

Travel Stone Character Sheet

Name **Hamfist Strongthorn**

3

Level

XP

+5%

XP Bonus

Class

Dice Type

Fighter

d8

Ability Modifiers

14 STR

13 INT

6 WIS

18 DEX

13 CON

9 CHA

To Hit +1

+1

+1

Languages

Language Proficiency

Read & Write

Saving throw

-1

AC Bonus

-3

Missile Attack Bonus

+2

Opt. Initiative

+2

Hit Point Bonus

+1

Reaction

Retainers

4

Retainer Morale

7

Alignment

Armour

Banded Mail

Base AC Dex Bonus

Shield

My AC

4

-3

1

8

6

7

Hit Points Per Hit Dice

Hit Points

21+3=24

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 7 . 8 . 9 . 10 . 11 . 12 . 13 . 14 . 15 . 16 . 17

Item

Hands

Item

Torch

L

R

Bastard Sword

Rings

Encumbrance

87 lb

Carry Move

40 lb 120/40'

60 lb 90/30'

80 lb 60/20'

160 lb 30/10'

Remaining

73 lb

160 lb max

Weapon

To-Hit Bonus

Damage

Damage Bonus

Bastard Sword

+1

1d8/2d4

+1

2 Handed Sword

+1

1d10

+1

3 Daggers

+1

1d4

+1

CP

GP

11

SP

3

PP

EP

+1 adj

0 adj

-1 adj

Range Short

Range Medium

Range Long

10'

20'

30'

Find Doors

1-in-6

Force Doors

3-in-6

Hear Noise

1-in-6

Find Traps

1-in-6

Saving Throws

Breath Attacks 18 B

Poison or Death 15 D

Petrify or Paralyze 17 P

Wands 14 W

Spells or Spell Like Devices 19 S

Spells per Level

1 4

2 5

3 6

Ranged Weapon

To-Hit Bonus

Damage

Damage Bonus

10'

20'

30'

Ammo/Item

Quantity Used

Dagger thrown

+2

1d4

10'

20'

30'

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

Backpack, Bedroll, Flint & Steel, 16 Torches, 10 Coins = 1 lb.