

Name:

Level: XP:



Warrior

STR

Modifier

Extra Bonuses

AGI

Extra Bonuses

STA

Extra Bonuses

PER

Extra Bonuses

INT

Extra Bonuses

LUC

Extra Bonuses

Alignment:

Title:

Occupation:

Lucky Roll:

Languages:

Speed:

Physical Info

Curr
HP

AC

Max
HP

Unsteady
AC

Hit Die

Rounds Until
Death

Bleeding Out

Initiative

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.

Monies

CP SP EP GP PP

Equipment

Common Skills

Balance (AGI) Jump (AGI)
Climb (STR or AGI) Smash (STR)
Listen (LUC)
Search (INT) Check
Sneak/Hide (AGI) 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 Willpower Fortitude
Bonus Bonus Bonus

Attack

Melee Ranged

Add. Attack Mod
Melee Ranged

Notes