

Character Picture

Gear & Treasure

ATTACK DAMAGE (start at 4): _____

ARMOR LEVEL (start at 1) ____

Wearing Armor (Worst Roll on Speed)

Starting Gear: any weapons and wands, an adventurer's pack, and one healing potion. Add stuff as you find it in your travels.

Name	Description
	Example: Elf Wizard, Human Knight, Dragonfly Spy, Fairy Inventor
Health Max (start with 10) Current	Features Special skills, abilities, or features unique to your character.
The Basics	

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ATTACK DAMAGE (start at 4): _____

ARMOR LEVEL (start at 1) _____

Wearing Armor (Worst Roll on Speed)

DexterityWisdom

Starting Gear: any weapons and wands, an adventurer's pack, and one healing potion. Add stuff as you find it in your travels.