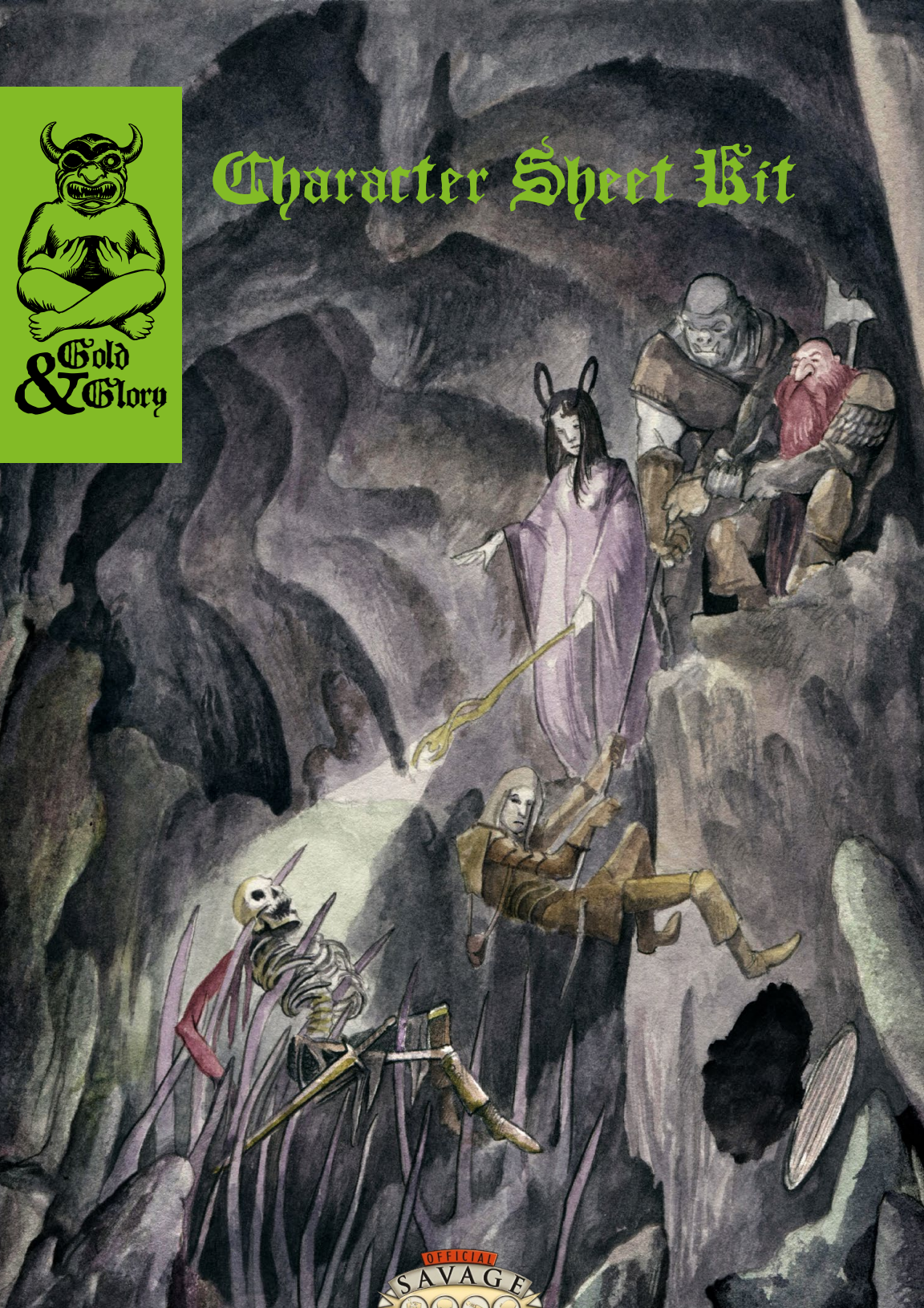




Gold
& Glory

Character Sheet Kit



NAME

SEX

RANK

XP

Female

Male

RACE

CHARACTER PORTRAIT

Human ♠
■ One attribute at d8



Halk-folk ♥
■ Fortunate (+1 Benny)
■ Short (Size -1)
■ Spirited (Spirit d8)



Dwarf ♦
■ Low Light Vision (Ignore Dim & Dark lighting)
■ Slow (Pace 5)
■ Tough (Vigor d8)

Elf ♣
■ Agile (Agility d8)
■ All Thumbs (-2 Repair; 1 on Trait die -> malfunction)
■ Low Light Vision (Ignore Dim & Dark lighting)

Half-orc ★
■ Infravision (Halve lighting penalties)
■ Outsider (-2 Charisma)
■ Strong (Strength d8)

Half-elf ★
■ One Attribute at d8
■ Low Light Vision (Ignore Dim & Dark lighting)
■ Outsider (-2 Charisma)



CLASS

Fighter ♠★

- Fighting d10
- Intimidation d6
- Choose one:
 - Climbing d6
 - Healing d6
 - Shooting d6
 - Swimming d6
 - Throwing d6



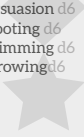
Cleric ♥★

- Faith d6
- Fighting d6
- Healing d6
- Intimidation d6
- Persuasion d6



Rogue ♦★

- Fighting d6
- Notice d6
- Stealth d6
- Streetwise d6
- Choose two:
 - Climbing d6
 - Gambling d6
 - Lockpicking d6
 - Persuasion d6
 - Shooting d6
 - Swimming d6
 - Throwing d6



Wizard ♣★

- Fighting d4
- Know. (Magic & Occult) d6
- Investigation d6
- Notice d6
- Spellcasting d8



EQUIPMENT

- Leather armor (1)
- Club, axe or short sword (Str+d6)

- Leather armor (1)
- Staff (Str+d4, two handed, +1 Parry, Reach 1)
- Holy symbol of Solis

- Leather armor (1)
- Dagger (Str+d4)

- Spellbook
- Quill
- Ink
- d6 candles
- Staff (Str+d4, two handed, +1 Parry, Reach 1) or dagger (Str+d4)

ENCUMBRANCE / WEIGHT LIMIT

Weight	500 coins weigh 1	Weight Limit	Encumbrance
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LANGUAGES

■	■	■	■
■-	■	■	■

HINDRANCES

■	■	■
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EDGES

In the Hand od Destiny: When you roll snake eyes, you cannot use a Benny to reroll, but you gain a Benny that you can use later.

■	■	■	<input type="checkbox"/> Arcane Background (Magic)/(Miracles)
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■ H	■	■	■
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■ L	■	■	■
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ATTRIBUTES

AGILITY	d4	d6	d8	d10	d12
SMARTS	d4	d6	d8	d10	d12
STRENGTH	d4	d6	d8	d10	d12
SPIRIT	d4	d6	d8	d10	d12
VIGOR	d4	d6	d8	d10	d12

DERIVED STATS

CHARISMA

PACE

PARRY Fighting/2+2

TOUGHNESS Vigor/2+2

CONNECTIONS

■	■
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WOUNDS

-1	-2	-3
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INC

-1	-2
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FATIGUE

COINS

- PP:
- GP:
- SP:
- CP:
- Other:

POWERS

<input type="checkbox"/> Healing	<input type="checkbox"/> Light
<input type="checkbox"/> Detect/Conceal Arcana	■

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■	■
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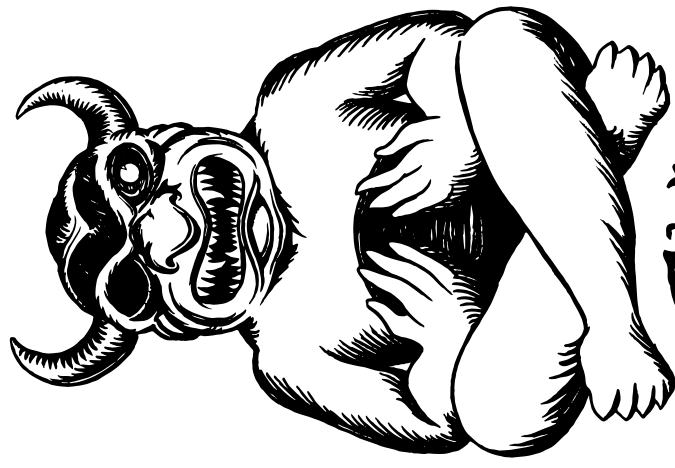
■	■
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POWER POINTS

■ 10

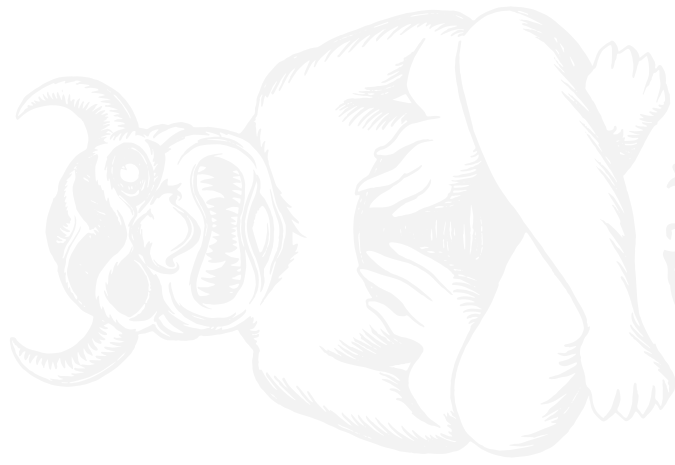
NAME	SEX	RACE	ATTRIBUTES	COINS	RANK	XP
<ul style="list-style-type: none"> <input type="checkbox"/> Human <ul style="list-style-type: none"> One attribute at d8 <input type="checkbox"/> Half-folk <ul style="list-style-type: none"> Fortunate (+1 Benny) Short (Size-1) Spirited (Spirit d8) <input type="checkbox"/> Dwarf <ul style="list-style-type: none"> Low Light Vision (ignore Dim & Dark lighting) Slow (Pace 5) Tough (Vigor d8) <input type="checkbox"/> Elf <ul style="list-style-type: none"> Able (Agility d8) All Thumbs (-2 Repair, 1 on Trait die-> malfunction) Charisma) Low Light Vision (ignore Dim & Dark lighting) <input type="checkbox"/> Half-orc <ul style="list-style-type: none"> Infravision (-Half lighting penalties) Low Light Outsider (-2 Charisma) Strong (Strength d8) <input type="checkbox"/> Half-elf <ul style="list-style-type: none"> One Attribute at d8 Low Light Vision (ignore Dim & Dark lighting) Outsider (-2 Charisma) 	<input type="checkbox"/> Female <input type="checkbox"/> Male		AGILITY d4 d6 d8 d10 d12 SMARTS d4 d6 d8 d10 d12 STRENGTH d4 d6 d8 d10 d12 SPIRIT d4 d6 d8 d10 d12 VIGOR d4 d6 d8 d10 d12 DERIVED STATS CHARISMA PACE PARRY Fighting/2+2 TOUGHNESS Vigor/2+2 CONNECTIONS WOUNDS INC FATIGUE LANGUAGES HINDRANCES EDGES In the Hand od Destiny: When you roll snake eyes, you cannot use a Benny to reroll, but you gain a Benny that you can use later. N S V H L	PP: GP: SP: CP: Other:		
<ul style="list-style-type: none"> <input type="checkbox"/> Fiighter <ul style="list-style-type: none"> Fighting d10 Intimidation d6 Choose one: <ul style="list-style-type: none"> Climbing d6 Healing d6 Shooting d6 Swimming d6 Throwing d6 <input type="checkbox"/> Cleric <ul style="list-style-type: none"> Faith d6 Fighting d6 Healing d6 Intimidation d6 Persuasion d6 <input type="checkbox"/> Rogue <ul style="list-style-type: none"> Fighting d6 Notice d6 Stealth d6 Streetwise d6 Choose two: <ul style="list-style-type: none"> Climbing d6 Gambling d6 Lockpicking d6 Persuasion d6 Shooting d6 Swimming d6 Throwing d6 <input type="checkbox"/> Wizard <ul style="list-style-type: none"> Fighting d4 Know (Magic & Occult) d6 Investigation d6 Notice d6 Spellcasting d8 						
CLASS ENCUMBRANCE / WEIGHT LIMIT 500 coins weigh 1						

Roll along the line



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CHARACTER SHEET



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