

Level: 2 

Diagram illustrating the initial values for AC (15) and HP (23).

Class: Warrior

Occupation: Hunter

Speed 30 **Init** +4

Alignment:  **Law**  **Neutral**  **Chaos**

	mod	
Strength	8	-1
Agility	16	+2
Stamina	13	+1
Personality	9	+0
Intelligence	11	+0
Luck	13	+1

Saves

Reflex	+2
Fortitude	+2
Will	+1

Attack Info

Attack Mod	1d4
Crit Die/Table	1d14/ III
Action Dice	1d20

Weapons

longbow 1d4+2 (dam 1d6 + 1 + deed)
hunting spear 1d4 -1 (dam 1d8 -1 + deed)
throwing axe 1d4 +2 (dam 1d6 + 1 + deed)

Armor

hunting leathers + 3 (penalty -3, fumble 1d12)

Character Details

Lucky Sign: Missile Fire Damage Rolls (added above)

Warrior Trait: lucky weapon (player's choice)

[illegible]

Equipment

waterskin
wool cloak
deer strap poke
12 arrows
3 silver arrows
good hunting hat
6 days dried meat
bone skinning knife