

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 Warrior Abilities		
Large form: May have trouble fitting in spaces.	Infravision: Range 40'.	Trample: Hoof attack DMG 2d4.
Charger: Double charge bonus, no penalties; always mounted.		Spears & bows: Hafted weapons and bows +1 ATK & DMG, spend LCK to cancel fumble with these weapons.
Wildcraft: <small>+INT mod.</small>	Initiative bonus:	
Deed Die:	Animal tongues: Gain bonus animal language based on occupation.	
Deed Notes		

Notes	Loot & Gear
Birth augur:	