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.

Walrusfolk Abilities

Rage rounds/Day:	**Temporary Hit points:**	**Movement:** 20' on land, 40' swim, increased dive.
Rage Die:	**Bonus to Saves:**	**Clumsy on land:** -1d to feats of agility on land.
- Rage only after being damaged, actions limited to destruction of enemies, will not accept surrender and must pursue fleeing foes.		**Agile in water:** +1d to physical activities underwater.
Tough Hide: Slashing, bludgeoning and cold damage halved.		**Great diver:** STA minutes activity underwater, 2x if inactive.

Darkvision:	30'	**Underwater Senses:**	Sense movement 60' Sense of smell 100'	**Animal Empathy:** + PER mod.

Deed Notes

Notes	Loot & Gear
Birth augur:	