

# Player:

Name:		Occupation:		Gender:				
Strength:	/ mod:	Speed:	Alignment:					
Agility:	/ mod:	Ref save:	Crit die:					
Stamina:	/ mod:	Fort save:	Crit table:					
Personality:	/ mod:	Will save:	Hit points: /					
Intelligence:	/ mod:	Languages:		Armor				
Luck:	/ mod:	Armor class: Check penalty: Fumble die:						
Weapon	Initiative roll					Attack roll	Damage	
Notes						Loot & Gear		
Birth augur:								

Name:		Occupation:		Gender:				
Strength:	/ mod:	Speed:	Alignment:					
Agility:	/ mod:	Ref save:	Crit die:					
Stamina:	/ mod:	Fort save:	Crit table:					
Personality:	/ mod:	Will save:	Hit points: /					
Intelligence:	/ mod:	Languages:		Armor				
Luck:	/ mod:	Armor class: Check penalty: Fumble die:						
Weapon	Initiative roll					Attack roll	Damage	
Notes						Loot & Gear		
Birth augur:								

Name:		Occupation:		Gender:				
Strength:	/ mod:	Speed:	Alignment:					
Agility:	/ mod:	Ref save:	Crit die:					
Stamina:	/ mod:	Fort save:	Crit table:					
Personality:	/ mod:	Will save:	Hit points: /					
Intelligence:	/ mod:	Languages:		Armor				
Luck:	/ mod:	Armor class: Check penalty: Fumble die:						
Weapon	Initiative roll					Attack roll	Damage	
Notes						Loot & Gear		
Birth augur:								

Name:		Occupation:		Gender:				
Strength:	/ mod:	Speed:	Alignment:					
Agility:	/ mod:	Ref save:	Crit die:					
Stamina:	/ mod:	Fort save:	Crit table:					
Personality:	/ mod:	Will save:	Hit points: /					
Intelligence:	/ mod:	Languages:		Armor				
Luck:	/ mod:	Armor class: Check penalty: Fumble die:						
Weapon	Initiative roll					Attack roll	Damage	
Notes						Loot & Gear		
Birth augur:								

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.