

Background: Soldier

SKILLS (add your attribute modifier plus proficiency +2)						
Prof.	Expert	Skill	Attr.	Mod.	+ Prof	= Total
<input checked="" type="radio"/>	<input type="radio"/>	Athletics	STR		+2	
<input checked="" type="radio"/>	<input type="radio"/>	Intimidation	CHA		+2	

PROFICIENCIES
Tool Proficiency: Gaming Set (<i>pick one</i>) <input type="radio"/> Dice <input type="radio"/> Dragonchess <input type="radio"/> Playing Cards <input type="radio"/> Three-Dragon Ante

ORIGIN FEAT
Savage Attacker: Once per turn you can re-roll a <u>weapon's</u> damage dice twice and take the highest.

EQUIPMENT (for weapon Attack add ability modifier plus proficiency +2 if proficient)						
Mast.	Weapon	Attack	Damage	Properties	Mastery	
<input type="checkbox"/>	Spear (simple)	STR	1D6+mod piercing	Thrown (range 20/60), Versatile (1D8)	Sap (if available)	
<input type="checkbox"/>	Shortbow (simple)	DEX	1D6+mod piercing	Amunition (range 80/320), Two-Handed	Vex (if available)	

Other Equipment: 20 Arrows, Gaming Set (same as above), Healer's Kit, Quiver, Traveler's Clothes

Money: 14 GP

