

FOLLOW THE LEADER!

ADVANTAGE:

BACKGROUND TROUBLE:

HIT POINTS:

TREASURE LOADS CARRIED: ○ ○ ○

TORCH: ○ ○ ○ (once lighted, sign off one box per room explored)

INABILITIES

WEAKNESS

CLUMSINESS

CONFUSION

STUPIDITY

COWARDICE

DESPERATION

D20 ROLL TO OVERCOME*:

*easy tasks: +4 to die roll, hard tasks: -4 to die roll

(+) melee attacks, feats of strength

(+) ranged attacks, feats of agility

(+) win initiative, perceive fine details

(+) gain insights, find clues

(+) confront unknown enemies, be brave

(+) resist dangerous temptations

GEAR & NOTES:

Henchman Contract

I promise to be a loyal henchman . I will follow my Heroic Leader into the den of darkness and vanquish all evils within. I will stand by my Heroic Leader's side and carry all the treasures I can. I will follow orders and, if necessary, accept fair punishment. I will not claim any treasures for myself, but will accept the arranged payment of ____ gold pieces, to be paid after clearing the dungeon.

Signed _____