

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

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)

10 + 9 + 8 + 7 + 6 + 5 + 4 + 3 + 2 + 1

[illegible]

**Weapon training:** A cleric is trained to use

by its use.

+ personality modifier + level. The cleric aims to

**Dissertational Paper:**

## # Failures

This check is also modified by the cleric's Luck stat.

is healed is measured in hit-die of the creature and is

level (or HD) of the creature. Healing a creature of

check	same adjacent opposed
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check	1-11	Failure	2 dice	1 die	Failure
	12-13	2 dice	1 die	Failure	
	14-19	3 dice	2 dice	Failure	
	20-21	4 dice	3 dice	Failure	
	22+	5 dice	4 dice	Failure	

to beseech your deity for divine aid. This is modeled

impart a +10 penalty to your disapproval range.

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Item	#
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[illegible]

$d\partial$	$d\delta$	$d\varsigma$	$d\omega$