Astril - Elf Fighter

Player Name: _____ **Date:** _____

Attributes		Bonus
Str:	17	+2
Dex:	13	+1
Con:	10	
Int:	9	
Wis:	10	
Chr:	7	

Maximum Hit Points	Death Limit .	Damage	Gold	EXP
7	-3			

Name: Astril

Species: Elf

Class: Fighter

Level: 1

AC: 10

Weapons

Weapon Name	# of Attack Dice	Total To-hit Bonus		Species Bonus		Class Bonus		Dex Bonus		Weapon Bonus	Damage		Melee Str Bonus
Spear	2	3	=	1	+	1	+	1	+	0	1d6	+	2
Sword	2	4	=	1	+	1	+	1	+	1	1d6	+	2
			=		+		+		+		1d6	+	

Equipment & Notes

Leather Armor

Shield

Fighter Progress

Fighters can use any armor and any weapon.
On gaining levels 3, 6, 9, and 12 one attribute score is increased by 1, if the chosen attribute is less than 14 then the attribute is increased by 2.

Species / Class Bonus

+1 to-hit bonus

Level	HP	Death Limit	Attack	EXP
1	7	-3	2 dice +1	
2	2d6 +1	-4	3 dice +1	2,000
3	3d6 +2	-5	4 dice +1	4,000
4	4d6 +2	-6	5 dice +1	8,000
5	5d6 +3	-7	6 dice +1	16,000
6	6d6 +3	-8	7 dice +1	32,000
7	7d6 +4	-9	8 dice +1	64,000
8	8d6 +4	-10	9 dice +1	100,000
9	9d6 +5	-11	10 dice +1	200,000
10	10d6 +5	-12	11 dice +1	300,000
11	11d6 +6	-13	12 dice +1	400,000
12	12d6 +6	-14	13 dice +1	500,000
13	13d6 +7	-15	13 dice +2	600,000
14	14d6 +7	-16	13 dice +3	700,000
15	15d6 +8	-17	13 dice +4	800,000
16	16d6 +8	-18	13 dice +5	900,000
17	17d6 +9	-19	13 dice +6	1,000,000
18	18d6 +9	-20	13 dice +7	1,100,000

Gaining Levels

- The new hit point total is calculated by rolling the dice indicated on the character progress table. Add any species / class hit point bonuses to the dice total. Add the constitution bonus times the new level for the grand total of hit points. If the newly calculated hit points total is higher than the character's current number of hit points, that becomes the character’s new hit points. If the new hit point total is lower or equal to the old hit point total, add one to the old hit point value for the new total.
- The death limit is increased.
- Weapons attack dice are adjusted. Attack bonus = class bonus + species bonus + dex bonus.