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

Rank

_____ Reputation

Special Skills

- ❑ **Magic** - 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: _____ _____ Movement

Upgrades: ○ ○ ○

d6 d8 d12 Group Travel

Hero Bonus	HP + 2	HP + 3	HP + 4	HP + 5	HP + 6	HP + 7	HP + 8	HP + 10
	☐	☐	☐	☐	☐	☐	☐	☐ Special

Heroes of Feonora© was created by Josh & Lisa Graye, (2010) All Rights Reserved