

# Travel Stone Character Sheet

Name

XP  XP Bonus  Class  Dice Type

STR  
INT  
WIS  
DEX  
CON  
CHA

## Ability Modifiers

To Hit	Damage	Force Doors
Languages		
Language Proficiency		
Saving throw		
AC Bonus	Missile Attack Bonus	Opt. Initiative
Hit Point Bonus		
Reaction	Retainers	Retainer Morale

Level  Alignment  Base AC  Dex Bonus  Shield  My AC

Armour

Hit Points Per Hit Dice

Hit Points  Damage

My THACO  descending armor class is subtracted from attacker's THACO to find to-hit number

To Hit	DAC	9	8	7	6	5	4	3	2	1	0	-1
AAC	10	11	12	13	14	15	16	17	18	19	20	

My To Hit

My Ranged To Hit

Item Hands Item

L  R

Rings

Encumbrance

Remaining 160 lb max

Carry Move  
40 lb 120/40'  
60 lb 90/30'  
80 lb 60/20'  
160 lb 30/10'

## Saving Throws

Breath Attacks  B

Poison or Death  D

Petrify or Paralyze  P

Wands  W

Spells or Spell Like Devices  S

## Find Doors

Force Doors

Hear Noise

Find Traps

Weapon To-Hit Bonus Damage Damage Bonus

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CP  GP

SP  PP

EP

## Spells per Level

1  4

2  5

3  6

Ranged Weapon To-Hit Bonus Damage Damage Bonus +1 adj Range Short 0 adj Range Medium -1 adj Range Long

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<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Ammo/Item Quantity Used

<input type="text"/>	<input type="text"/>	<input type="text"/>
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Class Abilities, Equipment, Magic Items, Notes, Treasure, Spells