The 10th Age
1st Edition

PLAYER CHARACTER RECORD

Character Krator
Align. NG **Race** Human **Class** Warrior Fighter **Level** 9

Player's Name Krator **Family** **Race/Clan**
Homeland **Liege/Patron** **Religion** Polthus
Sex Male **Age** 21 **Social Class** **Status**
Ht. 1.65m **Wt.** 83 Kg **Birth Rank** **# Siblings**
Hair Black **Eyes** Brown **Appearance**
Reaction Adjustment

ABILITIES

17	STR	Hit Prob +1	Dmg Adj +1	Wgt Allow	Max Press 220	Op Drs 10	BB/LG 13				
13	DEX	Surp Adj COM 11		Missile Att Adj PERC 12		Def Adj					
15	CON	HP Adj	Sys Shk	Res Sur	Pois Save	Regen					
10	INT	No of Lang	Spell Lvl	Lrn Sp	Spell/ Level	Spell Immun					
12	WIS	Mag Def Adjus	Bonus Spells	Spell Fail	Spell Immun						
12	CHR	Max No Hench	Loy Base	Rctn Adj							

MOVEMENT

Base Rate			12
Light	(	)	8
Mod	(	)	6
Hvy	(	)	4
Svr	(	)	1
Jog	(	)	24
Run	(	)	36
Run	(	)	48
Run	(	)	60

SAVING THROWS

10	Paralyze/ Poison	11	
11	Rod, Staff, or Wand	13	
11	Petrify/ Polymorph	12	
12	Breath Weapon	13	
13	Spells	14	
Modifier		Save	

ARMOR

P S B
AC

	Adjusted AC	**Armor Type (Pieces)**
Surprised		Chain Mail +5
Shieldless	-3	Shield +1
Rear	Shield AC -2 / DW AC 0	Leather Armor with nice Hat

Defenses -4 AC 1h&shield | -2 AC DW/ Stoneskin 0

HIT POINTS

max. 60
actual 60
22.06:
7 Stoneskin

Wounds

WEAPON COMBAT

Weapon	# AT	Attack Adj/Dmg Adj	THAC0	Damage (SM/L)	Knkdown / Range	Weight	Size	Type	Speed
Bastard Sword	+3	+3	7	1D8 / 1D12					+3
Bastard Sword	+3	+1	9	1D8 / 1D12					=
Composite Bow	0		10	/					
Sheaf Arrows	+1	+1		/					
				/					
				/					

Special Attacks
Dual Wield > Taco -2 Mainhand & -4 Offhand, negated by weapon spezialisation and dual wild spezialisation

Ammunition: ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Special Abilities, Languages, WPs, and Racial Powers

Weapon Slots	7 slots@Lv.9
Weapon Blades (Long&Short Swords)	3 Slots
Weapon Bastard Sword	1 Slot
Stye Specialication Two onehanded (negates Mainhand Malus)	1 Slot
Abidextrous (negates Offhand Malus)	1 Slot
Comosite Bow Profiancy (negates Malus)	1 Slot
	Total 7 used
Non Weapon Prof.	3+2 (int 10) + 3@Lv.9
Blind Fighting	x2
Reading&Writing	x2
Riding	x1

Proficiencies/Skills

Strenght	(Dmg / +1)		(/)
Sword Specialized	(Dmg / +1)		(/)
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Gear

Item	Location	Wt.	Item	Location	Wt.	Item	Location	Wt.
Bastard Sword (+3)								
Short Sword (+1)			Three boots increase the wearers base land speed by 10 feet. In addition to this striding ability (considered an enhancement bonus), three boots allow the wearer to make grand leaps. She can jump with a +5 competence bonus on Jump checks.					
Shield (+1 AC)								
Chain Mail (+5 AC)								
Ring of Protection (+1 AC)			> +1 Modifier Saving Throws					
Boots of Striding and Springing (+1 AC)								
Sheet of Smallness								

Weight Carried

Experience

400'000 Exp.
to Lv.9 > 4 Weeks
(3600 Gold)

Treasure

Coins

24'796 Gold

Other

3x Lightning Coins
1x Beer Horse (with molto bierra)

Gems

Supplies

Water/Wine

Feed/Grain

Food/Rations

Henchmen and Hirelings

Name _____
Race _____
Class _____
Level _____

HP | XP

Str Dex Con Int Wis Cha

THAC0 ☐

Armor Class

Armor: _____

Weapons | #AT | Adjust | Dmg (SM/L) | Speed

Name _____
Race _____
Class _____
Level _____

HP | XP

Str Dex Con Int Wis Cha

THAC0 ☐

Armor Class

Armor: _____

Weapons | #AT | Adjust | Dmg (SM/L) | Speed

Arms and Armor, character portait

HP Throw Lv.9
6 / 7 / 7 / 4 / 8 / 10 / 3 / 3 / 2
+4 +1 Cons.

This sheet was created by Josh Graboff of the Frothing Mug
for use in the 10th Age, but feel free to use it for any purpose.