

Equipment

Item

Scarcity Die

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Non-encumbering items

Wealth and treasure 100 COINS FIT IN EACH POUCH

Name _____ Level _____
 Class _____ XP _____



Ability Scores


	SCORE	MOD	SAVE
cha	<input type="text"/>	<input type="text"/>	<input type="text"/>
con	<input type="text"/>	<input type="text"/>	<input type="text"/>
dex	<input type="text"/>	<input type="text"/>	<input type="text"/>
int	<input type="text"/>	<input type="text"/>	<input type="text"/>
str	<input type="text"/>	<input type="text"/>	<input type="text"/>
wis	<input type="text"/>	<input type="text"/>	<input type="text"/>

Skills

ARCANA	<input type="text"/>
CLIMBING	<input type="text"/>
FIRST AID	<input type="text"/>
LITERACY	<input type="text"/>
SEAMANSHIP	<input type="text"/>
SEARCH	<input type="text"/>
SLEIGHT OF HAND	<input type="text"/>
STEALTH	<input type="text"/>
SURVIVAL	<input type="text"/>
TINKERING	<input type="text"/>

Class Features

+ Combat

Initiative	Armor Class	Hit Points	Attack Bonus		
1d10 + <input type="text"/>		TOTAL <input type="text"/> CURRENT <input type="text"/>	BASE <input type="text"/>	MELEE <input type="text"/>	RANGED <input type="text"/>
Weapon		Damage	Notes		
Armor		Modifier	Notes		

Basic Rules

Check	1d6 + mod, 6+ succeeds	Save	1d10 + save mod, 10+ succeeds
Attack	1d20 + attack bonus, meet or exceed target's Armor Class to succeed		

·Retainers·

Name _____ Name _____
 Type _____ Type _____
 Wage _____ PER SESSION Wage _____ PER SESSION

Hit Points		TOTAL / CURRENT	Armor Class	
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Attack Bonus		WEAPON	DAMAGE	
MELEE	RANGED	[]	[]	[]
[]	[]	[]	[]	[]
Items carried for employer				
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TOTAL WAGES DUE EACH SESSION [] NAME OF HEIR []

·Notes, Maps & Miscellanea·



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1 Movement action + 1 Combat action

AIM	ATTACK
DROP PRONE	BLOOD MAGIC
HOLD ACTION	DISENGAGE
MOVE	DRAW WEAPON
STAND UP	RUN (ONLY IF MOVED)
	PICK UP OBJECT
	THROW OBJECT

·Overland movement rates·

THESE MOVEMENT RATES ASSUME THE REFEREE IS USING 2-MILE HEXES

Terrain	miles/ watch	miles/ day	hexes/ watch	hexes/ day
MAINTAINED ROADS (FULL SPEED)	8	24	4	12
WILDERNESS TRAILS (3/4)	6	18	3	9
HILLS, FORESTS, DESERTS, ETC. (1/2)	4	12	2	6
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Non-encumbering items

Wealth and treasure 100 COINS FIT IN EACH POUCH

Name _____ Level _____

this being the record of the deeds of a **Rogue**  XP _____

Ability Scores

	SCORE	MOD	SAVE
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con	<input type="text"/>	<input type="text"/>	<input type="text"/>
dex	<input type="text"/>	<input type="text"/>	<input type="text"/>
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	STEALTH	<input type="text"/>
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	TINKERING	<input type="text"/>

Class Features

Sneak Attack

When attacking unaware targets, add 2x Stealth modifier to the attack roll. On a successful hit, multiply the damage dealt by (level +1), after rolling damage and applying all modifiers.


Rogue's Luck

ROGUE'S LUCK PER SESSION: 1d4 +

CURRENT ROGUE'S LUCK POINTS:

Use a point of Rogue's Luck to re-roll any failed check or saving throw.

Combat

Initiative	Armor Class	Hit Points	Attack Bonus		
d10 + <input type="text"/> <input type="text"/>		TOTAL <input type="text"/> CURRENT <input type="text"/>	BASE <input type="text"/>	MELEE <input type="text"/>	RANGED <input type="text"/>
Weapon		Damage	Notes		
Armor		Modifier	Notes		

Basic Rules

Check	1d6 + mod, 6+ succeeds	Save	1d10 + save mod, 10+ succeeds
Attack	1d20 + attack bonus, meet or exceed target's Armor Class to succeed		

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this being the record of the deeds of a Sorcerer  XP _____

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cha	<input type="text"/>	<input type="text"/>	<input type="text"/>
con	<input type="text"/>	<input type="text"/>	<input type="text"/>
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Class Features

Blood Magic
Once per watch per level, deal damage to self (damage dealt = potency) to choose one of the following effects:


REND - potency x d6 damage to visible targets, hits automatically

MEND - potency x d4 healing to non-sorcerers

AID - Add a +potency bonus to any check before rolling

MAX POTENCY: (LEVEL + 3)

+ Combat

Initiative	Armor Class	Hit Points	Attack Bonus		
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Non-encumbering items

Wealth and treasure 100 COINS FIT IN EACH POUCH

Name _____ Level _____

this being the record of the deeds of a **Warrior**  XP _____

Ability Scores

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	TINKERING	<input type="text"/>


Class Features

Combat Reflexes
Roll initiative 2x and use the best result.

Battle Intuition
Usable once per watch at level 1, twice at level 3, three times at level 7.

Pick one of these two effects each use:
MIGHTY BLOW - One of your attacks auto hits and deals + level damage
MIRACULOUS ESCAPE - One attack auto misses you, after it is rolled, before damage is rolled.

+ Combat

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