

Name _____ Class _____

Hit Points ____/____ HD _____ Alignment _____

Armor Class _____

XP _____ Henchman ☐

Action Die _____ Init _____ Saves

Fort _____

Movement _____

Ref _____

Will _____

Special Abilities

Weapons

Type _____

ATK _____ DMG _____

Type _____

ATK _____ DMG _____

Type _____

ATK _____ DMG _____

Inventory

CP:

SP:

GP:

Morale Roll	Hireling Reaction	Henchman Reaction
1	Soiling their pants (or nearest equivalent), the hireling runs off screaming, never to be heard from again. Any element of surprise is lost and opponents get a +1 to all attacks during the first round of combat.	Henchman stalks off, quietly muttering "I didn't sign on for any of this crap..." Emboldened, opponents get a +1 to all attacks during the first round of combat.
2-7	Hireling refuses to fight and stays out of the fray, abandoning the party when it is safe.	Henchman reverts to hireling status and refuses to fight.
8-10	The hireling refuses to fight unless their pay is doubled.	The henchman demands a better weapon from a PC and refuses to fight until getting one.
11-14	The hireling assumes a defensive stance, choosing self-preservation over valor.	The henchman fights but refuses to take any unnecessary risks.
15-20	The hireling defends the party to the best of their ability.	The henchman fights with honor.
21-24	Confident in the abilities of the PCs, the hireling wades into the fray with +1 to all attack rolls.	Overcome with devotion for their comrades, the henchman leaps to their defense; +1 to all attack rolls.
25+	Inspired by the Fates, the hireling leaps into battle with outsized ferocity. All attack and damage rolls made by the hireling are at +2 and their AC increases by 1 for the duration of the combat.	The henchman rises to the occasion and gains an additional permanent henchmen upgrade. All attack and damage rolls are at +2 for the duration of the combat.

Morale Roll Modifiers

PC Personality modifier: variable (only one PC's modifier may be applied)

Hireling: +0

Henchman: +2

Has been mistreated by PCs: -1

Exceptionally well cared for by PCs: +1

Fighting in the dark: -1

Has cover/hiding places: +1

Facing a horde of enemies: -1

Facing a magical foe: -1

Facing a monstrosity (dragon, demon, chaos lord, etc.): -2