

## 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><br><b>Check penalty:</b><br><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>Elven Knight Abilities</b>                                                                      |                                                                              |                                                                                                                                 |
|----------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------|
| <b>Infravision:</b> Range of 60'.                                                                  | <b>Immunities:</b> Immune to magical sleep and paralysis.                    | <b>Animal command:</b><br><small>(After 5<sup>th</sup> level DC 20 INT check to learn language) <i>(LVL + PER mod.)</i></small> |
| <b>Iron allergy:</b> No iron weapons or armor for long periods, 1 HP of damage per day of contact. |                                                                              | <b>Leadership:</b><br><small>(Henchmen use bonus for morale checks.) <i>(LVL + PER mod.)</i></small>                            |
| <b>Haughty:</b> Resist charm, fear or coercion +1d.                                                | <b>Focus weapon:</b><br><small>(May roll LCK check to cancel fumble)</small> | <b>Bonus:</b>                                                                                                                   |
| <b>Mithril inheritance:</b> Buy mithril gear at cost on 1 <sup>st</sup> level.                     | <b>Patron:</b>                                                               |                                                                                                                                 |
| <b>Patron invocations allowed:</b>                                                                 | <b>CL:</b>                                                                   | <b>Skill die:</b>                                                                                                               |
| <b>Deeds and Followers</b>                                                                         |                                                                              |                                                                                                                                 |
| <br><br><br><br><br><br><br><br><br><br>                                                           |                                                                              |                                                                                                                                 |

| <b>Notes &amp; Corruption</b> | <b>Loot &amp; Gear</b> |
|-------------------------------|------------------------|
| <b>Birth augur:</b>           |                        |