

Travel Stone Character Sheet

Name **Burly Barleycorn**

3 **Level**

XP

10%

XP Bonus

Class

Dice Type

Halfling

d6

Alignment ☐ **Armour**

Base AC Dex Bonus

Shield

My AC

Banded mail & Shield

4

-2

-1

1

4

-2

2

Hit Points Per Hit Dice

Hit Points

17+3=20

Damage

My THACO 17

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 8 · 9 · 10 · 11 · 12 · 13 · 14 · 15 · 16 · 17 · 18

My Ranged To Hit 6 · 7 · 8 · 9 · 10 · 11 · 12 · 13 · 14 · 15 · 16

Ability Modifiers

To Hit +1 Damage +1 Force Doors +1

Languages

Language Proficiency

Read & Write

Saving throw

AC Bonus

-2

Missile Attack Bonus

+2

Opt. Initiative

+1

Hit Point Bonus

+1

Reaction

Retainers

4

Retainer Morale

7

Item

Hands

Item

Lantern

L R

Long Sword

Rings

Encumbrance

64 lb

Carry Move

40 lb 120/40'

60 lb 90/30'

80 lb 60/20'

160 lb 30/10'

Remaining 160 lb max

96 lb

Weapon

To-Hit Bonus

Damage

Damage Bonus

Long Sword

+1

1d8

+1

CP

GP

1

SP

9

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

Sling

+3

1d4

40'

80'

160'

Ammo/Item

Quantity Used

Bullets

20

Class Abilities, Equipment, Magic Items, Notes, Treasure, Spells

In outdoor cover hide with 90% ability, 2-in-6 hide in shadows or behind other forms of cover when underground but they must be silent and motionless, +1 to initiative rolls when alone or with other halflings, +1 on missile attacks, -2 armor class vs. attacks by creatures greater than human size; halflings cannot use two-handed weapons or longbows; Shield, Backpack, Bedroll, Lantern, 4 Oil, flint & steel, 10 Coins = 1 lb.