

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.

Centaur Elder Abilities					
Large form: May have trouble fitting in spaces.		Wildcraft: <small>-INT mod.</small>		Trample: Hoof attack DMG 2d4.	
Infravision: Range of 40'.		Charger: Double charge bonus, no penalties; always mounted.			
Animal tongues: Gain bonus animal language based on occupation.		Lay on hands	same	adjacent	opposed
CL:	Spell check:	12-13	2 dice	1 dice	1 dice
Disapproval range		14-19	3 dice	2 dice	1 dice
1 2 3 4	5 6 7 8	9 10 11	20-21	4 dice	3 dice
12 13 14	15 16 17	18 19 20	22+	5 dice	4 dice
Spells					

Notes	Loot & Gear
Birth augur:	