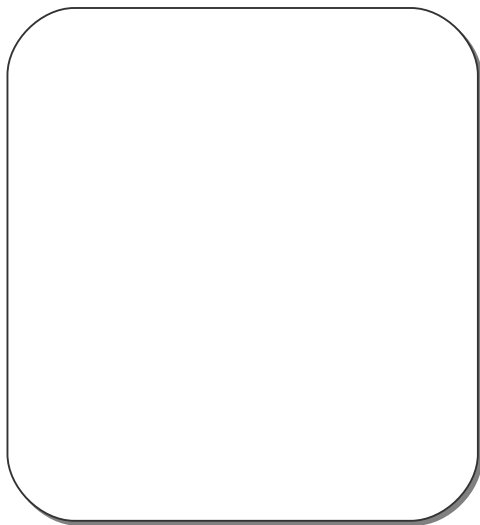


Character Sheet

Player Name: _____

Date Created: _____



Portrait

Name: _____

Class: _____ Special Skills Movement

Gender: _____ Age: _____ Ransom Rating

Weapon: _____

Background · Personality · Hobbies: _____

Basic Abilities

Fighting	d6	d8	d12
Agility	d6	d8	d12
Persuasion	d6	d8	d12

Fishing d6

Odd numbers equal a catch and may be followed by another roll

Ability
Bonuses

Master
Class



Reputation

Special Skills

- Maġic** - Your character has the ability to use Magic Spells.
- Charisma** - Your character can recruit and travel with two Companions instead of just one.
- Thievery** - Ability to steal things during Town Time and pick the locks of Big Wooden Doors.
- Treasure Hunter** - Search for hidden loot whenever the group lands on a Treasure Chest.

Permanent Mount best to use a pencil

Name: _____ Type: _____ d6 d8 d12

Upgrades: Movement Group Travel

- | | | | | | | | | |
|------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| Hero Bonus | HP + 2 | HP + 3 | HP + 4 | HP + 5 | HP + 6 | HP + 7 | HP + 8 | HP + 10 |
| | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
- Special