

Ancestry

☐ **Dwarf**
+1 str +1 wis,
you know glyphic

☐ **Elf**
+1 int +1 con,
you know arcanic

☐ **Halfling**
+1 cha +1 dex,
choose 1 basic language

☐ **Human**
swap any 2 attributes

☐ _____
*can retheme as 'raised with'
or 'trained by' (ie. Elf using
Human stats) or invent one*

Languages

basic

- ☐ Arcanic
☒ Common
☐ Glyphic
☐ Old Common

uncommon

- ☐ Celestial
☐ Infernal
☐ Primordial

Weapons

weapon: _____
1H: ☐ d4* ☐ d6 ☐ d8*
2H: ☐ d10 ☐ d12

weapon: _____
1H: ☐ d4* ☐ d6 ☐ d8*
2H: ☐ d10 ☐ d12

All weapons default to STR
*d4 & d8 can use DEX
d4 is throwable

The Tale Of _____ (name / titles)

I am a(n)	From	On a Quest	Injuries
☐ Alchemist	☐ A Village	☐ For Honor & Glory (ability)	☐ (injury)
☐ Craftsperson	☐ A City	☐ For Riches	
☐ Merchant	☐ A Distant Land	☐ To Impress	—
☐ Noble	☐ The Wilderness	☐ For an Artifact	—
☐ Sailor	☐ The Sea	☐ For Revenge	—
☐ Soldier	☐ I Don't Know	☐ To Save a Friend	—
☐ _____	☐ _____	☐ _____	—

Abilities

- roll 3d6 for all six **ability scores** one at a time, put each total in the field left of '/' if no score is 14 or higher, make your highest score a 14 (you choose if there is a tie)
- choose an ancestry (left) and fill in the languages from the ancestry
- find the **ability modifiers** in the table (below) & put them in the field right of '/'

Strength: ____ / ____ (str) **Intelligence:** ____ / ____ (int)
Dexterity: ____ / ____ (dex) **Wisdom:** ____ / ____ (wis)
Constitution: ____ / ____ (con) **Charisma:** ____ / ____ (cha)

3:	4-5:	6-7:	8-9:	10-11:	12-13:	14-15:	16-17:	18-19:	20-21:	22+:
-4	-3	-2	-1	+0	+1	+2	+3	+4	+5	+6

Items

- pick a **class** (right), then write the **items** listed in the class description below
heavy armor & 2-handed weapons use 2-slots & your item limit is 12 + int mod
- if your class knows **spells**, grab a spell sheet and pick spells (outline checkboxes)

1 _____	6 _____	11 _____	16 _____
2 _____	7 _____	12 _____	17 _____
3 _____	8 _____	13 _____	18 _____
4 _____	9 _____	14 _____	19 _____
5 _____	10 _____	15 _____	20 _____

- record **HP** (below), it's the class die max + con mod (eg. d4 wizard = 4 + con mod)
- gain d6 **silver** & buy **items**, then write in your **AC** (from the class's armor)
- write in your **weapons** (left), and write in your **supply** (below) it is: 5 - wis mod

Level	Silver	Gold	Platinum	AC	HP
☒ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	☐ ☐ ☐ ☐	____	____/____
XP ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐		Supply # ____

Class



☐ **Fighter** d12 | heavy-armor | str
Powerful warriors, they keep everyone alive
Mail (AC10 + str), Longsword (d10)

If wearing no armor: also add con mod to `to-hit` rolls.
Attacks are never at disadv and attacks <d6 are d6.
☐ Once per day you can attack a 2nd time.



☐ **Thief** d4 | no-armor | dex
The dagger in the dark or the shadowy scout
Lockpicks, Dagger (d4), Cloak (AC9 + dex)

Adv: thieving, climbing, hiding, disguise, traps/locks.
Enemies do not prioritize attacking you (sneaky).
D4 damage explodes: on a 4 add a d4: repeat. (lethal).
You have 1/2/3 ☐ ☐ ☐ d4s at lvl1 / lvl2 / lvl3, you can spend (add) to damage, regain 1 per kill, all per day.



☐ **Wizard** d4 | no-armor | int
Weak and frail, but their spells are supreme
Staff (d4), Robes (AC8 + dex)

+1 int at each level and you know Old Common.
You know your (int mod) in Lv 1 spells. At 2nd level gain 2x Lv 2 spells. At 3rd level, gain a Lv 2 & 3 spell.



☐ **Cleric** (warlock) d6 | heavy-armor | wis
Holy warriors blessed with protection / healing
Mail (AC10 + str), Mace (d6), Shield (+1)

Gain the Purge Undead spell. You know Celestial.
You know your (wis mod - 1) in Lv 1 spells. At 2nd lvl gain 2x Lv 2 spells, at 3rd lvl gain 1x Lvl 3 spell.
If playing the warlock, you know Infernal (not Celestial)



☐ **Druid** d8 | light-armor | con
Animal shapeshifters, they are one with nature
Shortbow (d8), Quiver, Padded (AC9 + dex)

Gain the shapeshift spell(s). You can speak to animals (at lvl 2) & plants (at lvl 3). You know Primordial.



☐ **Bard** d8 | light-armor | cha
All they have is their charm... a lot of it
Lute (d6), Padded (AC9+dex)

All cha is at adv. Choose any two basic languages.
At anytime: give one d4 to a friend to add to 1 roll
☐ ☐ ☐ ☐ ☐ can be done your cha. mod times per day.