

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.

Dwarven Mystic Abilities			
Slow: Base speed 20'.		Mystical sense of smell: Smell gold, gems and magic.	
Infra-vision: Range of 60'.		Non-Euclidian architecture: Class level as bonus to dimensional perception.	
Artefact magic: Bonus to making magic items.		Patron disdain: Patron magic only at Judge's discretion.	Magic control Spend LCK to cancel corruption.
Slow casting: Casting time 1 round or more.			
CL:	Familiar:	Base spell check:	
Spells			
Spell Name	Level & Spell Check		Notes
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Notes & Corruption	Loot & Gear
Birth augur:	