

NAME:  
 PLAYER:  
 OCCUPATION:

CLASS: **WARRIOR**  
 ALIGNMENT:  
 XP:

LEVEL:

	MOD	+TEMP MOD
STR		
AGI		
STA		
PER		
INT		
LUC		

LUCKY ROLL:  
 DEED DIE:  
 FAVORED WEAPONS:

**COMBAT**  
 SPEED:                      CRIT DIE:  
 ACTION DICE:              CRIT TABLE/RANGE:  
 INIT:                        ATTACK BONUS:

HD: d12  
 HP:

**SAVE**  
 REFLEX:  
 FORTITUDE:  
 WILL:

### SPECIAL ABILITIES:

Proficient in all weapons, armor, and shields.  
 Mighty Deeds (see DCC RPG p. 88).  
 Extended critical hit range (see USG Table C23).  
 Add level to initiative rolls.

### EQUIPMENT:

### TREASURE & WEALTH:

ARMOR			
AC:			
CHECK PENALTY:			
ARMOR DIE:			
FUMBLE DIE:			
PIECES	[i]	f	a
BASE AC:			
MAX FUMBLE DIE:              none			
SPECIAL:			

AC is usually 10 + Ref save + shields.  
 [Impervious] armor does not degrade.  
 f: Feeble pieces degrade on a 1-2.  
 a: Ablatives can be discarded to nullify a 1 on an armor die. Every two ablatives increase Fumble die +1d.