

# 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>Jarrok Commoner Abilities</b>	
<b>Climb anything:</b> <small>(+ AGI)</small>	<b>Jack of trades:</b> Has two extra occupations at 1 <sup>st</sup> level, gains occupation at 3 <sup>rd</sup> , 6 <sup>th</sup> and 9 <sup>th</sup> level.

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