

Player:

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

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		Fumble die:		
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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.