

Equipment / Stats

AC

:

10

+

+

+

Agility

Armor

Other

Attack

Attack Bonus

Action Dice

Initiative

HP

Current

Maximum

Hit die

Saves

Fortitude

Reflex

Willpower

Crits

Crit die

Crit table/pg

Fumble die

Grimorie

Dice Chain: $d3 \rightarrow d4 \rightarrow d5 \rightarrow d6 \rightarrow d7 \rightarrow d8 \rightarrow d10 \rightarrow d12 \rightarrow d14 \rightarrow d16 \rightarrow d20 \rightarrow d24^1 \rightarrow d30^2$
¹: $1d12 + (1d2-1 * 12)$, ²: $1d10 + (1d3-1 * 10)$

Title

Alignment:

Occupation:

Name

Level

XP:

Next:

score

mod

STR

Melee to-hit

Melee damage

score

mod

AGI

Missile to-hit

Armor class

Reflex saves

Initiative

score

mod

STA

Hit points

Fortitude saves

score

mod

PER

Willpower saves

score

mod

INT

Languages

score

mod

LUCK

Crit/fumble rolls

Ability burn (+1/pt)

[illegible]

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Luck: At 1st level, an elf may choose to apply their luck modifier to one spell of their choosing. This modifier does not change as the elf's luck score changes

Magic: Elves cast spells by making a spell check. A elf's spell check is usually 1d20 + intelligence modifier + level. Elves automatically receive the spells *invoke patron* and *patron bond*.

Infravision: An elf can see in the dark up to 60'.

Vulnerabilities: Elves are extremely sensitive to the touch of iron and iron alloys. Direct contact over prolonged periods causes burning and exposure at a distance makes them uncomfortable. An elf may not wear iron armor or use iron weapons for extended periods. Prolonged contact causes 1hp of damage per day of direct contact.

Hightened Senses: All elf characters receive a +4 bonus to detecting secret doors. When passing within 10 feet of a secret door, elves are entitled to a check to detect it.

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ep