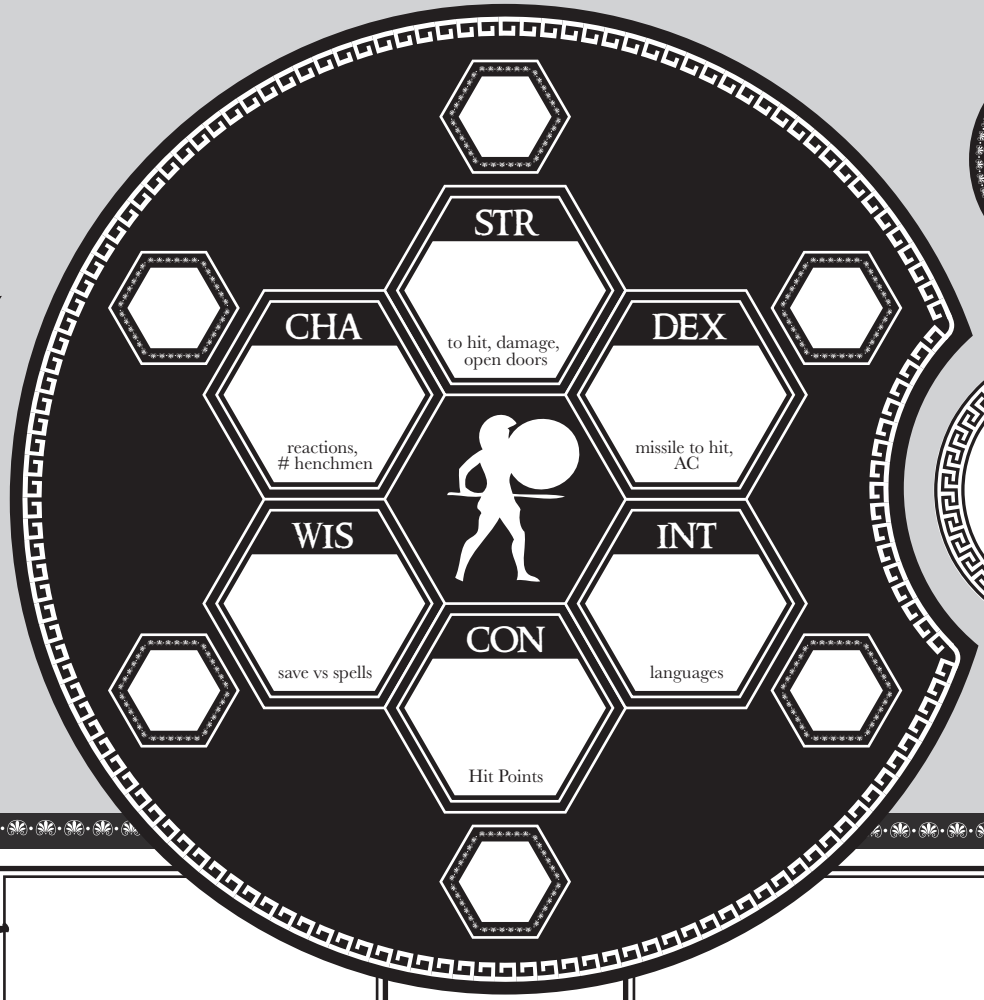
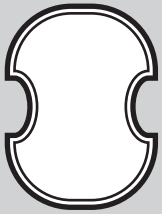
THE CHRONICLES OF _____ THE _____ , _____ AND _____

Character Name | Birthplace | Class | Title



Saving Throws

Petrification & paralysis | Poison & death | Blast & breath | Staffs & wands | Spells



Armor Class

Armor + Dex bonus + Shield bonus

- ☐ Large shield *(Shield Wall, Sacrifice)*
- ☐ Small shield *(Shield Bash, Sacrifice)*
- ☐ No shield

Initiative

Hitpoints

Temporary bonuses and adjustments

Arrows and ammunition

Weapon	Attribute Bonus str/dex adjustment	Weapon Bonus 2-weapon/magical	Other	Total	Damage including str adjustment

DAWN OF KINGS

Open Door | Secret Door | Hear Noise | Find Trap

To Hit

AC 0	AC 1	AC 2	AC 3	AC 4	AC 5	AC 6	AC 7	AC 8	AC 9	AC 10

design: Jeroen Stolwijk

Abilities

Languages known

Language benefit

Class abilities

Proficiencies

Equipment

Equipment carried

Stone	Encumbrance	Explore/run	Combat
○○○○○	Unencumbered	120’	40’
○○	Light load	90’	30’
○○○	Heavy load	60’	20’
○○○○○	Severe load	30’	10’
○○○○○	○○○	+1 stone per point of STR bonus	
	Overload	Reduced to snail’s pace	

Armor: 1 stone per AC point. Magical armor reduces weight by 1 stone per +1.
Items: 1 stone per 6 items. Bundles count as one item. Backpacks, sacks, clothes and anything you could hide in a closed fist do not count as an item.
Big items: 1 stone per item. Anything twohanded or clumsy counts as a big item.
Treasure: 1 stone per 1000 coins or gems.

Specialty Skills

Thief skills, Turn undead

Loot and Treasure

PP: EP:

GP:

SP: CP:

Gaining proficiencies

General: level 5, 9, 13

Class: level

Spells per day

1st 2nd 3rd 4th 5th 6th