

CHARACTER SHEET (FRONT)

Name: _____ Level: _____ XP: _____

Class: _____ Alignment: _____

Ability	Luck	Talent	Save	Mod.
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CHARISMA

Lead 2 hirelings $\pm$ mod; Hireling's
loyalty $\pm$ mod; Reaction rolls $\pm$ mod

CONSTITUTION

Improve HP
Improve AC with shield

DEXTERITY

Initiative $\pm$ mod; Improve ranged to-hit
Improve AC when not using shield

INTELLIGENCE

Improve
languages

STRENGTH

Improve melée to-hit
Improve inventory slots

WISDOM

Perception &
search $\pm$ mod

Inventory	Avail. slots = CON score + STR mod	
1	8	15
2	9	16
3	10	17
4	11	18
5	12	19
6	13	20
7	14	

Encumbrance	Each box has slots = 1 + CON or STR mod	
<i>Light</i>	<i>Medium</i>	<i>Heavy</i>
-1 to combat rolls	-2 to all rolls	All rolls at disadv
1	1	1
2	2	2
3	3	3
4	4	4

Encounters	Bonus	Skills/Spells
Perception:	Melée to-hit:	
Reaction:	Melée damage:	
Initiative:	Ranged to-hit:	
	Ranged damage:	
Armor Class		
Basic AC (10):	Armor AC:	
bonus w/shield:	Shield AC:	
w/o shield:	Other/Total:	
Flesh&Blood		
Hit Dice:	Wounds:	
HP max:	Rest taken:	
Current:		