

Equipment

Item

Scarcity Die

1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		

Non-encumbering items

Wealth and treasure 100 COINS FIT IN EACH POUCH

Name _____ Level _____

this being the record of the deeds of a Sorcerer  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

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		
idio + <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	
[] / []			[]	
Attack Bonus		WEAPON	DAMAGE	
MELEE	RANGED	[]	[]	[]
[]	[]	[]	[]	[]
Items carried for employer				
1	_____			
2	_____			
3	_____			
4	_____			
5	_____			
6	_____ Laborer			
7	_____ Laborer			
8	_____ Laborer			

Hit Points		TOTAL / CURRENT	Armor Class	
[] / []			[]	
Attack Bonus		WEAPON	DAMAGE	
MELEE	RANGED	[]	[]	[]
[]	[]	[]	[]	[]
Items carried for employer				
1	_____			
2	_____			
3	_____			
4	_____			
5	_____			
6	_____ Laborer			
7	_____ Laborer			
8	_____ Laborer			

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

Hit Points		TOTAL / CURRENT	Armor Class	
[] / []			[]	
Attack Bonus		WEAPON	DAMAGE	
MELEE	RANGED	[]	[]	[]
[]	[]	[]	[]	[]
Items carried for employer				
1	_____			
2	_____			
3	_____			
4	_____			
5	_____			
6	_____ Laborer			
7	_____ Laborer			
8	_____ Laborer			

Hit Points		TOTAL / CURRENT	Armor Class	
[] / []			[]	
Attack Bonus		WEAPON	DAMAGE	
MELEE	RANGED	[]	[]	[]
[]	[]	[]	[]	[]
Items carried for employer				
1	_____			
2	_____			
3	_____			
4	_____			
5	_____			
6	_____ Laborer			
7	_____ Laborer			
8	_____ Laborer			

TOTAL WAGES DUE EACH SESSION [] NAME OF HEIR []

·Notes, Maps & Miscellanea·



DEAD SIBLINGS	LANGUAGES AND LITERACY
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IN EACH COMBAT ROUND, EACH COMBATANT GETS
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
JUNGLES, SWAMPS, MTNS, ETC. (1/4)	2	6	1	3