

TFT Character Organizer

Character Name	
Race	Profession
Strength	HTH Modifiers / ST Damage
Dexterity	Movement Allowance (MA)
Intelligence	DX Modifiers
Talents & Spells	

Armor

Hits stopped _____

DX adjustment _____

Cost _____

Weight (lbs.) _____

MA maximum _____

Notes _____

Shield/Defense

Hits stopped _____

DX adjustment _____

Cost _____

Weight (lbs.) _____

MA maximum _____

Notes _____

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩ ⑪ ⑫ ⑬ ⑭ ⑮ ⑯ ⑰ ⑱ ⑲ ⑳

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩ ⑪ ⑫ ⑬ ⑭ ⑮ ⑯ ⑰ ⑱ ⑲ ⑳

Rolling To Miss

ROLL	RESULT
3	Automatic miss
4-13	If less than your DX, you missed. If equal to your DX, you missed. If more than your DX, full damage if figure is an ally.
14	Automatic hit
15	Hit and double damage
16	Hit and triple damage
17	Drop weapon
18	Weapon breaks

ENGAGED or DISENGAGED



Figures may only attack front spaces.

Attacks from rear (R) spaces are made at $+4adjDX$.

Weapons

Weapon	_____
Damage	_____
Minimum ST	_____
Cost	_____
Weight (lbs.)	_____
Notes	_____

Weapon	_____
Damage	_____
Minimum ST	_____
Cost	_____
Weight (lbs.)	_____
Notes	_____

Mana ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

- ## Options for Engaged Figures

- ## Options for Figures in HTH Combat

- t HTH ATTACK. Hit enemy in the same hex
- u ATTEMPT TO DRAW DAGGER. Roll 3/DX to succeed.
- v ATTEMPT TO DISENGAGE. Requires a roll. *See p. 117*