

## Player:

<b>NAME:</b>		<b>TITLE:</b>		<b>ALIGNMENT:</b>	
<b>OCCUPATION:</b>		<b>CLASS:</b>		<b>GENDER:</b>	<b>LEVEL:</b>
<b>STRENGTH:</b>	/	<b>MOD:</b>	<b>HD:</b>	<b>HIT POINTS:</b>	/
<b>AGILITY:</b>	/	<b>MOD:</b>	<b>REF SAVE:</b>		<b>SPEED:</b>
<b>STAMINA:</b>	/	<b>MOD:</b>	<b>FORT SAVE:</b>		<b>ACTION DICE:</b>
<b>PERSONALITY:</b>	/	<b>MOD:</b>	<b>WILL SAVE:</b>		<b>ATTACK BONUS:</b>
<b>INTELLIGENCE:</b>	/	<b>MOD:</b>	<b>LANGUAGES:</b>		<b>CRIT DIE:</b>
<b>LUCK:</b>	/	<b>MOD:</b>			<b>CRIT TABLE:</b>

<b>WEAPON</b>	<b>INITIATIVE ROLL</b>	<b>ATTACK ROLL</b>	<b>DAMAGE</b>	<b>ARMOR</b>
				<b>ARMOR CLASS:</b>
				<b>CHECK PENALTY:</b>
				<b>FUMBLE DIE:</b>

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.

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

\* Requires Thieves' Tools.

<b>NOTES</b>	<b>LOOT &amp; GEAR</b>
<b>BIRTH AUGUR:</b>	