

BARBARIANS OF THE RUINED EARTH

NAME		PLAYER				RACE/CLASS			
MAXIMUM CURRENT		MAXIMUM CURRENT		MAXIMUM CURRENT		MAXIMUM CURRENT		MAXIMUM CURRENT	
STR		DEX		CON		INT		WIS	
MAXIMUM CURRENT		WEAPON		UNARMED/IMP		LEVEL		LITERATE?	
HP		HIT DIE		ATTACK DAMAGE				<input type="checkbox"/> YES <input type="checkbox"/> NO	
CURRENCY		DESTINY		ARMOR: RP		ARMOR SHIELD		(13 INT or higher or if Death Priest, Sorcerer, or Vek)	
						TICKS			
LANGUAGES SPOKEN					PROFICIENCIES				

RACE/CLASS POWERS



On turn: move Nearby (5'-30') and attack, use item, cast spell, use ability, etc. or move Not-So-Nearby (31'-60').

Two weapon fighting/Dual Wielding: Add +2 to attack roll and +2 to damage if attack lands.

Luck Rolls: 1-3 favors GM/Monster, 4-6 favors player.

BARBARIANS OF THE RUINED EARTH

Put your
Ammunition
Usage die here

AMMUNITION

Put your
Torches Usage
die here

TORCHES

Put your
Rations Usage
die here

RATIONS/WATERSKIN

EQUIPMENT: (Can carry a number of items equal to STR score- otherwise over incumbered)

1	9	17
2	10	18
3	11	19
4	12	20
5	13	21
6	14	22
7	15	23
8	16	24

CHARACTER SKETCH