

Player:

Name:			Title:		
Occupation:			Archaic Alignment:		
Genotype:			Class:		Gender:
Strength: / mod:			HD:	Hit points: /	Level:
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.

Healer Abilities		
Artifact bonus/max tech lvl:	Natural healing: 2x/day per level (_____), healing die _____.	
Darwinian Luck: Regenerate 1 Luck/day.	AI recognition bonus:	Medical artifact bonus:
Artifact notes		

NOTE: Normal artifact checks: ACTION DIE + INT mod + ARTIFACT bonus - COMPLEXITY MODIFIER. Combat artifact checks: spend 1 LCK and roll action die, no bonuses apply

Notes	Loot & Gear
Birth augur:	