# *Rampage Amid the Ruins ver. 2 Character Sheet*

**CHARACTER NAME**: Apollo Greed Player: Craigj

CLASS/LEVEL Fighter / Jack 3 SPECIES Human ALIGNMENT Neutral

GOD (If Initiated): Kord Size: M Base Move: 30 Vision Normal

| *STRENGTH* | *INTELLIGENCE* | *WISDOM* | *DEXTERITY* | *CONSTITUTION* | *CHARISMA* |
|---|---|---|---|---|---|
| **15** | **8** | **12** | **16** | **15** | **12** |

| **Saving Throw:** | **Save Bonuses** |
|---|---|
| 17 | +2 vs. Breath Weapons, Energy Drain Attacks, Fumbles, Weapon Effects, Paralysis, Poisons & Diseases |

| **Armor Class** | **Hit Points** | **Wounds** | **Icon** |
|---|---|---|---|
| 18<br><br>(15 -surp'd) | 22<br><br>(8+7+7) | [ ][ ][ ][ ][ ] [ ][ ][ ][ ][ ]<br>[ ][ ][ ][ ][ ] [ ][ ][ ][ ][ ]<br>[ ][ ][ ][ ][ ] [ ][ ][ ][ ][ ]<br>[ ][ ][ ][ ][ ] [ ][ ][ ][ ][ ]<br>[ ][ ][ ][ ][ ] [ ][ ][ ][ ][ ]<br>[ ][ ][ ][ ][ ] [ ][ ][ ][ ][ ]<br>[ ][ ][ ][ ][ ] [ ][ ][ ][ ][ ]<br>[ ][ ][ ][ ][ ] [ ][ ][ ][ ][ ] | |

**COMBAT INFO**

| | | | |
|---|---|---|---|
| **ADJ MOVE:** | 30 | **Attack Bonuses:** | Melee: +2 / +2 Ranged: +3 / +1 (+2 H) |
| **Combat Bonuses:** | Fighter (L3): +2 M/R / +1D; STR bonus: +1D-M/H;<br>Jack (L3): - / - DEX bonus: +1 R, AC: +3; Skill check: d6 | | |

| **Weapon** | **Total Atk Bonus** | **Damage** | **Size** | **Hands** | **Range** | **ROF/Features** |
|---|---|---|---|---|---|---|
| Broad Bladed Spear (2H / r) | +2 / +3 | d8+2 / d8+2 | M | 1 / 2 | 10/20/30 | R1, R2, RC, AM |
| Bastard Sword (1H / 2H) | +2 / +2 | d6+2 / d8+2 | M | 1 / 2 | m | FD, DA |
| Heavy Warbow | +3 | d6+2 | M | 2 | 80/160/240 | (RoF: 2) |
| Heavy Crossbow | +3 | 2d4+1 | L | 2 | 80/160/240 | Short range: +3 to hit any target wearing lamellar or better and +1d4 damage to all |
| Silver Warhammer | +2 / +2 | d6+2 / d6+2 | M | 1/2 | m | AP |

**Adventuring Skills and other Abilities of Note (Skill Roll):**

| | | | |
|---|---|---|---|
| Combat Trainings (5)<br>Rampage<br>Quick Draw<br>Too Stubborn to Die (save)<br>Hack on the Run(STR d20)<br>Spear Fighting | Jack Trainings (7+1bonus)<br>First Aid (d6)<br>Treat Critical Injury (d6)<br>Open Lock (d6)<br>Trap Work (d6)<br>Alert Reaction<br>Buckler Expert<br>Ambush 3<br>Detect & Treat Poison | | Languages: common |

| **WEALTH** | **EXP** |
|---|---|
| 3422 gp | Level 3: 17,985 xp<br>of 24,000 xp (L4) |

**GEAR**

ARMOR WORN: Chainmail (AC+4) & Buckler (AC+1)

| ITEM | Location | ITEM | Location |
|---|---|---|---|
| - Chainmail<br>- Buckler<br>- Baldric<br>- Broad Bladed Spear (can hang on Baldric)<br>- Composite Heavy Warbow (can hang on Baldric)<br>- Bastard Sword in Scabbard<br>- Silver War hammer<br>- Back Quiver w/ 20 Arrows:<br>[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]<br>[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]<br>- Bandoleer w/<br>*Dagger<br>*Lamp Oil<br>*Lamp Oil<br>*metal vial of Acid<br>*metal vial of Poison<br>- Belt w/ scabbards & 2 pouches w/<br>*Flint & Steel & Waxed Linen scraps<br>*Burglars Tools<br>- Herbalist Bag w/<br>*Comfrey [ ] [ ]<br>* 8 sprigs of wolvesbane [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]<br>* White Lotus [ ]<br>* Healing Potion [ ] | | - Ring of Featherfall **<br>- Backpack w/<br>*Spare Burglar tools<br>*Sack w/ 20 Arrows<br>[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]<br>[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]<br>*Wool Blanket & Clothes<br>*Large Wine Skins x2: [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]<br>*Wax Candles x 3: [ ] [ ] [ ]<br>*10 Bow strings: [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]<br>*100' Rope<br>*50' silk rope with grapnel<br>* Iron Rations x 21<br>[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]<br>[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]<br>*2 large sacks<br>*100' wire spool<br>*Alchemist's Kit<br>*Everburning Torch | |

WILL

OTHER NOTES:

1) Light Warhorse "THOR" (m: 45' / 40' / 30')
HP:13 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
AC:13 Lamellar Armor
Saddle, Tack & Saddlebag

2) Light Warhorse "LOKI" (m: 45' / 40' / 30')
HP:12 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
AC:13 Lamellar Armor
Saddle, Tack & Saddlebag
(ridden by Demetria)

3) Light Warhorse "BALDUR" (m: 45' / 40' / 30')
HP:12 [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
AC:13 Lamellar Armor
Saddle, Tack & Saddlebag
(ridden by Jimbo)

Spare Lamellar - at Snow Palace