

CHARACTER SHEET (FRONT)

Name: _____ Level: _____ XP: _____

Class: _____ Alignment: _____

Ability	Luck	Talent	Save	Mod.
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CHARISMA

Lead 2 hirelings ± mod; Hireling's loyalty ± mod; Reaction rolls ± mod

CONSTITUTION

Improve HP
Improve AC with shield

DEXTERITY

Initiative ± 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 ± 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:

Bonus

Melée to-hit:
Melée damage:
Ranged to-hit:
Ranged damage:

Armor Class

Basic AC (10):
bonus w/shield:
w/o shield:

Armor AC:
Shield AC:
Other/Total:

Flesh&Blood

Hit Dice:
HP max:
Current:

Wounds:

Rest taken:

Skills/Spells