

# 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.

Druid Abilities			
<b>Ogham script:</b> Secret written language of druids.		<b>Earthen oath:</b> Spell check penalties for metal items.	
<b>Base spell check:</b>		<b>Primal casting:</b> Fumble range = spell level.	
<b>CL:</b>	<b>Familiar:</b>	<b>Patron(s):</b>	<b>Wildcraft:</b>
<small>+ INT mod.</small>			
Spells			
Spell Name	Level & Spell Check		Notes
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

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