Helm's Slain

Kask - Human Fighter

Player Name: _____   **Date:** _____

Attributes / Bonus

Attributes		Bonus
Str:	15	+1
Dex:	13	+1
Con:	14	+1
Int:	11	___
Wis:	10	___
Chr:	10	___

Maximum Hit Points	11
Death Limit .	-3
Damage	
Gold	
EXP	

Name: Kask

Species: Human

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
Sword	2	3	=	0	1	1	1	1d6	+	1
Spear	2	2	=	0	1	1	0	1d6	+	1
_____	☐	☐	=	☐ +	☐ +	☐ +	☐	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

+3 Hit points

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

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.