Player:

Name: Occupation:		TITLE: Class:		Alignment:		
				Gender:	Level:	
STRENGTH:	/	MOD:	HD:	HIT POINTS:	/	EXP:
A GILITY:	/	MOD:	Ref save:		Speed:	
Stamina:	/	MOD:	Fort save:		Action dice:	
Personality:	/	MOD:	WILL SAVE:		ATTACK BONUS:	
INTELLIGENCE:	/	MOD:	Languages:		Crit die:	
Luck:	/	MOD:			C RIT 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.

Rogue Abilities*						
				Dirty		SNEAK DCS:
Rogue path:		STEALTH:	+ AGI mod.	FIGHTING:		Grass: DC 5
Sleight of		CLIMB SHEER				Stone: DC10
HAND:	+ AGI mod.	SURFACES:	+ AGI mod.	SUBTERFUGE:	+ PER mod.	Wood: DC15
Intuition $\mathcal E$				Use magic		Gravel: DC 20
INSIGHT:	+ INT mod.	DISABLE DEVICE:	+ AGI mod.	DENIGEN	+ INT mod.	HIDE DCS:
		(May be used on all rolls	Hard to	May roll Intuition & Insight v round to avoid getting hit, i		Night: DC 5
LUCK DIE:		apart for dmg.)	SURPRISE:	out of harms way a		Moonlight: DC 10
Thieves' tools: Ap	plying poisons, c	limbing sheer surfac	es, disabling traps a	and other devices requ	ire thieves' tools;	Day w/ cover: DC 15
с	other activities m	ay require tools on Ju	dge's discretion ar	nd common sense.		Day w/o cover: DC 20

Notes	Loot & Gear
Birth augur:	