

CHARACTER SHEET



NAME: _____ CLASS: Footman, Magister or Brigand

DAMAGE	[][]		Health Tracker	
	Base + Weapon	Total	You	Foe
			1	1
INTELLECT	[][]			
	Base + Amulet	Total	2	2
HEALTH	[][]			
	Base + Armour	Total	3	3
			4	4

EXPERIENCE
At each level choose either:
+1 base damage, +1 base intellect,
or +2 base health

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

A Magister also gains one spell per .

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.

GOLD

[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]
[]	[]	[]	[]	[]	[]	[]	[]	[]	[]	[]
5	5	6	6							

POTIONS
consume to restore health by
d6 + intellect

[]	[]	[]	[]	[]	[]
7	7	8	8		

LOCKPICKS
consume to open a locked chest

[]	[]	[]	[]	[]	[]
9	9	10	10		

SPELLS
consume to damage an enemy
by d6 + intellect

[]	[]	[]	[]	[]	[]
10+	10+				

PACK: You may sell items to a merchant for 1 gold each

[]	[]
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