

Player:

Name:		Title:		Alignment:	
Occupation:		Class:		Gender:	Level:
Strength:	/	mod:	HD:	Hit points:	/
Agility:	/	mod:	Ref save:		Speed:
Stamina:	/	mod:	Fort save:		Action dice: (+d14)
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.

Dwarf Abilities	
Slow: Base speed 20'.	Find construction underground: Bonus equal to class level.
Infravision: Range of 60'.	Smell gold & gems: Range 100', or 40' feet for single items.
Lucky Weapon:	Shield bash: Bonus attack with shield, d14 action die.
Trained: Can spend a point of Luck to cancel a Fumble.	Deed Die:
Deed Notes	

Notes	Loot & Gear
Birth augur:	