

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

Notes

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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weapon

Underground skills: When underground, dwarves receive a bonus equal to their level in attempts to detect constructions such as traps. Additionally, a dwarf can smell gold and gems.

[illegible] sp

ep