

Equipment / Stats

AC

:

10

+

+

+

Agility

Armor

Other

Attack

Attack Bonus

Action Dice

Initiative

HP

Current

Maximum

Hit die

Saves

Fortitude

Reflex

Willpower

Crits

Crit die

Crit table/pg

Fumble die

Notes

Dice Chain: $d3 \rightarrow d4 \rightarrow d5 \rightarrow d6 \rightarrow d7 \rightarrow d8 \rightarrow d10 \rightarrow d12 \rightarrow d14 \rightarrow d16 \rightarrow d20 \rightarrow d24^1 \rightarrow d30^2$
¹: $1d12 + (1d2-1 * 12)$, ²: $1d10 + (1d3-1 * 10)$

Title

Alignment:

Occupation:

Name

Level

XP:

Next:

score

mod

STR

Melee to-hit

Melee damage

score

mod

AGI

Missile to-hit

Armor class

Reflex saves

Initiative

score

mod

STA

Hit points

Fortitude saves

score

mod

PER

Willpower saves

score

mod

INT

Languages

score

mod

LUCK

Crit/fumble rolls

Ability burn (+1/pt)

slits

10 9 8 7 6 5 4 3 2 1

10

$$10^7 \mathcal{M}$$

Luck: A warriors Luck modifier applies to attack rolls with one specific kind of weapon, chosen at first level:

Weapon training: A warrior is trained in the use of the battleaxe, club, crossbow, dagger, dart, han-daxe, javelin, longbow, longsword, mace, polearm, shortbow, short sword, sling, spear, staff, two-handed sword, and warhammer. Warriors wear whatever armor they can afford.

Attack modifier: Warriors use a “deed die” instead of an attack modifier. The warrior rolls this die on each attack and applies it to both their chance to hit and their damage.

Mighty deed of arms: Prior to any attack roll, a warrior can declare a Mighty “Deed of Arms.”

This deed is a dramatic combat maneuver within the scope of the current combat. Such maneuvers may

include:

- blind
- disarming
- pushbacks
- trips and throws
- precision shots
- rallying allies
- defensive maneuvers

Initiative: A warrior adds their class level to their

initiative rolls.

Crit Range: A

Warrior's Critique

changes by level:

1-4	6-10
19-20	17-20

Possessions

Item

#

$d\alpha$	$d\beta$	ds	$d\zeta$