

Name	
Kindred	
Class	
Alignment	

Level	
XP	
Next Level	
XP Modifier	



Rough Dolmenwood character sheet v0.1.
To be replaced by a proper sheet made by a graphic designer once the game is finalised.

ABILITY SCORES

Modifier Check

Strength			● ○ ○ ○
Intelligence			● ○ ○ ○
Wisdom			● ○ ○ ○
Dexterity			● ○ ○ ○
Constitution			● ○ ○ ○
Charisma			● ○ ○ ○

Ability Checks: 3-in-6 + Modifier

PORTRAIT OR DESCRIPTION

SKILLS

Listen	● ○ ○ ○		○ ○ ○ ○
Search	● ○ ○ ○		○ ○ ○ ○
Survival	● ○ ○ ○		○ ○ ○ ○
	○ ○ ○ ○		○ ○ ○ ○
	○ ○ ○ ○		○ ○ ○ ○
	○ ○ ○ ○		○ ○ ○ ○

1-in-6 or by Kindred/Class

SAVING THROWS

Doom		Blast	
Ray		Spell	
Hold			

COMBAT

HP		Max HP	
AC			
Attack			

MOVEMENT

Speed		<i>Feet per Round in encounters</i>
Exploring		<i>Feet per Turn exploring carefully</i>
Overland		<i>Miles per day travelling overland</i>

KINDRED & CLASS ABILITIES

EQUIPPED ITEMS

	<i>Speed 40</i>
	<i>Speed 40</i>
	<i>Speed 40</i>
	<i>Speed 40</i>
	<i>Speed 30</i>
	<i>Speed 30</i>
	<i>Speed 30</i>
	<i>Speed 20</i>
	<i>Speed 20</i>
	<i>Speed 20</i>

Anything worn, held, actively in use, or ready to use at short notice: armour, shields or weapons held, sheathed weapons, items in a belt pouch.

OTHER NOTES

BACKPACK

Maximum 1 on back

	<i>-10 Speed</i>
	<i>-10 Speed</i>
	<i>-10 Speed</i>
	<i>-10 Speed</i>

SACK 1

Requires a hand

	<i>-10 Speed</i>
	<i>-10 Speed</i>
	<i>-10 Speed</i>
	<i>-10 Speed</i>

SACK 2

Requires a hand

	<i>-10 Speed</i>
	<i>-10 Speed</i>
	<i>-10 Speed</i>
	<i>-10 Speed</i>

TINY ITEMS

Clothing, necklaces, rings, etc. Not encumbering unless carried in large numbers (referee's judgement).