

# 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>Wizard Abilities</b>			
<b>Base spell check:</b>		<b>Patron(s):</b>	<b>Magic control</b> Spend LCK to cancel corruption.
<b>CL:</b>	<b>Familiar:</b>		
<b>Spells</b>			
<b>Spell Name</b>	<b>Level &amp; Spell Check</b>		<b>Notes</b>
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<b>Notes &amp; Corruption</b>	<b>Loot &amp; Gear</b>
<b>Birth augur:</b>	