

# Travel Stone Character Sheet

Name **Tertius Lumina**

3 **Level**

XP

+5%

XP Bonus

Class

Cleric

Dice Type

d6

Alignment ☐ Armour

Base AC Dex Bonus

Shield

My AC

Banded Mail & Shield

4

-1

-1

2

4

-1

3

Hit Points Per Hit Dice

Hit Points

15

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 9 10 11 12 13 14 15 16 17 18 19

Ability Modifiers

To Hit Damage Force Doors

Languages

Language Proficiency

Read & Write

Saving throw

+1

AC Bonus

-1

Missile Attack Bonus

+1

Opt. Initiative

+1

Hit Point Bonus

Reaction

Retainers

4

Retainer Morale

7

Item

Hands

Item

Mule lead

L

R

Mace

Rings

Encumbrance

80 lb

Carry Move

40 lb 120/40'

60 lb 90/30'

80 lb 60/20'

160 lb 30/10'

Remaining

80 lb

160 lb max

Weapon

To-Hit Bonus

Damage

Damage Bonus

Mace

1d6

CP

GP

7

SP

4

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

Sling

+2

1d4

40'

80'

160'

Bullets

20

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

Backpack, Bedroll, Flint & Steel, 8 Torches, Wood Holy Symbol, Dungeon Mule "Rector" [200lb 120/40', 400lb 60/30'], Saddle, 2 saddle bags, 1 Spare Wood Holy Symbol, 5 large sacks, 50' rope, grappling hook, crowbar, 8 torches, 12 spikes, hammer, can memorize two first level, and one second level spell per day, 10 Coins = 1 lb