

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.

Warrior Abilities		
Lucky Weapon:	Critical Range:	Initiative bonus: (class level)
Trained: Can spend a point of Luck to cancel a Fumble.		Deed Die:
Deed Notes		

Notes	Loot & Gear
Birth augur:	