

Travel Stone Character Sheet

Name

Magus Astra

3

Level

XP

5%

XP Bonus

Class

Magic-user

Dice Type

d4

Alignment
Armour

Base AC Dex Bonus

Shield

My AC

Leather

9

-3

6

Hit Points Per Hit Dice

Hit Points

12+6=18

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

Ability Modifiers

To Hit Damage Force Doors

Languages

Language Proficiency

Read & Write

Saving throw

AC Bonus

-3

Missile Attack Bonus

+3

Opt. Initiative

+2

Hit Point Bonus

+2

Reaction

+1

Retainers

3

Retainer Morale

6

Item

Hands

Item

L R

Rings

Encumbrance

39 lb

Remaining
160 lb max

121 lb

Carry Move

40 lb 120/40'

60 lb 90/30'

80 lb 60/20'

160 lb 30/10'

Weapon

To-Hit Bonus

Damage

Damage Bonus

Dagger

1d4

CP

GP

170

SP

3

PP

EP

Spells per Level

1 2 4

2 1 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

Dagger thrown

+1

1d4

10'

20'

30'

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

Cannot wear armour, cannot use shields. Both hands must be free to cast spells. Beginning Spells: (Lvl-1) Read Magic, Sleep, (Lvl-2) Invisibility, can memorize two first level, and one second level spell per day; 4 Daggers, Backpack, Bedroll, Spell book, Ink, 3 quills, 10 sheets parchment, 3 scroll cases, 3 Oil, Lantern, flint & steel, 10 Coins = 1 lb.