

# 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>Lizardman Abilities</b>	
<b>Reptilian senses:</b> Infravision 60' and blood scent 100'.	<b>Sneak &amp; Hide:</b> <span style="float: right;">+AGI mod.</span>
<b>Aquatic abilities:</b> Swim speed 30' & ease of movement.	<b>Climb sheer surfaces:</b> <span style="float: right;">+AGI mod.</span>
<b>Natural armor:</b> +2 bonus to AC due to scales.	<b>Reptile empathy:</b> <span style="float: right;">+PER mod.</span>
<b>Natural Attacks:</b> Bonus d14 action die for bite (1d4), claw (1d6) or tail attacks.	
<b>Ancient enmity:</b> Will check when encountering serpent-men, naga, and other races.	
<b>CL:</b>	<b>Spell check:</b> <b>Disapproval:</b> <b>1 2 3 4 5 6 7 8 9 10 11</b>
<b>Spells</b>	
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<b>Notes</b>	<b>Loot &amp; Gear</b>
<b>Birth augur:</b>	