Forum Wars Character Sheet -example

[*GM notes in parenthesis like this]*



Character name: Samius
Army: Forum Wars test group

Attributes

[Samius has 13 points in total, due to effective Platinum Sparx rank (7+6).]

Strength: 3
Dexterity: 3
Endurance: 7
Intelligence: 0

[From the attributes I chose you can see that I'm aiming to create a melee character that knows no spells and can take a real beating before going down. My points would've been wasted on intelligence.]

Skills

Strength-oriented Skills:
Axe wielding: 0
Sword wielding: 0
Mace wielding: 0
Polearm wielding: 1 *[chose to go for polearms for longer melee range]*
Throwing: 0
Wrestling: 0

Dexterity-oriented Skills:
Dagger wielding: 0
Missile weapons: 0
Footwork: 1 *[to avoid getting knocked down and to avoid blows when moving in melee]*
Locking: 1 *[works well with the longer range of polearms, can more effectively tie enemies to myself in melee]*
Agility: 0
Sleight of hand: 0

Endurance-oriented Skills:
Tank: 0
Resistance: 0
Hardiness: 2 *[for extra armor]*

Intelligence-oriented Skills: *[mine is 0, so I can't pick anything out of these]*
Fire spells: 0
Ice spells: 0
Lightning spells: 0
Earth spells: 0
Healing spells: 0
Spellcraft: 0

Equipment

1st weapon set: Crude Spear, Crude shield
2nd weapon set: *empty*
Armor: *empty*
Trinket: *empty*

Leftover coins: 20 coins

[The starting items aren't much, but they will do for the first few battles or so. I bought a shield rather than a suit of armor, because shields do a better job at keeping you alive. The 20 leftover coins are ⅕ of my starting coins, so I already have a large portion saved up for my first armor.]

Tactics

Protect the more frail teammates by staying in front of them. Tie as many enemies into melee as possible, and do your best to not let them get past me. If you have to make a choice, get in the way of the strongest and most dangerous enemy first. If you are outnumbered, do not fall back. Rely on the support of your teammates, and sacrifice yourself to save them if you have to.

[My statline, skills and preferred tactics heavily imply that I intended my character to act as a meatwall to keep my teammates safe. This is a very common tactic often used to make a team considerably harder to kill by having a single team member specialize in being able to soak up damage.]