

# Travel Stone Character Sheet

Name Heyou Halt

3

Level

XP

10%

XP Bonus

Class

Thief

Dice Type

d4

Alignment  
Armour

Base AC Dex Bonus

Shield

My AC

Leather

8

-2

6

4

3

4

Hit Points Per Hit Dice

Hit Points

11

Damage

My THACO 19

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 10 · 11 · 12 · 13 · 14 · 15 · 16 · 17 · 18 · 19 · 20

My Ranged To Hit 8 · 9 · 10 · 11 · 12 · 13 · 14 · 15 · 16 · 17 · 18

Ability Modifiers

To Hit	Damage	Force Doors
Languages	Language Proficiency	
Read & Write		
Saving throw		
AC Bonus	Missile Attack Bonus	Opt. Initiative
-2	+2	+1
Hit Point Bonus		
Reaction	Retainers	Retainer Morale
	4	7

10 STR

12 INT

9 WIS

16 DEX

9 CON

9 CHA

Item

Hands

Item

Torch

L

R

Short Sword

Rings

Encumbrance

56 lb

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

Remaining  
160 lb max

104 lb

Weapon

To-Hit  
Bonus

Damage

Damage  
Bonus

Short Sword

1d6

CP

GP

SP

4

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

Sling

+2

1d4

40'

80'

160'

Bullets

20

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

Cannot wear armour other than leather, cannot use shields. Ability to backstab, opponent must be unaware, attack bonus of +4 multiply damage by 2. Pick Locks 27%, Find and Remove Traps 20%, Pick Pockets 30%, Move Silently 30%, Climb Walls 89%, Hide in Shadows 20%; Backpack, Bedroll, Thieves Tools, 16 Torches, flint & steel, 10 Coins = 1 lb.