

NAME & TITLE:		LEVEL:		NOTES:
Occupation:		EXPERIENCE:		
Alignment:		Init: Speed:		
Score	Modifier	STR Melee To-Hit Melee Damage	HP Total:	DRAWING OR SIGIL
		AGI Missile To-Hit Armor Class Reflex Saves Initiative	AC	REF
		STA Hit Points Fortitude Saves	Equipped Armor	FORT
		PER Willpower Saves	Languages:	WILL
		INT	Birth Augur:	COIN PURSE
		LUCK	Effects:	ep: gp: sp: pp: cp: other:
		Primary Weapon:		OTHER EQUIPMENT
		to-hit damage		
		Secondary Weapon:		
		to-hit damage		

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

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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

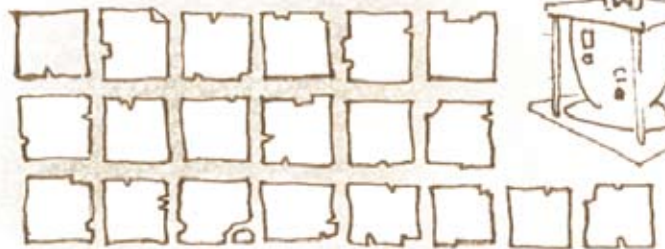
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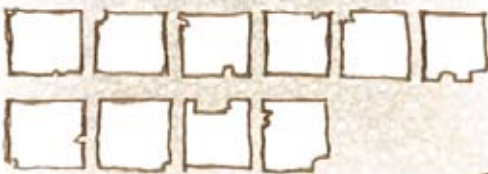


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