

# WARRIOR

Name: \_\_\_\_\_ Race: \_\_\_\_\_ Level Stack: \_\_\_\_\_

ST: \_\_\_\_\_ Weight Total: \_\_\_\_\_ Weight Max: \_\_\_\_\_ Break Down Locked Door Modifier: \_\_\_\_\_

DX: \_\_\_\_\_ MODX: \_\_\_\_\_ Turns per round: \_\_\_\_\_

HP: \_\_\_\_\_ DM: \_\_\_\_\_ Food: \_\_\_\_\_ Keys: \_\_\_\_\_ GP: \_\_\_\_\_ EXP: \_\_\_\_\_

Normal Armor Item      AV      Item Weight      MODX Penalty

\_\_\_\_\_  
\_\_\_\_\_

Magical Armor/Protection Item      AV      Item Weight      MODX Penalty      Magic Effects/Duration

\_\_\_\_\_/\_\_\_\_\_  
\_\_\_\_\_/\_\_\_\_\_  
\_\_\_\_\_/\_\_\_\_\_  
\_\_\_\_\_/\_\_\_\_\_  
\_\_\_\_\_/\_\_\_\_\_

Normal AV: \_\_\_\_\_ + Magical AV: \_\_\_\_\_ = AT: \_\_\_\_\_

Weapon      DM      Attack Roll Bonus      Item Weight      Charges/Effects      Specialized Power-Ups!

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Potion/Amount

\_\_\_\_\_/\_\_\_\_\_  
\_\_\_\_\_/\_\_\_\_\_  
\_\_\_\_\_/\_\_\_\_\_

Notes: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_