

DRAGON WARRIORS CHARACTER RECORD

CURRENT | NEXT RANK

Character Name: Owain the Gamekeeper Profession: Hunter Rank: 8 XP:

CHARACTERISTICS

STRENGTH	10	ATTACK		MAGIC ATTACK		STEALTH		HEALTH POINTS	
REFLEXES	17	BASE	ADJUSTED	BASE	ADJUSTED	BASE	ADJUSTED	TOTAL	CURRENT
INTELLIGENCE	16	22	23			25		18	
PSYCHIC TALENT	9	DEFENCE		MAGIC DEFENCE		PERCEPTION		EVASION	
LOOKS	10	BASE	ADJUSTED	BASE	ADJUSTED	BASE	ADJUSTED	BASE	ADJUSTED
		12		11		15		8	

ARMOUR

TYPE	Mail Hauberk	
ARMOUR FACTOR	4	
ATTACK PENALTY		
DEFENCE PENALTY		
STEALTH PENALTY		
SHIELD	YES /	<input 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)
Sword +1	d8+1	5			
Dagger	d4	3	0-10m	11-20m	21-25m
Bow +1	d6+1	5	0-50m	51-125m	126-250m

EQUIPMENT

ENC.? ENCUMBRANCE LIMIT (pg. 23) = [] ENC.?

Lantern		Skills	
Flint and Tinder		Track	
Backpack		Bowyer and Fletcher	
Snare Rope		Precise Shot	
Spare arrow making necessities		Favoured Weapon (Bow)	
		Favoured Terrain (Forest)	
Penetrating Shot		Set Traps	
Climb		Forage	
Hunters Mind		Stillness	

MAGICAL POTIONS, TRINKETS, & ITEMS

Magic Points:

Potion of Night Vision	

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

COPPER PENNIES		OTHER VALUABLES & PROPERTY
SILVER FLORINS	10	
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.

