Name:

Level: ___ XP: ___

Warrior

Alignment: ___ Lucky Roll: ___

Title: ___ Languages: ___

Occupation: ___ Speed: 30

Physical Info

Curr HP ___ Max HP ___

AC ___ Unsteady AC 0

d12 Hit Die

Bleeding Out

Initiative

Rounds Until Death

Warrior Abilities

Militant Order: ___

Crit Die/Table: d12 / III Threat Range: 19-20

Action Dice: 1d20 (1st) ___ (2nd) ___ (3rd)

Signature Mighty Deed Deed Die: d3

Add Level to Initative; Deed to Attack and Dam.

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

Common Skills

- ☐ Balance (AGI)
- ☐ Climb (STR or AGI)
- ☐ Listen (LUC)
- ☐ Search (INT)
- ☐ Sneak/Hide (AGI)
- ☐ Jump (AGI)
- ☐ Smash (STR)

Check Penalty 0

d10 untrained/d20 trained

Life Skills

d10 untrained/d20 trained

Saving Throws

Reflex	Will	Fortitude
0	0	0
Reflex Bonus	Willpower Bonus	Fortitude Bonus

Attack

Melee	Ranged
0+d3	0+d3

Attack Modifier

Melee	Ranged
___	___

Weapons

Weapon	Damage	Range	Description
			Lucky Weapon

Armor

Armor	AC Bonus	CHK Penalty	Speed Penalty	Fumble Die

Notes

For Dungeon Crawl Classics