

# Player:

<b>Name:</b>		<b>Title:</b>		<b>Alignment:</b>	
<b>Occupation:</b>		<b>Class:</b>		<b>Gender:</b>	<b>Level:</b>
<b>Strength:</b> / <b>mod:</b>	<b>HD:</b>	<b>Hit points:</b> /		<b>EXP:</b>	
<b>Agility:</b> / <b>mod:</b>	<b>Ref save:</b>		<b>Speed:</b>		
<b>Stamina:</b> / <b>mod:</b>	<b>Fort save:</b>		<b>Action dice:</b>		
<b>Personality:</b> / <b>mod:</b>	<b>Will save:</b>		<b>Attack bonus:</b>		
<b>Intelligence:</b> / <b>mod:</b>	<b>Languages:</b>		<b>Crit die:</b>		
<b>Luck:</b> / <b>mod:</b>			<b>Crit table:</b>		

<b>Weapon</b>	<b>Initiative roll</b>	<b>Attack roll</b>	<b>Damage</b>	<b>Armor</b>
				<b>Armor class:</b>
				<b>Check penalty:</b>
				<b>Fumble die:</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.

<b>Barbarian Abilities</b>			
<b>Rage rounds/Day:</b>	<b>Temporary Hit points:</b>	<b>If Wearing Light or no Armor:</b>	
<b>Rage Die:</b>	<b>Bonus to Saves:</b>	<b>Initiative bonus:</b>	<b>MV: 40'</b>
- Actions limited to mayhem and aggression, after exiting rage -1d to all actions for as many rounds as raged.		<b>Unlettered: Barbarians cannot read.</b>	
<b>Sneak Silently:</b> <small>+ AGI mod.</small>	<b>Find Traps:</b> <small>+ INT mod.</small>	<b>Animal Empathy:</b> <small>+ PER mod.</small>	<b>Sneak DCs:</b>
<b>Hide In Shadows:</b> <small>+ AGI mod.</small>	<b>Climb sheer surfaces:</b> <small>+ AGI mod.</small>	<b>Boasting Die:</b> <small>(-Rage Die)</small>	Grass: DC 5
<b>DEED NOTES</b>			Stone: DC10
			Wood: DC15
			Gravel: DC 20
			<b>Hide DCs:</b>
			Night: DC 5
			Moonlight: DC 10
			Day w/ cover: DC 15
			Day w/o cover: DC 20

<b>Notes</b>	<b>Loot &amp; Gear</b>
<b>Birth augur:</b>	

***Player:***