NAME & TITLE:

LEVEL:

EXPERIENCE:

NOTES:

Occupation:

Alignment:

Score   Modifier

STR

AGI

STA

PER

INT

LUCK

Melee To-Hit
Melee Damage

Missile To-Hit
Armor Class
Reflex Saves
Initiative

Hit Points
Fortitude Saves

Willpower
Saves

HP

Total:

AC

Init: Speed:

DRAWING OR SIGIL

Primary Weapon: Secondary Weapon:

REF

FORT

WILL

to-hit   damage   to-hit   damage

OTHER EQUIPMENT

Equipped Armor

Languages:

Birth Augur: Effects:

COIN PURSE
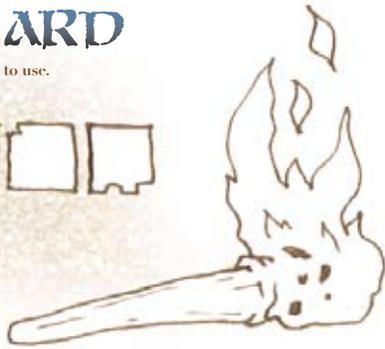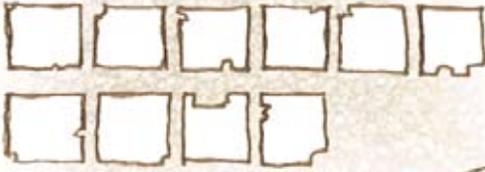
cp: gp:

sp: pp:

ep: other:

Character Sheet by Kirin Robinson. Inspired by a design by Dyson Logos (rpgcharacters.wordpress.com)

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Character Sheet by Kirin Robinson. Inspired by a design by Dyson Logos (rpgcharacters.wordpress.com)
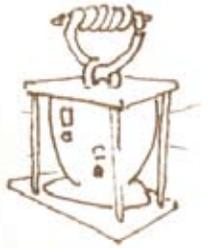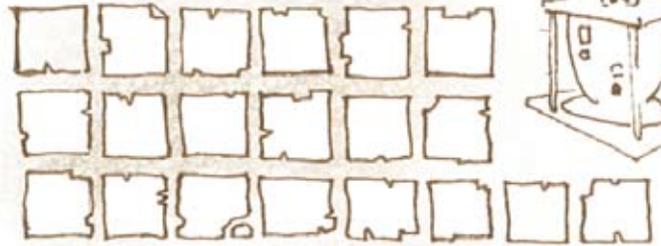
Torch Card

Mark off a torch from your inventory to use.

Check off a box for every turn
(10 minutes) the torch is burning.

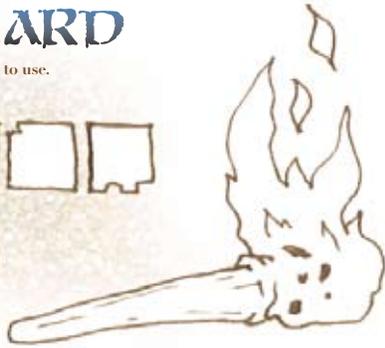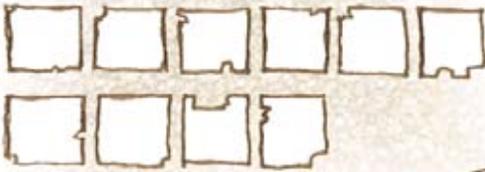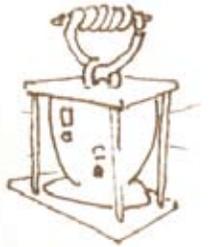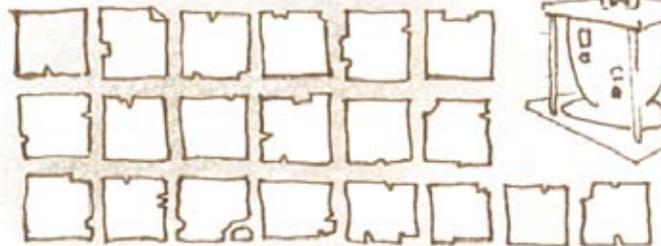Torches have a 50% chance of extinguishing if dropped.

Lantern Card

Check off a box for every turn (10 minutes) the lantern is lit before it runs out of oil.

Torch Card

Mark off a torch from your inventory to use.

Check off a box for every turn
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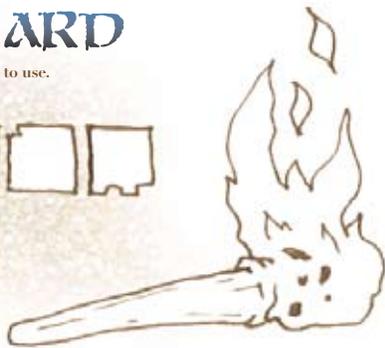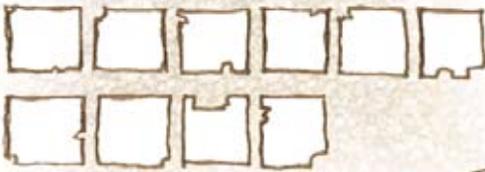Torches have a 50% chance of extinguishing if dropped.

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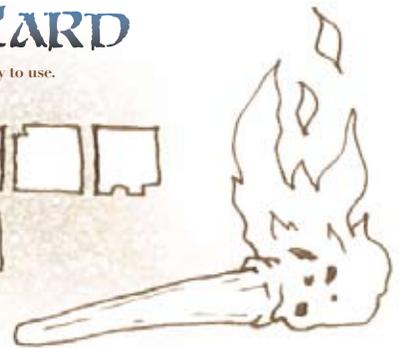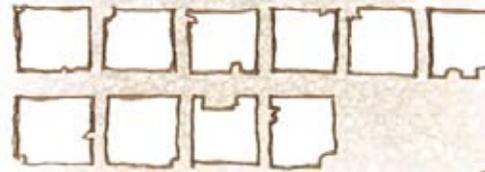
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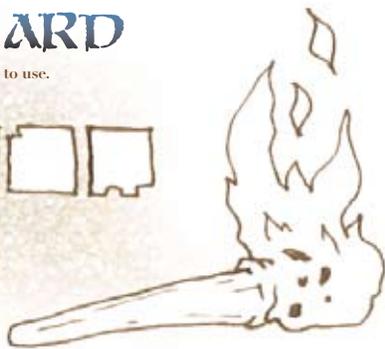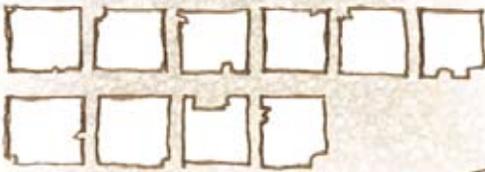
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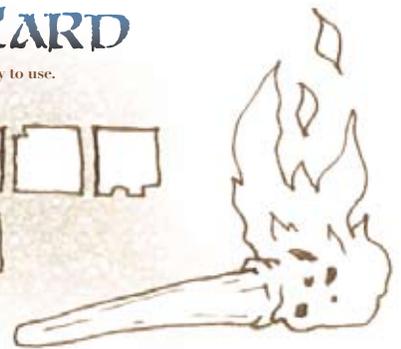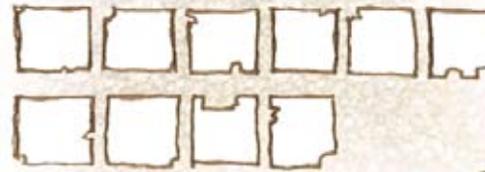Mark off a torch from your inventory to use.

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