

A Broken Candle

Player

Name

Class & Level

/

Age & Sex

Experience / Next Level

Backgrounds

Personality, reputation and looks

Strength

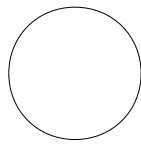
Dexterity

Constitution

Intelligence

Wisdom

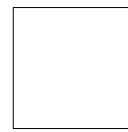
Charisma



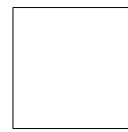
Maximum HP



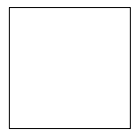
Current HP



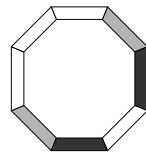
Base Attack



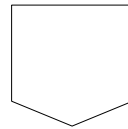
Melee



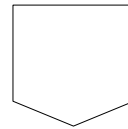
Ranged



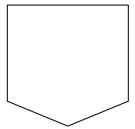
Foresight



Armour



Without
shield



Surprised

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