



# FANTASY EXPRESS

[illegible]

NAME: \_\_\_\_\_

\_\_\_\_\_

# FANTASY EXPRESS

Height: \_\_\_\_\_

Hair: \_\_\_\_\_

Weight: \_\_\_\_\_

Age: \_\_\_\_\_

Eye Color \_\_\_\_\_

Sex: \_\_\_\_\_

Background/Abilities: \_\_\_\_\_

## TREASURE

Platinum Pieces: \_\_\_\_\_

Gold Pieces: \_\_\_\_\_

Silver Pieces: \_\_\_\_\_

Other Treasure: \_\_\_\_\_

Bronze Pieces: \_\_\_\_\_

Copper Pieces: \_\_\_\_\_

Gems/Jewelry: \_\_\_\_\_

## RIDING ANIMAL

Name: \_\_\_\_\_

**Type:** \_\_\_\_\_

**Ride Bonus:** \_\_\_\_\_

**Move:** \_\_\_\_\_

**Attacks:** \_\_\_\_\_

DM:\_\_\_\_\_

AR: \_\_\_\_\_

**Hits:** \_\_\_\_\_

**Notes:** \_\_\_\_\_

## COMPANION ANIMAL

Name: \_\_\_\_\_

Type: \_\_\_\_\_

**Attacks:** \_\_\_\_\_

DM: \_\_\_\_\_

AR: \_\_\_\_\_

**Hits:** \_\_\_\_\_

**Move:**

**Notes:**

**Notes:** \_\_\_\_\_

**Additional Notes:** \_\_\_\_\_

## EQUIPMENT

Item & Description	Quantity	Unit Price	Total Price
1. Laborer	1	100	100
2. Material	1	200	200
3. Transport	1	50	50
4. Fuel	1	30	30
5. Maintenance	1	20	20
6. Insurance	1	10	10
7. Security	1	10	10
8. Communication	1	10	10
9. Training	1	10	10
10. Research	1	10	10
11. Development	1	10	10
12. Testing	1	10	10
13. Deployment	1	10	10
14. Monitoring	1	10	10
15. Evaluation	1	10	10
16. Reporting	1	10	10
17. Archiving	1	10	10
18. Backup	1	10	10
19. Restoration	1	10	10
20. Recovery	1	10	10
21. Cleanup	1	10	10
22. Disposal	1	10	10
23. Recycling	1	10	10
24. Reuse	1	10	10
25. Reproduction	1	10	10
26. Distribution	1	10	10
27. Marketing	1	10	10
28. Sales	1	10	10
29. Support	1	10	10
30. Training	1	10	10
31. Research	1	10	10
32. Development	1	10	10
33. Testing	1	10	10
34. Deployment	1	10	10
35. Monitoring	1	10	10
36. Evaluation	1	10	10
37. Reporting	1	10	10
38. Archiving	1	10	10
39. Backup	1	10	10
40. Restoration	1	10	10
41. Recovery	1	10	10
42. Cleanup	1	10	10
43. Disposal	1	10	10
44. Recycling	1	10	10
45. Reuse	1	10	10
46. Reproduction	1	10	10
47. Distribution	1	10	10
48. Marketing	1	10	10
49. Sales	1	10	10
50. Support	1	10	10

## Location

## DAMAGE RECEIVED

## Hits

## Bleeding

## Pain

## Stun