

Name:   
Level:      XP:



Alignment:      Lucky Roll:   
Title:      Languages:   
Occupation:

**STR**  
Extra Bonuses   
**AGI**  
Extra Bonuses   
**STA**  
Extra Bonuses   
**PER**  
Extra Bonuses   
**INT**  
Extra Bonuses   
**LUC**  
Extra Bonuses

Monies				
CP	SP	EP	GP	PP

Equipment	

Physical Info	
Curr HP	AC
Max HP	Unsteady AC
Hit Die	Base Speed
Initiative	Speed

Warrior Abilities	
Militant Order:	
Crit Die/Table:      /      Threat Range:	
Action Dice:	1st      2nd      3rd
Signature Mighty Deed	Deed Die:
Add Level to Initiative; Deed to Attack and Dam.	

Common Skills	
Balance (AGI)	Jump (AGI)
Climb (STR or AGI)	Smash (STR)
Listen (LUC)	
Search (INT)	
Sneak/Hide (AGI)	
d10 untrained/d20 trained	

Life Skills
d10 untrained/d20 trained

Weapons		
Weapon	Damage	Range      Description

Armor				
Armor	AC	CHK	Speed	Fumble
	Bonus	Penalty	Penalty	Die

Notes

Saving Throws		
Reflex	Will	Fortitude
Reflex Bonus	Willpower Bonus	Fortitude Bonus

Attack	
Melee	Ranged
Attack Modifier	
Melee	Ranged