

Travel Stone Character Sheet

Name **Gruff Stonebeard**

3 **Level**

XP

5%

XP Bonus

Class

Dwarf

Dice Type

d8

Alignment ☐ Armour

Base AC Dex Bonus

Shield

My AC

Banded mail & Shield

4

-1

-1

2

4

-1

3

8 7 5
Hit Points Per Hit Dice

Hit Points

20+3=23

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

Ability Modifiers

To Hit	Damage	Force Doors
+1	+1	+1
Languages		
Language Proficiency		
Read & Write		
Saving throw		
AC Bonus	Missile Attack Bonus	Opt. Initiative
-1	+1	+1
Hit Point Bonus		
+1		
Reaction	Retainers	Retainer Morale
	4	7

14 **STR**

11 **INT**

9 **WIS**

13 **DEX**

14 **CON**

9 **CHA**

Item

Hands

Item

Mule Lead



Long Sword

Rings

Encumbrance

68 lb

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

Remaining
160 lb max

92 lb

Weapon

To-Hit Bonus

Damage

Damage Bonus

Long Sword

+1

1d8

+1

Dagger

+1

1d4

+1

CP

GP

9

SP

7

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

Ammo/Item

Quantity Used

Light Crossbow

+1

1d6

80'

160'

240'

Quarrels

10

Dagger thrown

+1

1d4

10'

20'

30'

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

Infravision 60 ft.; 2 in 6 chance of detecting traps, false walls, hidden construction, or noticing if passages are sloped; dwarves cannot use two-handed weapons or longbows; Shield, Backpack, Bedroll, Dungeon Mule "Varmint" [200lb 120/40', 400lb 60/30'], 2 saddle bags, miner's pick, 10 large sacks, 50' rope, grappling hook, crowbar, 8 torches, flint & steel, 12 spikes, hammer, 10 Coins = 1 lb, Crossbow fires only every other round.