

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.

SNOW ELF ABILITIES	
INFRAVISION: NO LIMITS.	IMMUNITIES: IMMUNE TO COLD, MORALE AND FEAR & 25% MAGIC RESISTANCE.
IRON ALLERGY: NO IRON WEAPONS OR ARMOR FOR LONG PERIODS, 1 HP OF DAMAGE PER DAY OF CONTACT.	
HEAT ALLERGY: PROLONGED WARMTH CAUSES 1 HP OF DAMAGE, EXTENDED HEAT IS LETHAL.	
FROZEN OBSIDIAN WEAPONS: STARTS WITH THREE FROZEN OBSIDIAN WEAPONS, CAN CRAFT MORE.	
SACRIFICE: IN EMERGENCIES, ADD 1 HD IN TEMP HIT POINTS AND ADD 1/2 LVL AS BONUS TO ROLLS.	STEALTH: <small>+AGI mod.</small>
	BACKSTAB:

NOTES & CORRUPTION	LOOT & GEAR
BIRTH AUGUR:	