

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.

Elf Abilities			
Infravision: Range of 60'.		Iron allergy: No iron weapons or armor for long periods, 1 HP of damage per day of contact.	
Immunities: Immune to magical sleep and paralysis.		Heightened senses: Extra +4 to finding secret doors.	
Base spell check:		Mithril inheritance: Buy mithril gear at cost on 1 st level.	
CL:	Familiar:	Patron(s):	
Lucky spell:			
Spells			
Spell Name	Level & Spell Check		Notes
Patron bond	1		
Invoke patron	1		

Notes & Corruption	Loot & Gear
Birth augur:	