

Player:

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

Weapon	Initiative roll	Attack roll	Damage	Armor
				Armor class:
				Check penalty:
				Fumble die:

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.

Tinman Abilities			
Staunch:	Add STA mod + Level on HP rolls each level, roll 0-lvl HP as 1d10+sta mod, STA mod always a minimum of +1.		
Pick Lock*:	+ AGI mod.	DISABLE TRAP*:	+ AGI mod. REPAIR: (Heal self: 1 point per hour spent repairing)
Made of metal: AC bonus equal to level.		Resistant: Takes half damage from fire and cold.	
Hard to heal: Half healing from lay on hands, no effect from healing potions etc. remedies.			
Self-Augmentation: Can spend resources and/or time to increase Stats; 1000 gp per stat as guideline (Judge's discretion).			

* Requires Thieves' Tools.

Notes	Loot & Gear
Birth augur:	