

Fantasy Wargaming Character Sheet
(Religion)

Religious Order:

Base Factors to Resist Temptation

Anger:

Greed:

Lust:

Selfishness:

Base Factors for Appeal:

Base Factors for Spontaneous Inspiration:

Base Factors for Ceremonial Morale Increase

Affecting others as officiant:

Affecting self as officiant:

As participant:

(General Adventuring)

Base Factors for Persuasion:

Base Factors for Searching or Noticing:

Base Factors for Stealing:

Base Factors for Overcoming Physical Obstacles:

Possessions:

Miscellaneous Notes: