



# Liaf - Elf Fighter

Player Name: \_\_\_\_\_

Date: \_\_\_\_\_

## Attributes Bonus

Str: 15 +1  
Dex: 13 +1  
Con: 14 +1  
Int: 11 —  
Wis: 10 —  
Chr: 10 —

Maximum Hit Points 8 Death Limit -3  
Damage Gold EXP

Name: Liaf

Species: Elf

Class: Fighter

Level: 1

AC: 10

## Weapons

| Weapon Name     | # of<br>Attack<br>Dice | Total<br>To-hit<br>Bonus | Species Class Dex Weapon |       |           |       | Damage    | Melee Str<br>Bonus |           |                 |
|-----------------|------------------------|--------------------------|--------------------------|-------|-----------|-------|-----------|--------------------|-----------|-----------------|
|                 |                        |                          | Bonus                    | Bonus | Bonus     | Bonus |           |                    |           |                 |
| <u>Spear</u>    | <u>2</u>               | <u>3</u> =               | <u>1</u>                 | +     | <u>1</u>  | +     | <u>1</u>  | +                  | <u>0</u>  | 1d6 + <u>1</u>  |
| <u>Shortbow</u> | <u>2</u>               | <u>3</u> =               | <u>1</u>                 | +     | <u>1</u>  | +     | <u>1</u>  | +                  | <u>0</u>  | 1d6 + <u>0</u>  |
|                 | <u>  </u>              | <u>  </u> =              | <u>  </u>                | +     | <u>  </u> | +     | <u>  </u> | +                  | <u>  </u> | 1d6 + <u>  </u> |
|                 | <u>  </u>              | <u>  </u> =              | <u>  </u>                | +     | <u>  </u> | +     | <u>  </u> | +                  | <u>  </u> | 1d6 + <u>  </u> |

## Equipment & Notes

Leather Armor

Shield

## Fighter Progress

Fighters can use any armor and any weapon.

## Species / Class Bonus

+1 to-hit bonus

| 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.