

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)

[illegible]

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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, handaxe, javelin, longbow, longsword, mace, polearm, shortbow, short sword, sling, spear, staff, two-handed sword, and warhammer. Warriors wear whatever armor they can afford.

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:

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

The deed does not increase damage. The warriors deed die (above) determines the deeds success. If the deed die is a 3 or higher, and the attack lands, the deed succeeds. A higher roll on the deed die gives a better result (see page 88). If the deed die is a 2 or less, or the overall attack fails, the deed fails as well.

Initiative: A warrior adds his class level to his initiative rolls.

1-4	19-20
5-8	18-20
6-10	17-20

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ep