

Forum Wars Character Sheet



Character name: [User name]

Army: [Name of the army that you are a part of]

Attributes

(7 Base Attribute points +1 per user Sparx rank above Red)

Strength:

Dexterity:

Endurance:

Intelligence:

Skills

(5 Base Skill points)

Strength-oriented Skills: (cannot be increased above your Strength value)

Axe wielding:

Sword wielding:

Mace wielding:

Polearm wielding:

Throwing:

Wrestling:

Dexterity-oriented Skills: (cannot be increased above your Dexterity value)

Dagger wielding:

Missile weapons:

Footwork:

Locking:

Agility:

Sleight of hand:

Endurance-oriented Skills: (cannot be increased above your Endurance value)

Tank:

Resistance:

Hardiness:

Intelligence-oriented Skills: (cannot be increased above your Intelligence value)

Fire spells:

Ice spells:

Lightning spells:

Earth spells:

Healing spells:

Spellcraft:

Equipment

(100 starting coins)

1st weapon set: [right hand, left hand]

2nd weapon set: [right hand, left hand]

Armor: [equipped armor]

Trinket: [equipped trinket]

Leftover coins: [how many coins you have left]

Tactics

(Additional orders and guidelines given by the user. This information will only be visible to the GM (Samius))