

Level: 2 

Diagram showing two values: **AC** (15) and **HP** (23). The AC value is represented by a shield icon, and the HP value is represented by a heart icon.

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

Attack Info

Reflex	+2
Fortitude	+2
Will	+1

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

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

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

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