

Player:

NAME:		TITLE:		ALIGNMENT:	
OCCUPATION:		CLASS:		GENDER:	LEVEL:
STRENGTH:	/	MOD:	HD:	HIT POINTS:	/
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.

TINMAN ABILITIES			
STAUNCH:	Add STA mod + Level on HP rolls each level, roll 0-lvl HP as 1d10+sta mod, STA mod always a minimum of +1.		
PICK LOCK*:	+ AGI mod.	DISABLE TRAP*:	+ AGI mod. REPAIR: (Heal self: 1 point per hour spent repairing)
MADE OF METAL: AC bonus equal to level.		RESISTANT: Takes half damage from fire and cold.	
HARD TO HEAL: Half healing from lay on hands, no effect from healing potions etc. remedies.			
SELF-AUGMENTATION: Can spend resources and/or time to increase Stats; 1000 gp per stat as guideline (Judge's discretion).			

* Requires Thieves' Tools.

NOTES	LOOT & GEAR
BIRTH AUGUR:	