

## Warrior information

Skill level: NP = Nonproficient, F = familiarity, P = proficient, E = expert, S = specialized, M = mastery, HM = high mastery, GM = grand mastery; Speed: VF = Very fast, F = Fast, A = Average, S = Slow, VS = Very slow

## Melee Weapons (Nonproficient -2 to hit, Familiarity -1 to hit)

[illegible]

## Missile Weapons (Range modifiers: S = 0, M = -2, L = -5)

[illegible]

## Weapon groups

Weapon group	SP	Weapons in group

## Other weapon skills

Skill Name	Skill Type	Bonus/ Rec. mod.	Relevant Ability	Ability Mod.	Skill Score	page reference/notes

## Fighting Styles

Skill points	Description/benefits:

## Kit/Class benefits/disadvantages

**© 2001 by Steve Stewart. All rights reserved. Permission is granted to copy for personal use only. Do not repost without express written permission of the author.**

**This character sheet and others for use with Advanced Dungeons & Dragons 2nd edition (AD&D) games can be found at Zayix's Fälgorna Archives for Dungeons & Dragons (<http://www.saintsilver.com/zayix/>).**