

# DRAGON WARRIORS CHARACTER RECORD

Character Name: Lars
Profession: Barbarian
Rank: 8
XP: CURRENT | NEXT RANK

## CHARACTERISTICS

STRENGTH	18	<b>ATTACK</b>		<b>MAGIC ATTACK</b>		<b>STEALTH</b>		<b>HEALTH POINTS</b>	
REFLEXES	12	BASE	ADJUSTED	BASE	ADJUSTED	BASE	ADJUSTED	TOTAL	CURRENT
INTELLIGENCE	10	23	24			16		20	
PSYCHIC TALENT	11	<b>DEFENCE</b>		<b>MAGIC DEFENCE</b>		<b>PERCEPTION</b>		<b>EVASION</b>	
LOOKS	11	BASE	ADJUSTED	BASE	ADJUSTED	BASE	ADJUSTED	BASE	ADJUSTED
		14		10		8		6	

## ARMOUR

TYPE	Mail Armour +2	
ARMOUR FACTOR	5	
ATTACK PENALTY		
DEFENCE PENALTY		
STEALTH PENALTY		
SHIELD	YES /	

## WEAPONS (A STRENGTH of 16-18 grants +1 to ABR AND DAMAGE, a 19 or more grants +2)

WEAPON	ABR	DAMAGE	SHORT (+0)	MEDIUM (+3)	LONG (+7)
Two-Handed Sword +1	d10+2	6			
Dagger	d4+1	4			
Crossbow	d10+1	5	0-25m	26-75m	76m-250m

## EQUIPMENT

EQUIPMENT	ENC.?	ENCUMBRANCE LIMIT (pg. 23) = [     ]	ENC.?
Lantern			Skills
Flint and Tinder			Track
Backpack			Berserk
Wood axe			Ride Warhorse
			Bloodrage

## MAGICAL POTIONS, TRINKETS, & ITEMS

Magic Points:  

10 +1 Quarrels	

## WEALTH (10 Pennies = 1 Florin, 10 Florins = 1 Crown)

COPPER PENNIES		<b>OTHER VALUABLES &amp; PROPERTY</b>
SILVER FLORINS	200	
GOLD CROWNS		

All characters have a MOVEMENT of 10m. A character may only move 1/4 his MOVEMENT (2.5m) and attack in the same round unless the enemy is SURPRISED (pg. 61). In the latter case, a character may move half his MOVEMENT (5m) and attack.

# CHARACTER DESCRIPTION

Race: Elleslandic	Age: 28	Sex: Male	Height: 183cm	Weight: 90kg	Character Sketch
Skin Colour: Weathered	Eye Colour: Blue	Hair Colour: Red	Handedness*: Right		
Distinguishing Marks:					
Trademark Phrase:					
Overall Appearance:					

\*All Sorcerers are left-handed.

## BACKGROUND

Homeland: Thuland	Father's Vocation: A Great Warrior
Languages (Fluency):	
Elleslandic (F); Visic (F)	
Ancient Languages (Fluency):	
Scripts (if literate):	

## CHARACTER HISTORY


### MOUNT/HENCHMAN

Name:	Profession:
Creature Type:	Rank/Equivalent:
ATTACK:	DEFENCE:
MAGIC ATTACK:	MAGIC DEFENCE:
STEALTH:	PERCEPTION:
EVASION:	MOVEMENT:
HEALTH POINTS:	MAGIC POINTS:
ARMOUR (AF):	
WEAPONS/ATTACKS (ABR, DMG):	
SPECIAL ABILITIES:	

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Name:	Profession:
Creature Type:	Rank/Equivalent:
ATTACK:	DEFENCE:
MAGIC ATTACK:	MAGIC DEFENCE:
STEALTH:	PERCEPTION:
EVASION:	MOVEMENT:
HEALTH POINTS:	MAGIC POINTS:
ARMOUR (AF):	
WEAPONS/ATTACKS (ABR, DMG):	
SPECIAL ABILITIES:	