

NAME _____

PROFESSION _____

LEVEL _____ **AC** _____ **MV** _____

HD _____ **HP** _____ **#AT** _____

WEAPONS

GEAR & NOTES

RULES

INITIATIVE:

d20 + MV

ATTACK:

d20 + Level/HD \geq Target's AC

SAVES/CHECKS:

d20 + Level/HD \geq 10

GEAR AVAILABILITY:

d20 \geq 10

DAMAGE:

Light Weapons 1d4 (Dagger, Sling)

Normal Weapons 1d6 (Sword, Pistol, Rifle)

Heavy Weapons 1d8 (2-Handed Sword, Pole-arm, Elephant Gun)

REST & RECUPERATION:

HP fully restored at end of combat. If a PC goes below 0 hp, recovery determined by GM.

HELPING:

Successful Check = **+1 bonus** to helped character.

