# *NullamFortunum – Basic Character Sheet*

| Name: | Race: | Class: | Level: | Total EL: |
|---|---|---|---|---|
|  |  |  |  |  |

| STATS | SCORE | BONUS |
|---|---|---|
| **Strength – STR** |  |  |
| **Strength Damage** |  |  |
| **Dexterity – DEX** |  |  |
| **Intelligence – INT** |  |  |

| Defensive Ability<br>DEX Bonus + Armor Type |  |
|---|---|
| **Hit Points – HP** |  |
| **HP Damage** |  |

| SKILLS | Level + Race/Class Bonus |
|---|---|
| Physical |  |
| Subterfuge |  |
| Knowledge |  |
| Communication |  |

| **Fighter Combat Bonus** |  |
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**SKILL CHECK** = Appropriate Skill + Appropriate Ability Bonus + Level + HP Bonus

**Melee Attack** = STR Bonus + Level + Weapon Type + HP Bonus + Fighter Bonus
**Melee Defense** = STR or DEX Bonus + Level +DEF + HP Bonus + Fighter Bonus

**Ranged Attack** = DEX Bonus + Level + Weapon Type + HP Bonus + Fighter Bonus
**Ranged Defense** = DEX Bonus + Level + DEF + HP Bonus + Fighter Bonus

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**ARMOUR:**

| Armour: |  |
|---|---|
| Shield: |  |

**OTHER GEAR:**

**WEAPONS:**

| Description | Range | Type |
|---|---|---|
|  |  |  |
|  |  |  |
|  |  |  |

| COINS | PP | GP | SP | CP |
|---|---|---|---|---|
|  |  |  |  |  |