

AX&X CHARACTER

NAME _____

KINDRED _____ ALIGNMENT _____

CLASS _____ TRACK _____

LEVEL _____ XP _____ NEXT _____

ABILITIES

STR SCORE _____ MOD _____
Melee attack and damage. Slots = score.

DEX SCORE _____ MOD _____
Missile attack. AC edge at 16+.

CON SCORE _____ MOD _____
HP per Hit Die. Body saves.

INT SCORE _____ MOD _____
Lore, languages. Bonus Magic-User slot at +1.

WIS SCORE _____ MOD _____
Perception, Will. Bonus Cleric slot at +1.

CHA SCORE _____ MOD _____
Reactions, parley, hirelings.

COMBAT

HP NOW _____ HP MAX _____

AC _____ MOVE _____ INIT _____

ATTACK MOD _____
Track bonus + STR (melee) or DEX (missile). Warrior +Level and a 2nd attack at Level 6, a 3rd at 11; Specialist and Priest +half Level up; Mage +half Level down.

WEAPONS

_____	ATK _____	DMG _____
_____	ATK _____	DMG _____
_____	ATK _____	DMG _____

SAVES

1d20 + half Level + ability, 12+, or 10 + HD of the source if higher.

BODY (CON) _____ poison, death, petrify

DODGE (DEX) _____ breath, traps, blasts

WILL (WIS) _____ magic, charm, fear

WHEN YOU DROP

At 0 HP roll **Brush with Death** (1d6 +1 per earlier Brush that day, 6+ Slain).
Weakened is -2 to all d20 rolls, stacking by source. **Injured** until a Haven rest.

MAGIC

CASTER LEVEL _____

SLOTS 1 / 2 / 3 _____ / _____ / _____

PREPARED

KIT AND TIES

CLASS KIT

TIE

HOME

TRINKET

NOTES

INVENTORY One slot per box. Slots = STR with a pack, fewer without. 100 coin fills a slot. Over STR: Weakened, half speed, no Run.

1	2
3	4
5	6

7	8
9	10
11	12
13	14

15	16
17	18

COINS AND CARRY

GP _____ SP _____ CP _____

CONTAINERS, A SACK HOLDS 3 _____ 100 coin fills a slot.

FOLLOWERS

Hirelings and henchmen: name, line, and share.

