THE FIVE COLONIES

Character Sheet — Autumn's Anthology Role-Playing Game · By J.B. Ramsey

CHARACTER NAME | CLASS | LEVEL

ORIGIN | ALIGNMENT | PLAYER

TRADE OR BACKGROUND

ABILITIES

Strength	
Dexterity	
Constitution	
Intelligence	
Wisdom	
Charisma	

COMBAT

HIT POINTS | MAX

ARMOR CLASS | ATTACK RANK

MOVE | LOAD (LB)

EXPERIENCE & PURSE

EXPERIENCE POINTS

NEXT LEVEL AT

CREDITS IN PURSE

SAVING THROWS (1d20, equal or better)

Paralyzation, Poison, or Death	
Petrification or Polymorph	
Rod, Staff, or Wand	
Breath Weapon	
Spell	

WEAPONS

	Damage	Weight

GEAR CARRIED (weight in pounds — load bands: 40 / 60 / 80 / 120 lb, Chapter 5)

PROFICIENCIES, TRAITS & ORIGIN GIFT

TALISMAN, GIFTS & CORES

THE LINE THAT MAKES THEM A PERSON

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