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.

Wizard Abilities			
Base spell check:		Patron(s):	Magic control Spend LCK to cancel corruption.
CL:	Familiar:		

Spells

Spell Name	Level & Spell Check		Notes

Notes & Corruption	Loot & Gear
Birth augur:	