

Rampage Amid the Ruins ver. 2 VIRKON Character Sheet

CHARACTER NAME: _____ **Player:** _____

CLASS/LEVEL _____ **SPECIES** _____ **ALIGNMENT** _____

GOD (If Initiated): _____ **Size:** _____ **Base Move:** _____ **Vision** _____

STRENGTH	INTELLIGENCE	WISDOM	DEXTERITY	CONSTITUTION	CHARISMA

Saving Throw:	Save Bonuses

Armor Class	Hit Points	Wounds	Icon																						
		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>[] [] [] [] []</td><td>[] [] [] [] []</td></tr> <tr><td>[] [] [] [] []</td><td>[] [] [] [] []</td></tr> <tr><td>[] [] [] [] []</td><td>[] [] [] [] []</td></tr> <tr><td>[] [] [] [] []</td><td>[] [] [] [] []</td></tr> <tr><td>[] [] [] [] []</td><td>[] [] [] [] []</td></tr> <tr><td>[] [] [] [] []</td><td>[] [] [] [] []</td></tr> <tr><td>[] [] [] [] []</td><td>[] [] [] [] []</td></tr> <tr><td>[] [] [] [] []</td><td>[] [] [] [] []</td></tr> <tr><td>[] [] [] [] []</td><td>[] [] [] [] []</td></tr> <tr><td>[] [] [] [] []</td><td>[] [] [] [] []</td></tr> <tr><td>[] [] [] [] []</td><td>[] [] [] [] []</td></tr> </table>	[] [] [] [] []	[] [] [] [] []	[] [] [] [] []	[] [] [] [] []	[] [] [] [] []	[] [] [] [] []	[] [] [] [] []	[] [] [] [] []	[] [] [] [] []	[] [] [] [] []	[] [] [] [] []	[] [] [] [] []	[] [] [] [] []	[] [] [] [] []	[] [] [] [] []	[] [] [] [] []	[] [] [] [] []	[] [] [] [] []	[] [] [] [] []	[] [] [] [] []	[] [] [] [] []	[] [] [] [] []	
[] [] [] [] []	[] [] [] [] []																								
[] [] [] [] []	[] [] [] [] []																								
[] [] [] [] []	[] [] [] [] []																								
[] [] [] [] []	[] [] [] [] []																								
[] [] [] [] []	[] [] [] [] []																								
[] [] [] [] []	[] [] [] [] []																								
[] [] [] [] []	[] [] [] [] []																								
[] [] [] [] []	[] [] [] [] []																								
[] [] [] [] []	[] [] [] [] []																								
[] [] [] [] []	[] [] [] [] []																								
[] [] [] [] []	[] [] [] [] []																								

COMBAT INFO						
ADJ MOVE:		Attack Bonuses:				
Combat Bonuses:						
Weapon	Total Atk Bonus	Damage	Size	Hands	Range	ROF/Features
Adventuring Skills and other Abilities of Note (Skill Roll):						
WEALTH	DEBT To Patron	PATRON		EXP		

GEAR

ARMOR WORN:

ITEM	Location	ITEM	Location

WILL

OTHER NOTES:

--