

Player:

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|----------------------|---|---------------|-------------------|--------------------|----------------------|
| 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 |
|---------------|------------------------|--------------------|---------------|-----------------------|
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| | | | | |
| | | | | 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.

| Rogue Abilities* | | | | |
|--|---|---|--|--|
| Rogue path: | Stealth: <small>(+ AGI mod.)</small> | Dirty fighting: | | Sneak DCs: Grass: DC 5 Stone: DC10 Wood: DC15 Gravel: DC 20 |
| Sleight of hand: <small>(+ AGI mod.)</small> | Climb sheer surfaces: <small>(+ AGI mod.)</small> | Subterfuge: <small>(+ PER mod.)</small> | | |
| Intuition & Insight: <small>(+ INT mod.)</small> | Disable device: <small>(+ AGI mod.)</small> | Use magic device: <small>(+ INT mod.)</small> | | |
| Luck Die: | <small>(May be used on all rolls apart for dmg.)</small> | Hard to surprise: | <small>May roll Intuition & Insight vs. ambush DC on surprise round to act before attackers.</small> | HIDE DCs: Night: DC 5 Moonlight: DC 10 |
| Thieves' tools: Applying poisons, climbing sheer surfaces, disabling traps and other devices require thieves' tools; other activities may require tools on Judge's discretion and common sense. | | | | Day w/ cover: DC 15 Day w/o cover: DC 20 |

| Notes | Loot & Gear |
|---------------------|------------------------|
| Birth augur: | |