

# 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>Myrryr Abilities</b>					
<b>Deity:</b>		<b>Lay on hands</b>	<b>same</b>	<b>adjacent</b>	<b>opposed</b>
<b>CL:</b>	<b>Spell check:</b>	12-13	2 dice	1 dice	1 dice
<b>Disapproval range</b>		14-19	3 dice	2 dice	1 dice
<b>1</b>	<b>2 3 4</b>	20-21	4 dice	3 dice	2 dice
<b>5 6 7 8</b>	<b>9 10 11</b>				
<b>12 13 14</b>	<b>15 16 17</b>	22+	5 dice	4 dice	3 dice
<b>Turn unholy:</b>	<b>Other abilities:</b>			<b>Climb anything:</b> <small>(- AGI)</small>	
<b>Spells</b>					
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<b>Notes</b>	<b>Loot &amp; Gear</b>
<b>Birth augur:</b>	