

Companion-Sheets for Henchmen

Name:

Level:

Description: _____

AC: PD: MD: HP:

HP:

Attacks:

_____ Attack: Damage:
_____ Attack: Damage:

Backgrounds [Base Skill/Initiative:]

Equipment, Specials and Notes:

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Companion-Sheets for Players

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Examples

Name: Harok

Level: 1

Description: wild Dwarf, red Beard, Scars

AC: 17 PD: 15 MD: 11 HP: 27

HP:

Attacks:

Axe Attack: 6 Damage: 1d8+4

Backgrounds [Base Skill/Initiative: 3]

Hardy Mountain Barbarian 5, Dwarf 3

Talents:

Rage: Can enter a Berserker-Rage and attack twice per Round, but take 2 damage per miss.

Equipment:

Axe, Leather Armor, Survival Kit

Name: Sarath

Level: 5

Description: bewitching Sorceress, long black Hair, strong smell of magical Ingridiences

AC: 22 PD: 16 MD: 20 HP: 72

HP:

Dagger

Attack: 11 Damage: 5d6+12

Backgrounds [Base Skill/Initiative: 8]

Poisons 3, intimidating Beauty 3, Snake Magic 3

Powers:

Transformation: Can transform into a swarm of snakes.

Snake Magic: can attempt "flexible Casting" for Poison and Charming Magic Effects.

Equipment:

Rich Clothes, a few Snakes, Ritual Dagger, Poisons

Name: Thorn Class/Level: Knight 3

Description: Proud Squire, young but strong

Attack	9	HP	54
Damage	5	AC	21
DRD	D10	PD/MD	15
Skill/Ini	5	Recoveries	8

Powers/Talents:

Armored: You can halve the damage against you, twice per Encounter

Battlefield Presence: Enemies have a -4 modifier to disengage from you.

Backgrounds:

Squire 4, great at all Sports 4

Icons / One Unique Thing:

Attacks:

Longsword **Attack: 9 Damage: 3d10+5**

Crossbow **Attack: 9 Damage: 3d10+5**

Equipment:

Horse, Longsword, Crossbow, Travel Equipment

Gold: 30

Notes:

HP:

Rec: