

Background: Soldier

SKILLS *(add your ability modifier plus proficiency +2)*

<u>Prof.</u>	<u>Expert</u>	<u>Skill</u>	<u>Attr.</u>	<u>Mod.</u>	<u>+ Prof</u>	<u>= Total</u>
●	○	Athletics	STR		+2	
●	○	Intimidation	CHA		+2	

PROFICIENCIES

Tool Proficiency: Gaming Set (*pick one*) ☐ Dice | ☐ Dragonchess | ☐ Playing Cards | ☐ Three-Dragon Ante

ORIGIN FEAT

Savage Attacker: Once per turn you can re-roll a weapon's damage dice twice and take the highest.

EQUIPMENT *(for weapon Attack add ability modifier plus proficiency +2 if proficient)*

<u>Mast.</u>	<u>Weapon</u>	<u>Attack</u>	<u>Damage</u>	<u>Properties</u>	<u>Mastery</u>
<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



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