

WULFRIC

LFG Fighter Icon – Level 1 Human Fighter



This character sheet depicts the level 1 version of Wulfric, just as he earned the rank of warrior within his new clan, before setting off on his greatest adventures!

| |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Wulfric Hrothgar (Level 1 / 12 HP / Medium) |
| Creature Type: Hominid (Human) |
| Class: Fighter |
| Morality: Balanced (Honor & Achievement) |
| Monster Level: 1 |
| Hit Points: 12 HP ([8+2con/lvl] +2), Injured: 3 |
| Ability Scores: STR 15 / DEX 12 / CON 14 INT 12 / WIS 12 / CHA 10 (*1 confidence token) |
| Vision & Senses: Diurnal Vision |
| Move: 30 |
| Size/Space/Reach: Medium / 1 hex / 5' (10' Spear) |
| Initiative: 0+1dex+1wis+1i = +3 |
| Armor Class (AC): 19 (10+1dex+4a+4s) FFAC: 14 - Touch AC: 11 - ACvsCrit: 18 |
| With Shield Stowed: AC = 16 / ACvC = 14 / FFAC = 14 |
| Saves: FORT: +4 (2+2con) REF: +1 (0+1dex) WILL: +1 (0+1wis) |
| Resistance: DR2/AA |
| Hit Rating (HR): +1 |
| Attacks: 1+2str = +3 Spear, 1-handed: (10' Reach) +3 / 20 / x3 / 1d10+2* [p] <i>*Fortunate on all Damage Rolls with Spears</i> Thrown: +2 / 20/x3 / 35' Range / 1d10+2* [p] +Impale Spear, 2-handed: (10' Reach) +3 / 20 / x3 / 1d10+3* [p], AA Arming Sword: +3 / 19-20/x2 / 1d8+2 [s+p] |
| Skills: 20 Ranks ([7+1int+2human/lvl] +10) |
| Feats (1+2*): Shield Specialization, Spear Training, Armored Mobility |
| Weapon/Armor Prof: All |
| Equipment: Patchwork Armor, Spear, Arming Sword, Rondel Dagger, Knife, Rope-50', Pup Tent, Bedroll, Compass, Mess Kit, 2 torches |
| Languages: Common, Dwarven -Can read and write Common |
| Special Traits: Skilled, Confident, Bonus Feat, Combative, Background Skill |

FEATS – Summary:

Armored Mobility: Reduce Attack Penalty and Mobility Penalty for Armor by 1

Spear Training: Can use Expert Traits of all spears

-2-Handed Strikes gain Anti-Armor

-Fortunate on damage rolls with all spears (*ranseur, spear, shortspear, javelin* - *Weapon Training applies to all 4*)

Shield Specialization: +1 Shield Rating, Reduce Mobility Penalty for Shield by 1, may Ready or Stow shield as a Swift Action.

Traits:

Combative: +1i to Initiative

Background Skill: +2i to Seafaring

Human: Bonus Feat at Level 1. Skilled: +2 Ranks/Lvl

Confident: +1 Confidence token/day

Skills: (7+1int+2human)/lvl +10 = 20 Ranks

Climb: 1r+2str-4mob = -1

Craft(Academia): 1r+1int = +2

Craft(Blacksmith): 1r+1int = +2

Handle Animal: 1r+1wis = +2

Heal: 1r+1int = +2

Intimidate: 1r+2str = +3

Jump&Sprint: 1r+2str-4mob = -1

Knowledge(Civ): 1r+1int = +2

Knowledge(Religion): 1r+1int = +2

Listen: 1r+1wis = +2

Ride: 1r+1dex-4mob = -2

Seafaring: 2r+1int+2i = +5

Sense Motive: 1r+1wis = +2

Spot: 1r+1wis = +2

Survival: 1r+1wis = +2

Swim: 1r+2str-4mob = -1

Tactics: 1r+1int = +2

Wrestling: 2r+2str-4mob = +0

Note: -4 Mobility Penalty (mob) from Shield and Armor.

-Reduced to -3 if he drops his shield.



WULFRIC'S EQUIPMENT – LEVEL 1:

-Wulfric has these Basic Clothes and Carrying Containers

- Standard green shirt, black & grey tabard, soft boots, belt, black pants
- 3 Belt Pouches, 1 Bandolier, 2 Side Sheaths, 2 Leg Sheaths

Carrying Capacity: Light = 80 lbs, Medium = 160 lbs, Heavy = 240 lbs

| EQUIPMENT | Value (GP) | WEIGHT (lbs) | LOCATION |
|------------------------------------|------------|-----------------|------------------------------------|
| Patchwork Armor | 60 | 25 | Worn on Torso(Over) |
| Spear | 8 | 5 | Carried |
| Heavy Shield(Wood) | 15 | 10 | Back Sheath (Stowed over shoulder) |
| Arming Sword | 20 | 3 | Side Sheath |
| Rondel Dagger | 5 | 1 | Side Sheath |
| Flint & Steel | 0.5 | 0* | Belt Pouch |
| Compass | 5 | 0* | Belt pouch |
| 30 Gold Pieces | 30 | 0.5 | Belt Pouch |
| | | | |
| Waterskin | 2 | N/A | Belt Pouch Location |
| 1 Day of Water | N/A | 0* | In Waterskin |
| | | | |
| TOTAL GEAR WITHOUT BACKPACK | | 44.5 lbs | |
| | | | |
| Backpack (Rucksack) | 5 | 0* | Backpack Carrying Location |
| Torch | N/A | 1 | Backpack |
| Mess Kit | 3 | 2 | Backpack Tie-On |
| 5 Bandages | 0.5 | 0* | Backpack |
| 1 Day Rations (x4) | 0.5 x4 | 4 | Backpack |
| Pup Tent | 5 | 12 | Backpack Tie-On |
| Bed Roll | 2 | 5 | Backpack Tie-On |
| Rope-50' Standard | 5 | 10 | Backpack Tie-On |
| Knife | 1 | 0* | Backpack |
| TOTAL BACKPACK | | 34 lbs | |
| | | | |
| TOTAL GEAR WITH BACKPACK | | 78.5 lbs | |

To simplify record keeping, some items are listed as weight 0*. Equipped backpacks, pouches, sheaths, clothes, jewelry, a day of water, and up to 10 items of 0.5lbs or less may be treated as having an effective weight 0 lbs for determining carrying capacity and encumbrance. (Each extra day of water adds +4 lbs for a medium size creature)

Backpack (Rucksack): High Capacity, traditional hiking/adventuring pack. 5 Tie-On Locations.
-Incurs -1 Attack Penalty & -1 Mobility Penalty while worn. Removed as a Little Action (AOO).

ABOUT WULFRIC

Age: 25

Height: 5'10"

Weight: 210 lbs

Hair: Black

Eyes: Brown

Wulfric is a skilled warrior of the northern clans, though originally, he was an outsider. He was conscripted into the Queen's Army as a young boy and left for dead during one of the army's greedy campaigns in far-off lands. The young soldier was found and healed by members of the northern clans, who brought him to their homeland and raised him as one of their own. Over the years, he learned their ways of seamanship, warfare, and honor. Wulfric's skill in combat, unwavering loyalty, and steadfast determination have made him one of the most respected and reliable warriors of his clan.

CHARACTER NAME: Wulfric Hrothgar **CLASS:** Fighter **LEVEL:** 1 **EXPERIENCE POINTS**
AGE: 16 **SEX:** M **HEIGHT:** 5'9" **WEIGHT:** 190 **HAIR:** Brown **EYES:** Brown **RACE:** Human
MORALITY: Balanced **MORALITY POINTS:** **MOTIVATION 1:** Honor **MOTIVATION 2:** Achievement

XP

| | | | | | | | | | | | |
|---------------|-------------|---------|----------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------|--------------------------------------------------------------------------------|-----------------------------------|-----------------------------|-------------|-------------|------------------------|--|
| Ability Score | Ability Mod | Maximum | Current | Injured Threshold | ARMOR CLASS 19 FLAT-FOOTED AC 14 AC vs CRITICAL 18 TOUCH AC 11 | Temporary AC Bonus/Penalty | SAVING THROWS | | | | |
| STR | 15 | 2 | HIT POINTS 12 | 3 | | FORT | Total Save | Save Rating | Ability Mod | Other Bonus | |
| DEX | 12 | 1 | HIT RATING +1 | INITIATIVE +3 | | REF | +4 | = 2 | + C2N | + <input type="text"/> | |
| CON | 14 | 2 | MOVE SPEED 30 | Initiative Rating +WISMod+DEXMod | | WILL | +1 | = 0 | + D1X | + <input type="text"/> | |
| INT | 12 | 1 | SPECIAL ABILITIES & TRAITS: Combative: +1i Initiative. Background Skill: +2i Seafaring. | | | | | | | | |
| WIS | 12 | 1 | Skilled: +2 Ranks/Lvl. Confident: +1 Confidence Token/day | | | | | | | | |
| CHA | 10 | 0 | Confidence <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Human Bonus Feat: Shield Spec. | | | DOMINANT HAND: Right | | | | |
| | | | VISION & SENSES: Diurnal Vision | | | LANGUAGES: Common, Dwarven | | | | | |

WEAPONS & ATTACKS (Attack Bonus = HR+STRmod (or DEXmod if Finesse/Ranged) - AttackPenalty + Other Bonuses)

| | | | |
|---------------------------------|--------------|----------|--------------------|
| WEAPON: Spear (1-handed) | Attack Bonus | Critical | Damage |
| Hand: R / L Right | +3 | 20 / x3 | 1d10+2 [p]* |
| Big Action Attack: | | | |
| Attack: Thrown Spear | +2 | 20 / x3 | 1d10+2 [p] +Impale |
| 35' Range | | | |

Other Info: *Fortunate on spear damage rolls, 10' Reach, Carried, 35' Thrown Range
Wrestling Check: 0 (1d20+HR or Wrestling Ranks +STRMod +Other Modifiers)

| | | | | |
|-------------------------------------------------------------------------------------|--------------|----------|--------|------------|
| WEAPON OR SHIELD: Heavy Shield (Wood) | Attack Bonus | Critical | Damage | Shield HP |
| Hand: R / L Left | | | | 10 |
| Big Action Attack: | | | | |
| Attack: | | | | Hardness 3 |
| Other Info: Shield Spec: +1 SR, -1 Mob Penalty, Swift Ready/Stow. AC 16 when Stowed | | | | SR 4 |

| | | | |
|--------------------------------------------------------------------------------------------------|--------------|----------|---------------|
| WEAPON: Spear (2-handed) | Attack Bonus | Critical | Damage |
| Hand: R / L Both | +3 | 20 / x3 | 1d10+3 [p]*AA |
| Big Action Attack: | | | |
| Attack: | | | |
| Other Info: Anti-Armor, *Fortunate on spear damage, 10' Reach, Carried, AC 16 with stowed shield | | | |

| | | | |
|-----------------------------|--------------|------------|-------------|
| WEAPON: Arming Sword | Attack Bonus | Critical | Damage |
| Hand: R / L | +3 | 19-20 / x2 | 1d8+2 [s+p] |
| Attack Action: | | | |
| Other Info: | | | |

ARMOR & DEFENSES

ARMOR: Patchwork Armor
Armor Rating: 4 **ARvC:** 3
 Armor Type: Simple / Light / Med / Heavy
 Mobility Penalty 3 Max DEX 3
 Attack Penalty: 0

Damage Resistance: 2/AA
 Time to Don: 5 min Weight: 25
 Armor Details: *Tattered (-1AC)*
 Medium Armor

| | |
|---------------------------|---------|
| OTHER DEFENSES | + to AC |
| DEX Mod | 1 |
| Shield Rating (SR) | 4 |
| Natural Armor | N/A |
| Active Parry Roll: 1d20 + | 7 |

Resistances: DR2/AA
 Temporary Defenses:

FEATS(F) & CLASS ABILITIES(CA)

| | |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| Shield Specialization: Reduce Mobility Penalty for Sh <input checked="" type="checkbox"/> +1 Shield Rating, may Ready or Stow shield as a Sw <input checked="" type="checkbox"/> | |
| Spear Training | |
| Can use Expert Traits of all spears -2-Handed Strike <input checked="" type="checkbox"/> | |
| -Fortunate on damage rolls with all spears (ranseur) <input checked="" type="checkbox"/> | |
| Armored Mobility: | |
| Reduce Mobility & Attack Penalty for armor by 1 | |

STORY NOTES & OTHER STUFF

AC = 10 + AR + DEXMod + SR + above modifiers
 ACvsCrit = 10 + ARvC + DEXMod + SR + above mods
 Touch AC = AC without Armor, Shield, Natural, Helm
 FFAC = AC without DEX, Dodge, Shield

Secondary Armor Set:
 AC: _____ ACvCrit: _____ FFAC: _____
 AR: _____ ARvC: _____ MobPen: _____
 MAXDex: _____ DR/AA: _____ Other: _____

Other Important Info:



| Total Bonus | SKILLS: | Ability Mod | Bonus or Penalty | Bonus or Penalty | RANKS |
|---------------------|-------------------------|-------------|------------------|------------------|--------------------|
| -3 | Acrobatics | DEX | 1 | * -4 | |
| 0 | Bluff | CHA | 0 | | |
| -1 | Climb | STR | 2 | * -4 | 1 |
| 2 | Craft(Academia) | INT | 1 | | 1 |
| 1 | Craft(Alchemy) | INT | 1 | | |
| 2 | Craft(Blacksmith) | INT | 1 | | 1 |
| 1 | Craft(Bow/Fletch) | INT | 1 | | |
| -3 | Craft(Fine Arts) | IN/DX | 1 | * -4 | |
| -3 | Craft(Jeweler) | IN/DX | 1 | * -4 | |
| 1 | Craft(Magic Item) | INT | 1 | | |
| -3 | Craft(Mechanisms) | IN/DX | 1 | * -4 | |
| 1 | Craft(Stonework) | INT | 1 | | |
| 1 | Craft(Tailor) | INT | 1 | | |
| 1 | Craft(Woodwork) | INT | 1 | | |
| 0 | Diplomacy | CHA | 0 | | |
| 2 | Handle Animal | WIS | 1 | | 1 |
| 2 | Heal | INT | 1 | | 1 |
| 1 | Hide | IN/WI | 1 | | |
| 3 | Intimidate | CH/ST | 2 | | 1 |
| -1 | Jump & Sprint | STR | 2 | * -4 | 1 |
| 1 | Knowledge(Arcana) | INT | 1 | | |
| 2 | Knowledge(Civilization) | INT | 1 | | 1 |
| 1 | Knowledge(Dungeon) | INT | 1 | | |
| 1 | Knowledge(Nature) | INT | 1 | | |
| 1 | Knowledge(Planes) | INT | 1 | | |
| 2 | Knowledge(Religion) | INT | 1 | | 1 |
| 1 | Linguistics | INT | 1 | | |
| 2 | Listen | WIS | 1 | | 1 |
| -3 | Move Silently | DEX | 1 | * -4 | |
| 0 | Perform(Comedy/Story) | CHA | 0 | | |
| -3 | Perform(Dance/Motion) | DEX | 1 | * -4 | |
| 0 | Perform(Music-Aerobic) | CHA | 0 | | |
| 0 | Perform(Music-Manual) | CHA | 0 | | |
| 0 | Perform(Song/Poetry) | CHA | 0 | | |
| -2 | Perseverance | CO/WI | 2 | * -4 | |
| -2 | Ride | DEX | 1 | * -4 | 1 |
| 5 | Seafaring | INT | 1 | 2 | 2 |
| 2 | Sense Motive | WIS | 1 | | 1 |
| -3 | Sleight of Hand | DEX | 1 | * -4 | |
| 2 | Spot | WIS | 1 | | 1 |
| 2 | Survival | WIS | 1 | | 1 |
| -1 | Swim | STR | 2 | * -4 | 1 |
| 2 | Tactics | INT | 1 | | 1 |
| 0 | Under Cover | CHA | 0 | | |
| 0 | Wrestling | STR | 2 | * -4 | 2 |
| TOTAL SKILL RANKS = | | | | | 20 |
| | | | | | (7+1int+2h/wi) +10 |

* indicates Physical Skills affected by your Mobility Penalty

NOTES: -4 Mobility Penalty (mob) from Shield and Armor.
-Mobility Penalty reduced to -3 if he drops his shield.

| BACKPACK | Pack Weight:34 | Gear Weight |
|----------------|----------------|-------------|
| Type: Rucksack | Penalty: -1 | |
| Torch | | 1 |
| Mess Kit | | 2 |
| 5 Bandages | | 0* |
| 1 Day Rations | | 0.5 |
| Knife | | 0* |

| BACKPACK: TIE-ON | Gear Weight |
|------------------|-------------|
| Top: Mess Kit | 2 |
| Bottom: Pup Tent | 12 |
| Left: Bedroll | 5 |
| Right: Rope 50' | 10 |
| Back: | |

| WATERSKIN | Weight |
|------------------|--------|
| Days of Water: 1 | 0* |

| LEFT SIDE SWEATH/QUIVER | Weight |
|-------------------------|--------|
| Arming Sword | 3 |

| LEFT BOOT SWEATH | Weight |
|------------------|--------|
| | |
| | |

| Equip Slot | EQUIPPED GEAR | Gear Weight |
|-------------|-----------------|-------------|
| HEAD | | |
| FACE/EYES | | |
| NECK | | |
| TORSO-UNDER | Shirt | |
| TORSO-OVER | Patchwork Armor | 25 |
| WAIST | Belt | |
| SHOULDERS | | |
| ARM/WRIST | | |
| HANDS | | |
| RING 1 | | |
| RING 2 | | |
| LEGS | Pants | |
| FEET | Boots | |
| ACCESSORY | | |

| BACK SWEATH or Bandolier | Weight |
|--------------------------|--------|
| Heavy Shield (Wood) | 10 |
| | |
| | |

| BACK SWEATH or Bandolier | Weight |
|--------------------------|--------|
| Spear (CARRIED) | 5 |
| | |
| | |

| BELT POUCH | Weight |
|---------------|--------|
| Flint & Steel | 0* |
| Compass | 0* |
| 30 GP | 0.5 |
| Waterskin | 0* |

| BELT POUCH | Weight |
|------------|--------|
| | |
| | |
| | |

| BELT POUCH | Weight |
|------------|--------|
| | |
| | |
| | |

| RIGHT SIDE SWEATH/QUIVER | Weight |
|--------------------------|--------|
| Rondel Dagger | 1 |

| RIGHT BOOT SWEATH | Weight |
|-------------------|--------|
| | |
| | |

| TOTAL GEAR WEIGHT | | |
|---------------------------------|------|------------------|
| With Backpack: | 78.5 | |
| Without Backpack: | 44.5 | |
| CARRYING CAPACITY & Encumbrance | | |
| Light: | 80 | Mobility Penalty |
| Moderate: | 160 | -3 |
| Heavy: | 240 | -6 |
| TOTAL MOBILITY PENALTY (*) | | |
| With Backpack: | 1 | |
| Without Backpack: | 4 | |

| GOLD/MONEY |
|------------|
| 30 |

LEVEL: 1

CLASS: Fighter

Wulfir Hrothgar

CHARACTER NAME: