

Character Sheet

Name:

Class:

Age: (2d6+16)

Level:

Sex:

Align:

XP:

Next:

Ability Scores

Strength: Mod:
Melee AB and Damage; Open Doors Skill

Dexterity: Mod:
AC; Ranged AB

Constitution: Mod:
HP per Level; Daily Miles Traveled

Intelligence: Mod:
Saves versus Magic; Languages Skill

Wisdom: Mod:
Saves versus Non-Magic

Charisma: Mod:
Recruitment; Loyalty; Reactions

Modifier: 3 = -3; 4-5 = -2; 6-8 = -1;
9-12 = +0; 13-15 = +1; 16-17 = +2; 18 = +3

Spells per Day

1st: 4th: 7th:
2nd: 5th: 8th:
3rd: 6th: 9th:

Magic-Users cannot cast if EP ≥ 3 (Elves ≥ 4).

Encumbrance Points (EP)

☐ Dwarf ☐ ☐ ☐ ☐ ☐

Wearing chain or pikeman armor.....+1 EP
Wearing plate armor.....+2 EP
Carrying ≥ 6 different items.....+1 EP
Carrying ≥ 11 different items.....+1 EP
Carrying ≥ 16 different items.....+1 EP
Carrying ≥ 21 different items.....+1 EP
Per oversized item carried.....+1 EP

Speed

Speed is 120 feet, -30 per EP right of line.
Feet per round.....Speed / 3
Daily Miles Traveled.....Speed / 5

Items Carried

Check boxes for oversized items. Carry small items of the same type in stacks $\leq$ Str.
Write non-encumbering items along the bottom of the page.

☐	☐	☐
☐	☐	☐
☐	☐	☐
☐	☐	☐
☐	☐	☐
☐	☐	☐
☐	☐	☐
☐	☐	☐
☐	☐	☐
☐	☐	☐
☐	☐	☐

Combat Statistics

Hit Points (HP):

Maximum:

Armor Class (AC)*:

Attack Bonus (AB):

Melee:

Ranged:

Surprise Chance**:

*If you are unarmored, your base AC is 12.

**All classes except Elves get +1 dot.

Saving Throws

Paralyze:

Device:

Poison:

Magic:

Breath:

Combat Options

Attack.....AB +0; AC +0

Aim.....AB +4 next round

Change Weapon.....AB -2; AC +0

Charge.....Damage $\times 2$; AC -2

○ Defensive.....AB -4; AC +2

Parry.....AC +2 or ○ +4

○ Press.....AB +2; AC -4

Pursuit.....1d20 + (Speed / 10)

Sneak Attack.....AB +2 or ○ +4

Wrestle.....1d20 + Melee AB

Fighters, Dwarves, and Elves mark ○ in
Defensive, Parry, and Press. Mark ○ if Sneak
Attack if dots ≥ 2 .

Skills

Architecture.....● ○ ○ ○ ○ ○

Bushcraft.....● ○ ○ ○ ○ ○

Climbing*.....● ○ ○ ○ ○ ○

Languages.....● ○ ○ ○ ○ ○

Open Doors.....● ○ ○ ○ ○ ○

Search.....● ○ ○ ○ ○ ○

Finding traps requires Specialist tools.

Sleight of Hand.....● ○ ○ ○ ○ ○

Sneak Attack.....● ○ ○ ○ ○ ○

Versus surprised, multiply damage by dots.

Stealth*.....● ○ ○ ○ ○ ○

Tinkering.....● ○ ○ ○ ○ ○

Requires Specialist tools.

*Cannot attempt if EP ≥ 2 (Dwarves ≥ 3).
Specialist instead gets -1 dot per EP ≥ 2 .

Languages

Record all languages encountered. Check
boxes of languages you know.

☐	☐
☐	☐
☐	☐
☐	☐
☐	☐
☐	☐
☐	☐
☐	☐
☐	☐
☐	☐
☐	☐
☐	☐
☐	☐
☐	☐
☐	☐

Effects and Conditions