

# Player:

<b>Name:</b>		<b>Occupation:</b>		<b>Gender:</b>
<b>Strength:</b> / mod:	<b>Speed:</b>	<b>Alignment:</b>		
<b>Agility:</b> / mod:	<b>Ref save:</b>	<b>Crit die:</b>		
<b>Stamina:</b> / mod:	<b>Fort save:</b>	<b>Crit table:</b>		
<b>Personality:</b> / mod:	<b>Will save:</b>	<b>Hit points: /</b>		
<b>Intelligence:</b> / mod:	<b>Languages:</b>	<b>Armor</b>		
<b>Luck:</b> / mod:				
<b>Weapon</b>	<small>Initiative roll</small>	<small>Attack roll</small>	<small>Damage</small>	
		<b>Armor class:</b>		
		<b>Check penalty:</b>		
		<b>Fumble die:</b>		
<b>Notes</b>		<b>Loot &amp; Gear</b>		
<b>Birth augur:</b>				

<b>Name:</b>		<b>Occupation:</b>		<b>Gender:</b>
<b>Strength:</b> / mod:	<b>Speed:</b>	<b>Alignment:</b>		
<b>Agility:</b> / mod:	<b>Ref save:</b>	<b>Crit die:</b>		
<b>Stamina:</b> / mod:	<b>Fort save:</b>	<b>Crit table:</b>		
<b>Personality:</b> / mod:	<b>Will save:</b>	<b>Hit points: /</b>		
<b>Intelligence:</b> / mod:	<b>Languages:</b>	<b>Armor</b>		
<b>Luck:</b> / mod:				
<b>Weapon</b>	<small>Initiative roll</small>	<small>Attack roll</small>	<small>Damage</small>	
		<b>Armor class:</b>		
		<b>Check penalty:</b>		
		<b>Fumble die:</b>		
<b>Notes</b>		<b>Loot &amp; Gear</b>		
<b>Birth augur:</b>				

<b>Name:</b>		<b>Occupation:</b>		<b>Gender:</b>
<b>Strength:</b> / mod:	<b>Speed:</b>	<b>Alignment:</b>		
<b>Agility:</b> / mod:	<b>Ref save:</b>	<b>Crit die:</b>		
<b>Stamina:</b> / mod:	<b>Fort save:</b>	<b>Crit table:</b>		
<b>Personality:</b> / mod:	<b>Will save:</b>	<b>Hit points: /</b>		
<b>Intelligence:</b> / mod:	<b>Languages:</b>	<b>Armor</b>		
<b>Luck:</b> / mod:				
<b>Weapon</b>	<small>Initiative roll</small>	<small>Attack roll</small>	<small>Damage</small>	
		<b>Armor class:</b>		
		<b>Check penalty:</b>		
		<b>Fumble die:</b>		
<b>Notes</b>		<b>Loot &amp; Gear</b>		
<b>Birth augur:</b>				

<b>Name:</b>		<b>Occupation:</b>		<b>Gender:</b>
<b>Strength:</b> / mod:	<b>Speed:</b>	<b>Alignment:</b>		
<b>Agility:</b> / mod:	<b>Ref save:</b>	<b>Crit die:</b>		
<b>Stamina:</b> / mod:	<b>Fort save:</b>	<b>Crit table:</b>		
<b>Personality:</b> / mod:	<b>Will save:</b>	<b>Hit points: /</b>		
<b>Intelligence:</b> / mod:	<b>Languages:</b>	<b>Armor</b>		
<b>Luck:</b> / mod:				
<b>Weapon</b>	<small>Initiative roll</small>	<small>Attack roll</small>	<small>Damage</small>	
		<b>Armor class:</b>		
		<b>Check penalty:</b>		
		<b>Fumble die:</b>		
<b>Notes</b>		<b>Loot &amp; Gear</b>		
<b>Birth augur:</b>				

NOTE: Initiative adds AGI mod, melee adds STR mod (both to-hit & damage), ranged adds AGI mod (both to-hit & damage). Armor class = 10 + AGI mod + armor bonus.