

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.

Elf Abilities			
Infravision: Range of 60'.		Iron allergy: No iron weapons or armor for long periods, 1 HP of damage per day of contact.	
Immunities: Immune to magical sleep and paralysis.		Heightened senses: Extra +4 to finding secret doors.	
Base spell check:		Mithril inheritance: Buy mithril gear at cost on 1 st level.	
CL:	Familiar:	Patron(s):	
Lucky spell:			
Spells			
Spell Name	Level & Spell Check		Notes
<i>Patron bond</i>	<u> 1 </u>	_____	_____
<i>Invoke patron</i>	<u> 1 </u>	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Notes & Corruption	Loot & Gear
Birth augur:	