ..... (4 CGP) ___
Size ..... (5 CGP) ___
Will Power ..... (5 CGP) ___

Secondary Attributes
Might ..... ((STR + SIZ)/2) ___
Damage Bonus ..... (SPECIAL) ___
Spirit ..... (WP/2) ___
Movement Rate ..... ((SIZ + DEX)/2) ___
Reaction Speed ..... ((PER + DEX)/2) ___
Recovery ..... ((CON + WP)/2) ___
Shock Points ..... (CON + WP + SIZ) ___
Hit Points ..... ((CON + SIZ)/2) ___
Luck Points ..... (SPECIAL) ___

Constitution Skills (base: __)
Stamina (N) ..... ___
_____ (_) ..... ___

Dexterity Skills (base: __)
Climbing (E) ..... ___
Dodge (N) ..... ___
Escape (I) ..... ___
Flying (E) ..... ___
Melee (_): _____ ..... ___
Melee (_): _____ ..... ___
Silence (N) ..... ___
Swimming (E) ..... ___
Tumbling (D) ..... ___
_____ (_) ..... ___

Perception Skills (base: __)
Alertness (N) ..... ___
Concealment (N) ..... ___
Empathy (N) ..... ___
Navigation (D) ..... ___
Search (N) ..... ___
Tracking (N) ..... ___
_____ (_) ..... ___

Combat Section

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

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

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

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

Strength Skills (base: __)
Strength Feat (I) ..... ___
_____ (_) ..... ___

Will Power Skills (base: __)
Resistance (D) ..... ___
_____ (_) ..... ___

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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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This is an accessory for the **Ralph Bakshi's Wizards** role-playing game. It is not a complete game in itself. You must own **Wizards** to be able to use this product.

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