

Name:

Level: XP:



Warrior

Alignment:

Title:

Occupation:

Lucky Roll:

Languages:

Speed:

**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

Rounds Until  
Death

Initiative

Bleeding Out

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) Check  
Penalty

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

Saving Throws

Reflex Will Fortitude

Reflex  
Bonus

Willpower  
Bonus

Fortitude  
Bonus

Attack

Melee

Ranged

Attack Modifier

Melee

Ranged

Notes