

Character Picture

Gear & Treasure

AVERAGE 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 | |

Character Picture

Gear & Treasure

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.