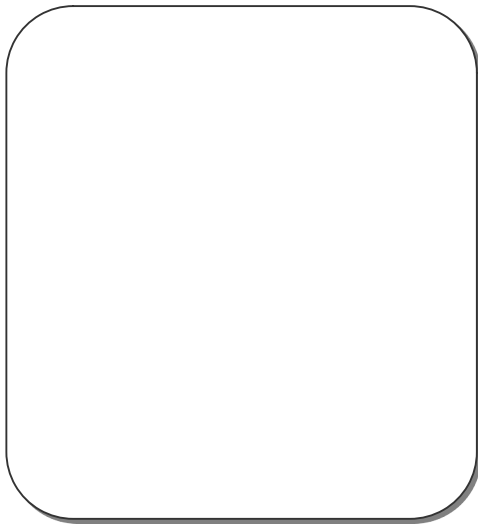


# Character Sheet

Player Name: \_\_\_\_\_

Date Created: \_\_\_\_\_



Portrait

Name: \_\_\_\_\_

Class: \_\_\_\_\_  
Special Skills \_\_\_\_\_ Movement \_\_\_\_\_

Gender: \_\_\_\_\_ Age: \_\_\_\_\_

Weapon: \_\_\_\_\_

Background · Personality · Hobbies: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Basic Abilities

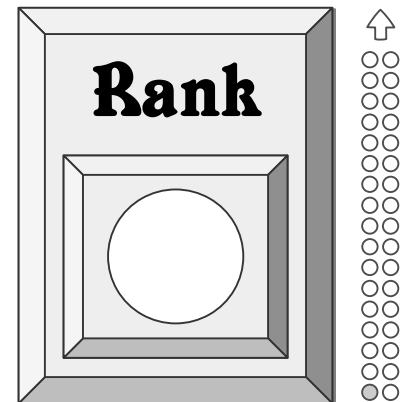
Fighting	d6	d8	d12
Agility	d6	d8	d12
Persuasion	d6	d8	d12

**Fishing** d6 *Odd numbers equal a catch and may be followed by another roll*

Ability  
Bonuses

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Master  
Class



Reputation

## Special Skills

- ☐ **Magic** - Perform amazing magic spells. Catch more Fish. 🎲
- ☐ **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** - Better chance at finding loot when searching for Hidden Treasure.

## Permanent Mount best to use a pencil

Name: \_\_\_\_\_ Type: \_\_\_\_\_  
Upgrades: ○ ○ ○

d6 d8 d12

Movement Group  
Travel

Medallion 1st 2nd 3rd 4th 5th 6th 7th Ability  
Meter ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Enhancement!