

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