

# 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>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>

Weapon	Initiative roll	Attack roll	Damage	Armor
				<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.

Snow Elf Abilities	
<b>Infravision: no limits.</b>	<b>Immunities: immune to cold, morale and fear &amp; 25% magic resistance.</b>
<b>Iron allergy: no iron weapons or armor for long periods, 1 HP of damage per day of contact.</b>	
<b>Heat allergy: prolonged warmth causes 1 HP of damage, extended heat is lethal.</b>	
<b>Frozen obsidian weapons: starts with three frozen obsidian weapons, can craft more.</b>	
<b>Sacrifice: in emergencies, add 1 HD in temp hit points and add 1/2 LVL as bonus to rolls.</b>	<b>Stealth:</b> <small>+AGI mod.</small>
	<b>Backstab:</b>

Notes & Corruption	Loot & Gear
<b>Birth augur:</b>	