

CHARACTER SHEET (FRONT)

Name: _____ Level: _____ XP: _____

Class: _____ Alignment: _____

Ability	Luck	Talent	Save	Mod.
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

Perception:

Reaction:

Initiative:

Armor Class

Basic AC (10):

bonus w/shield:

w/o shield:

Flesh&Blood

Hit Dice:

HP max:

Current:

Bonus

Melée to-hit:

Melée damage:

Ranged to-hit:

Ranged damage:

Armor AC:

Shield AC:

Other/Total:

Wounds:

Rest taken:

Skills/Spells