NAME: Dagon Steelfist

Clear Form

STATS

	Raw	+ Race	+ Misc	= Value	Bonus	Save Modifier
Charisma (Chr)	10			10	0	+5 + ___ = 5
Constitution (Con)	15			15	1	+5 + ___ = 6
Dexterity (Dex)	14			14	1	+5 + ___ = 6
Intelligence (Int)	14			14	1	+5 + ___ = 6
Speed (Spd)	17	2		19	3	+5 + ___ = 8
Strength (Str)	16			16	2	+5 + ___ = 7
Willpower (Will)	12			12	0	+5 + ___ = 5
Wisdom (Wis)	11	2		13	1	+5 + ___ = 6

LEVEL: 1

EXPERIENCE POINTS: 100

CHARACTER CLASS: Martial Artist

RACE: Human

BACKGROUND: Barbarian

ARMOR & SHIELD

DEF: 21

AR: 1

INIT (SPD BNS + WIS BNS + ____): 4

Type of Armor		DEF	AR	Pen.	Imp
Base	(15 + Speed Bonus)	18			
Armor					
Helm			/		
Bracers	Steel Bracers		1 / 6		
Greaves			/		
Shield					
Special	Combat Training I	1			
Misc.	+1 DEF/5 ranks in Melee skill	1			
Misc	Agile Defense	1			
Total		21	1	0	0

Height: 5' 10"

Weight: 165 lbs

Eye Color: Grey

Hair Color: Head Shaved (Black hair)

Age: 22

Sex:

Distinguishing Marks: 4" tall dragon tattoo on chest

Note: Raglin & Dagon are best friends, and come from the same village and have identical tattoos (gotten in their youth)

Personality Traits: quiet, polite, reserved

protective of those who cannot defend themselves

SECONDARY STATS

TOTAL HIT POINTS: 56 — CURRENT

TOTAL SPELL POINTS: 0 — CURRENT

Base Racial Max. Hit Points	80
Max. Hit Points (Racial Max. + Str + Con)	111
Starting Hit Points (20 + Str + Con + 5)	56
Spell Points (Base ___ + Spellcasting Ranks)	0
Fate Points	
Movement Rate	10'

WEAPONS

Weapon Name: Hand Strike
Attack Bonus: 10 — Range Increment: ---
Base Damage: 4+3=7 — Notes: May use Weapon Kata
Baton or Sai, which increases Base Damage to 9 (6+3)

Weapon Name: Flying Kick
Attack Bonus: 8 — Range Increment: ---
Base Damage: 6+3=9 — Notes: takes 5 AP
requires 10' running start, does +10 Scaled Damage

Weapon Name: Sling
Attack Bonus: 3 — Range Increment: 40'
Base Damage: 5+1=6 — Notes:

Weapon Name:
Attack Bonus: — Range Increment:
Base Damage: — Notes:

Weapon Name:
Attack Bonus: — Range Increment:
Base Damage: — Notes:

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Base Damage: — Notes:

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Base Damage: — Notes:

Weapon Name:
Attack Bonus: — Range Increment:
Base Damage: — Notes:

SPELLS

	CTN	SP	Vs.	Range	Duration

LANGUAGES

	S	W

TREASURE

Platinum Pieces:
Gold Pieces:
Silver Pieces: 17
Bronze Pieces:
Copper Pieces:
Gems/Jewelry:

Other Treasure:

Name: Dagon Steelfist

Novus

Skills

Favored	Skill	(Stat)	BG	+ Ranks	+ Stat	+ Spec.	+ Spec.	= Total
☑	Acrobatics	(Spd)		1	3			4
☑	Athletics	(Con)	2	1	1			4
☑	Combat (Basic Martial Arts)	(Spd)	2	3	3	1		9
☑	(Sanju)	(Spd)	0	5	3	2		10
☐	(Sling)	(Dex)	2		1			3
☐	( )	( )						0
☐	( )	( )						0
☑	Crafting (Woodworking)	(Dex)		1	1			2
☐	( )	( )						0
☐	( )	( )						0
☑	First Aid	(Wis)		1	1			2
☐	Gimmickry	(Dex)			1			1
☐	Influence	(Chr)			0			0
☐	Lore (Local Region)	(Int)	2		1			3
☐	( )	(Int)			1			1
☐	( )	(Int)			1			1
☐	Magecraft (Base)	( )						0
☐	( )	( )						0
☐	( )	( )						0
☑	Navigation	(Int)	3		1			4
☑	Perception	(Wis)	2	1	1			4
☐	Perf. Arts ( )	(Chr)			0			0
☐	( )	(Chr)			0			0
☑	Riding	(Dex)		1	1			2
☐	Spellcast. ( )	( )						0
☐	( )	( )						0
☑	Stealth	(Spd)	2		3			5
☐	Streetwise	(Wis)			1			1
☑	Survival	(Wis)	3		1			4
☑	Tracking	(Wis)	2		1			3
☑	Trickery	( )		1				1
☐		( )						0
☐		( )						0
☐		( )						0
☐		( )						0
☐		( )						0
☐		( )						0
☐		( )						0
☐		( )						0
☐		( )						0

Equipment

Equipment	Location	Weight
Backpack (holds 2 cu. ft; 40 lbs;)	carried	19.5
50' Superior Rope	Backpack	(3)
1 canvas sack	Backpack	(2)
2 weeks of iron rations	Backpack	(4)
1 small steel mirror	Backpack	(0.5)
1 waterskin full of water	Backpack	(0.5)
1 flask of oil	Backpack	(1)
1 small lantern	Backpack	(1)
1 set of Flint & Steel	Backpack	(0.5)
1 Bedroll	Backpack	(5)
1 extra set of clothing	Backpack	(2)
1 swt of clothing	worn	
1 pair of soft leather boots	worn	
1 cloak	worn	
1 Equipment Belt	worn	
2 belt pouches	Equipment Belt	
1 Dagger (in sheath)	Equipment Belt	
Baton	Equipment Belt	3
Sai	Equipment Belt	3
Steel Bracers	worn	
Total Weight		6

Notes (racial abilities, combat moves, talents, etc.)

Adaptability (racial) - add 4 pts to stats, no more than 2 per stat

Skill Flexibility (racial) - 3 skills as Favored

Combat Training I (class) - gain +2 to one Favored Combat Skill, gain +1 to all other Favored Combat Skills, +1 DEF, +5 Hit Points, May learn 1 Combat Move for every 3 ranks in Combat Skill

Agile Defense (class) - gains +1 to DEF for every 5 ranks in best Melee/Unarmed Combat Skill, in addition to normal bonus to DEF that is identical to this

Weapon Kata (class) - 2 weapon katas of player's choice

Combat Moves (class) - 5 points worth of Combat Moves of the player's choice. These Moves are NOT subject to, nor count towards the number of Combat Moves allowed due to skill ranks

Weapon Katas == Baton (BD 9), Sai (BD 9)

Combat Moves for Sanju

Flying Kick (3) = AB (-2); DEF (0); AP (5); BD (9); ScD (+10)

Hand Strike (2) = AB (0); DEF (0); AP (3); BD (7)

Body Shift (2) = AB (0); DEF (+5); AP (3); Cancel

Basic Block (0) = AB (0); DEF (0); AP (3); see description

Basic Disarm (0) = AB (0); DEF (0); AP (3); see description

Basic Dodge (0) = AB (0); DEF (+3); AP (3); Cancel

Basic Grapple (0) = AB (0); DEF (0); AP (4); see description

Basic Kick (0) = AB (0); DEF (0); AP (4); BD (7)

Basic Punch (0) = AB (0); DEF (0); AP (3); BD (5)

Basic Throw (0) = AB (0); DEF (0); AP (4); Spd Save (TN 18) or prone

Dive for Cover (0) = AB (0); DEF (3+); AP (3); Cancel, see description

Note: Combat Moves list total Base Damage (including stat bonus)

Note: "Cancel" in the Combat Move description means that the character may cancel his action to perform this Move.

Encumbrance Unit == 32 lbs

Backpack Penalty = -1; offset by +2 Strength Bonus, 0 mod total