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))