

DRAGON WARRIORS CHARACTER RECORD

Character Name: **Merek** Profession: **Mystic** Rank: **8** XP: CURRENT | NEXT RANK

CHARACTERISTICS

STRENGTH	12	ATTACK		MAGIC ATTACK		STEALTH		HEALTH POINTS	
REFLEXES	15	BASE	ADJUSTED	BASE	ADJUSTED	BASE	ADJUSTED	TOTAL	CURRENT
INTELLIGENCE	12	15	17	22		16		14	
PSYCHIC TALENT	15	DEFENCE		MAGIC DEFENCE		PERCEPTION		EVASION	
LOOKS	15	BASE	ADJUSTED	BASE	ADJUSTED	BASE	ADJUSTED	BASE	ADJUSTED
		10		13		13		4	

ARMOUR

TYPE	None	
ARMOUR FACTOR	0	
ATTACK PENALTY		
DEFENCE PENALTY		
STEALTH PENALTY		
SHIELD	YES /	<input checked="" type="checkbox"/>

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)
Short Sword +2	d8	5			
Dagger	d4	3	0-10m	11-20m	21-25m

EQUIPMENT

	ENC.?	ENCUMBRANCE LIMIT (pg. 23) = []	ENC.?
Lantern		Skills	
Flint and Tinder		Spell Mastery (Telepathy)	
Backpack		Premonition (Sixth Sense)	
		ESP (Seventh Sense)	

MAGICAL POTIONS, TRINKETS, & ITEMS

Magic Points:

Potion of Occult Acuity
Vial of Smoke

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

COPPER PENNIES		OTHER VALUABLES & PROPERTY
SILVER FLORINS	195	
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: 31	Sex: Male	Height: 171cm	Weight: 65kg	Character Sketch
Skin Colour: Tanned	Eye Colour: Green	Hair Colour: Blonde	Handedness*: Right		
Distinguishing Marks:					
Trademark Phrase:					
Overall Appearance:					

*All Sorcerers are left-handed.

BACKGROUND

Homeland: Albion	Father's Vocation: Farmer
Languages (Fluency):	
Elleslandic (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:	

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:	