

Microlite 74 (+ house rules) Character Sheet

				HITS
Name: _____	ABILITY	Melee Attack Bonus: _____	Black out all but Max. HP of the HITS boxes. HITS start at top, MAGIC at bottom of remaining boxes.	[]
Class: _____	SCORE MOD	Missile Attack Bonus: _____		45 []
Level: _____	STR: _____	Magic Attack Bonus: _____	When they meet, character is unconscious and further wounds directly reduce STR. When STR reaches 0, character is dead.	[]
XP: _____	DEX: _____	Base Save Modifier (lvl + mod)		[]
Player: _____	MIND: _____	STR _____ DEX _____ MIND _____		40 []
Portrait: _____	WEAPON DMG RANGE	Ability modifier: ¼ of (score-10), round towards 0	SPELL LVL FAV	[]
_____	_____	Physical attack bonus: fighting man = ½ level, cleric = 1/3 level, mage = ¼ level, round up in all cases	_____	[]
_____	_____	Melee = STR modifier + physical attack bonus	_____	35 []
_____	_____	Missile = DEX modifier + physical attack bonus	_____	[]
_____	_____	Magic = MIND modifier + level (mage/cleric only)	_____	[]
Max Hit Pts: _____	_____		_____	[]
Armor Class: _____	_____	SPEED: _____	_____	30 []
	POSSESSIONS		_____	[]
	WEALTH		_____	[]
Max. HP = 6+1d6 per level, re-roll all dice each level, total never goes down	COPPER PIECES SILVER PIECES GOLD PIECES PLATINUM PIECES		_____	25 []
	_____		_____	[]
AC = 10 + DEX modifier + Armor Bonus	ITEM	LOCATION	_____	[]
	_____	_____	_____	[]
Armor Type: _____	_____		_____	20 []
Armor Bonus: _____	_____		_____	[]
Light +2 (e.g. Leather), Medium +4 (e.g. Chain), Heavy +6 (e.g. Plate)	_____		_____	[]
Shield adds +1	_____		_____	15 []
NOTES	_____		_____	[]
_____	_____		_____	[]
_____	_____		_____	10 []
_____	_____		_____	[]
_____	_____		_____	[]
_____	_____		_____	[]
_____	_____		_____	5 []
_____	_____		_____	[]
_____	_____		_____	[]
_____	_____		_____	[]
_____	_____		_____	[]
			spell causes damage of 1 + 2 x spell level, subtract 1 if favorite	MAGIC