

Name:   
Level:      XP:



**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	

Saving Throws		
Reflex	Will	Fortitude
Reflex Bonus	Willpower Bonus	Fortitude Bonus

Attack	
Melee	Ranged
Attack Modifier	
Melee	Ranged

Alignment:      Lucky Roll:  
Title:      Languages:  
Occupation:      Speed:

Physical Info	
Curr HP	AC
Max HP	Unsteady AC
Hit Die	Bleeding Out
Initiative	Rounds Until Death

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