

DRAGON WARRIORS CHARACTER RECORD

Character Name: Sir Goriel Profession: Knight Rank: 8 XP: CURRENT | NEXT RANK

CHARACTERISTICS

STRENGTH	13	ATTACK		MAGIC ATTACK		STEALTH		HEALTH POINTS	
REFLEXES	13	BASE	ADJUSTED	BASE	ADJUSTED	BASE	ADJUSTED	TOTAL	CURRENT
INTELLIGENCE	12	21	23			16		18	
PSYCHIC TALENT	13	DEFENCE		MAGIC DEFENCE		PERCEPTION		EVASION	
LOOKS	13	BASE	ADJUSTED	BASE	ADJUSTED	BASE	ADJUSTED	BASE	ADJUSTED
		15				8		6	

ARMOUR

TYPE	Plate
ARMOUR FACTOR	5
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)
Battle Axe +2	d8+2	8			
Dagger	d4	3			
Bow	d6	4	50	125	250

EQUIPMENT

EQUIPMENT	ENC.?	ENCUMBRANCE LIMIT (pg. 23) = []	ENC.?
Lantern			Skills
Flint and Tinder			Track
Backpack			Armour Expert
			Ride Warhorse
			Expert Parry

MAGICAL POTIONS, TRINKETS, & ITEMS

Magic Points:

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

COPPER PENNIES		OTHER VALUABLES & PROPERTY
SILVER FLORINS	250	
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.

