Helm's Slain

Fighter Character Sheet

Player Name: _____   **Date:** _____

Attributes   Bonus

Str: _____   ____

Dex: _____   ____

Con: _____   ____

Int: _____   ____

Wis: _____   ____

Chr: _____   ____

Maximum Hit Points	Death Limit .	Damage	Gold	EXP

Name: _____

Race: _____

Species: Fighter

Level: _____

AC: _____

Weapons

Weapon Name	# of Attack Dice	Total To-hit Bonus		Species Bonus		Class Bonus		Dex Bonus		Weapon Bonus	Damage	Melee Str Bonus
_____	☐	☐	=	☐	+	☐	+	☐	+	☐	1d6 +	☐
_____	☐	☐	=	☐	+	☐	+	☐	+	☐	1d6 +	☐
_____	☐	☐	=	☐	+	☐	+	☐	+	☐	1d6 +	☐
_____	☐	☐	=	☐	+	☐	+	☐	+	☐	1d6 +	☐

Equipment & Notes

_____

_____

_____

_____

_____

Fighter Progress

Fighters can use any armor and any weapon.

Level	HP	Death Limit	Attack	EXP
1	7	-3	2 dice +1	
2	2d6 +1	-4	3 dice +1	2,000
3*	3d6 +2	-5	4 dice +1	4,000
4	4d6 +2	-6	5 dice +1	8,000
5	5d6 +3	-7	6 dice +1	16,000
6*	6d6 +3	-8	7 dice +1	32,000
7	7d6 +4	-9	8 dice +1	64,000
8	8d6 +4	-10	9 dice +1	100,000
9*	9d6 +5	-11	10 dice +1	200,000
10	10d6 +5	-12	11 dice +1	320,000
11	11d6 +6	-13	12 dice +1	460,000
12*	12d6 +6	-14	13 dice +1	620,000
13	13d6 +7	-15	13 dice +2	800,000
14	14d6 +7	-16	13 dice +3	1,000,000
15*	15d6 +8	-17	13 dice +4	1,220,000
16	16d6 +8	-18	13 dice +5	1,460,000
17	17d6 +9	-19	13 dice +6	1,720,000
18*	18d6 +9	-20	13 dice +7	2,000,000

*On gaining levels 3, 6, 9, 12, 15, and 18 one attribute score is increased by 1, if the chosen attribute is less than 14 then the attribute is increased by 2.

Gaining Levels

- The new hit points are calculated by re-rolling. If the new hit point total is lower or equal to the old hit point total, add one to the old hit point value for the new total. When re-rolling hit points sum these totals:
    - New level die rolls as indicated in the table.
    - Plus species bonus.
    - Plus constitution bonus times the character level.
- The death limit is increased.
- Weapons attack dice are adjusted.