Character Sheet

Player Name: _____ **Date:** _____

Attributes	Bonus
Str: _____	___
Dex: _____	___
Con: _____	___
Int: _____	___
Wis: _____	___
Chr: _____	___

Name: _____

Race: _____

Species: Fighter

Level: _____

AC: _____

Maximum Hit Points	Death Limit .	Damage	Gold	EXP

Weapons

Weapon Name	# of Attack Dice	Total To-hit Bonus		Species Bonus		Class Bonus		Dex Bonus		Weapon Bonus	Damage		Melee Str Bonus
_____	☐	☐	=	☐	+	☐	+	☐	+	☐	1d6	+	☐
_____	☐	☐	=	☐	+	☐	+	☐	+	☐	1d6	+	☐
_____	☐	☐	=	☐	+	☐	+	☐	+	☐	1d6	+	☐

Equipment & Notes

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.

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.