

# HERO SHEET

## DETAILS

RACE \_\_\_\_\_

HERO LEVEL

PROFESSION \_\_\_\_\_

RESTRICTIONS \_\_\_\_\_

## ABILITIES

SKILL LEVEL ABILITY USES

<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>

*Note: Ability Skill Level +1 = Ability Uses*

## MOVEMENT

BASE







TOTAL





## HEALTH

BASE





TOTAL →

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## MANA

BASE





TOTAL →

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## ATTACK

BASE





TOTAL UNARMED ATTACK

BONUS + TOTAL = ATTACK

WEAPON

WEAPON

WEAPON

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## DEFENCE

BASE









TOTAL

*Note: Weapon Bonus + Total Unarmed Attack = Attack (Ranged Weapons do not add Total Unarmed Attack.)*

*Note: List each item your hero carries in the equipment list below and next to any stats it modifies.  
You can carry up to ten items, additional items may be carried if you have a travel pouch or pack.*

## EQUIPMENT

GOLD

1. \_\_\_\_\_

6. \_\_\_\_\_

2. \_\_\_\_\_

7. \_\_\_\_\_

3. \_\_\_\_\_

8. \_\_\_\_\_

4. \_\_\_\_\_

9. \_\_\_\_\_

5. \_\_\_\_\_

10. \_\_\_\_\_

TRAVEL POUCH  
(ITEMS 11 TO 15)

TRAVEL PACK  
(ITEMS 11 TO 20)

11. \_\_\_\_\_

16. \_\_\_\_\_

12. \_\_\_\_\_

17. \_\_\_\_\_

13. \_\_\_\_\_

18. \_\_\_\_\_

14. \_\_\_\_\_

19. \_\_\_\_\_

15. \_\_\_\_\_

20. \_\_\_\_\_

## SKILLS (SPELLS, PRAYERS, OTHER...)

TOTAL

1. \_\_\_\_\_

6. \_\_\_\_\_

2. \_\_\_\_\_

7. \_\_\_\_\_

3. \_\_\_\_\_

8. \_\_\_\_\_

4. \_\_\_\_\_

9. \_\_\_\_\_

5. \_\_\_\_\_

10. \_\_\_\_\_

## NOTES

ROOMS SEARCHED