Special
Feint Dice
All Out Attack
All Out Defense
Moves
Move
Squat
Spring
Sprint
Run Away
Take Cover
Hide
Sneak
Attacks
Attack
Parry
Aim
Battle Cry
Landing Attack
Hit And Run
Sneak Attack
Groups
Back To Back
Flank
Swarm
Corrupt
Intimidation
Taunt
Nudge
Trip
Fall
Prone
Quick Stand
Beasts
Ride Wild Beast
Charm Beast
Other
Grab And Hold
Spot
Bind Wounds
Turn Undead
Blind Fighting
Impact
Crushing Blow
Encourage
Battle Song
Feign Death

Character Name

Player Name

Date Created

CB	CN	CR	IN	MG	NT	ST	WP

DV	MV	SP	SZ	LF	HP	LK	XP

Current HP

Race

Age

Hair

Eyes

Sex

Modifiers & Penalties: *(racial abilities, etc.)*

Languages:

Personality: *(description)*

Perks & Flaws *(what makes you different)*

Portrait:

Combat Adjustments: *(default / standard adjustments)*

(D) Defense Ajustment = *Max = 3d*

(A) Attack Adjustments = *Max = 5d*

Armor & Weapons: *(sword, shield, ring, etc.)*

Items Carried: *(not armor & weapons)*

35 Pack: *(50 gp value)*

Backpack, Belt & Pouch

Water skins [2], Food [7 days]

Flint & Steel, Lantern, Oil Skins [1]

Wool Blanket, 50 foot rope

Small Hammer, Iron Spikes [12]

Dagger / Big Knife (as weapon = 1d)

Initiative	Move
Defense	

Gems	Gold	Silver