

A Broken Candle

Player _____

Name _____

Class & Level _____

/

Age & Sex _____

XP / Next Level _____

Backgrounds _____

Personality, reputation and looks

Value

Save

Strength _____

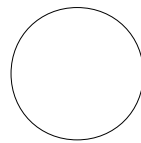
Dexterity _____

Constitution _____

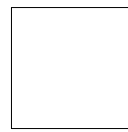
Intelligence _____

Wisdom _____

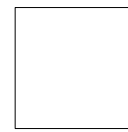
Charisma _____



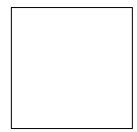
Maximum HP



Base Attack



Melee



Ranged



Current HP

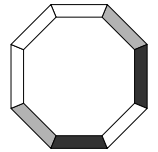
Melee AC

(without shield)

Ranged AC

(without shield)

Surprised AC



Foresight
Points

Special Abilities

Weapon

Attack

Damage

Short

Medium

Long

Notes

Money & Gems

Non-encumbering Items

Oversized Items

Normal Items

Enc

1 (first 100 coins)	
2	
3	
4	
5	
6	+1
7	
8	
9	
10	
11	+2
12	
13	
14	
15	
16	+3
17	
18	
19	
20	
21	+4
22	
23	
24	
25	

Encumbrance

- character is wearing **Chain armour**
- character is wearing **Plate armour**
- character is carrying **6** or more normal items
- character is carrying **11** or more normal items
- character is carrying **16** or more normal items
- character is carrying **21** or more normal items
- character is carrying oversized item (one circle per item)

Points	Enc Level	Move action	Full round running
0-1	Unencumbered	40'	120'
2	Lightly encumbered	30'	90'
3	Heavily encumbered	20'	60'
4	Severely encumbered	10'	30'
5	Overencumbered	0	0

Notes