

Player:

Name:			Title:		Alignment:	
Occupation:			Class:		Gender:	Level:
Strength:	/	mod:	HD:	Hit points:	/	EXP:
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.

Satyr Abilities			
Infravision: Range of 40'.	Wildwood stride: No movement penalties in woodland areas.		Animal Empathy: <small>(+ PER mod.)</small>
Natural attacks: Bonus d16 action die for unarmed melee attacks.	Drunken Revelry: 1: All rolls -1d for d3 turns. 4: AC +3 & AGI/Ref rolls +1d for d3 turns.		Roll d6 after unit of drink. When drinking more roll Fort DC (5 x previous drinks) or fall unconscious. 2: No effect. 3: All knowledge checks +1d for d3 turns.
Favour & Fortune: May roll Luck check 1/month for patron boon.			5: Gain d3 deed die for d3 turns. 6: Gain d3 luck die for d3 turns.
Bound to One: Only one patron, may not have other patrons or deities.			
Patron:	CL: <small>(LVL/2)</small>	Base spell check:	Casting attempts/day:
Spells			
Spell Name	Level & Spell Check		Notes
<i>Invoke patron</i>	1		

Notes & Corruption	Loot & Gear
Birth augur:	