CHARACTER SHEET



NAME:				LAS igand		ootm	an, Ma	agister o	or
DAMAGE	Base + Weapon						Total	You	alth cker Foe
INTELLECT	Base + Amulet						Total	2	2
HEALTH	Base + Armour						Total	3	3
EXPERIENC	E	GO	LD				Total	4	4
At each level choose either: +1 base damage, +1 base intellect, or +2 base health A Magister also gains one spell per								5	5
			ГΙО		L	h aa 141	h h	6	6
			intel	to res lect	tore	neart	n by	7	7
A Brigand also gains one lockpick per level ABILITIES A Magister can re-roll potions A Brigand can re-roll chests. Any failed attempt to flee can also be re-rolled once.		LO				1_	1 -10	8	8
		const	ime i	со оре	en a i	оске	d ches	9	9
		SPE const by de	ıme 1	to dai	mage It	an e	nemy	10	10
		•		•	•:	٠	•	10+	10-
PACK: You ma	ay sell items to a	merc	hant	for 1	gold	each	l .		

CHARACTER SHEET



NAME:		CLASS: Fo Brigand	otman, Ma	igister c	or
DAMAGE				Hea Tra You	ılth cker Foe
	Base + Weapon		Total	1	1
INTELLECT	Base + Amulet		Total	2	2
HEALTH				3	3
	Base + Armour		Total	4	4
EXPERIENCE At each level choose either: +1 base damage, +1 base intellect, or +2 base health		GOLD		_	_
				5	5
		POTIONS		6	6
A Magister also ga per •	ains one spell	consume to restore h	ealth by	7	7
A Brigand also gains one lockpick per level □				8	8
		LOCKPICKS consume to open a lo			
ABILITIES A Magister can re-roll potions			The second secon	9	9
A Brigand can re-roll chests. Any failed attempt to flee can also be re-rolled once.		SPELLS		7 <u> </u>	
		consume to damage by d6 + intellect	10	10	
			•	10+	10-
PACK: You ma	y sell items to a	merchant for 1 gold	each		