

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 |
|-------|
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