

NAME:
PLAYER:
OCCUPATION:

CLASS: FERAL URCHIN, WILDRUMPUS
ALIGNMENT:
XP:

LEVEL:

	MOD	+TEMP MOD
STR		
AGI		
STA		
PER		
INT		
LUC		

LUCKY ROLL:
LUCK DIE:
SNEAK DIE:
BEAST DIE:
FAVORED WEAPONS:



COMBAT
SPEED:
ACTION DICE:
INIT:
CRIT DIE:
CRIT TABLE: ||
ATTACK BONUS:

HD: d6
HP:

SAVE
REFLEX:
FORTITUDE:
WILL:

SPECIAL ABILITIES:

Trained in boomerang, blowgun, chain, club, dagger, garrotte, grenade, handaxe, javelin, shortbow, short sword, sling, slingshot, spear, shuriken, and staff.

Sneak Die adds to move silent and hide attempts.

Luck Die can be used for self or others. For others, one item they carry breaks or is lost.

It can be a weapon, 1 step of armor, or other (~3 sp per Luck point) of your choosing.

Wild Rumpus 1 encounter/level/day. The Beast has glowing eyes that can see in the dark without penalty. Their claws cannot wield weapons or shields, but their natural attacks deal 1d4 damage. They can keep whatever armor they were wearing before transforming. The Feral Urchin adds its Beast Die to attack, damage, and Skill checks involving movement. The Urchin cannot use their Luck Die when in Beast form. See USG Table C6.

EQUIPMENT:

TREASURE & WEALTH:

ARMOR			
AC:			
CHECK PENALTY:			
ARMOR DIE:			
FUMBLE DIE:			
PIECES	[i]	f	a
BASE AC:			
MAX FUMBLE DIE: d8			
SPECIAL:			

AC is usually 10 + Ref save + shields.
 [Impervious] armor does not degrade.
 f: Feeble pieces degrade on a 1-2.
 a: Ablatives can be discarded to nullify a 1 on an armor die. Every two ablatives increase Fumble die +1d.

THE WILDRUMPUS	
Base Movement	
Beast Die	
Crit Die/Table	
Action Dice	
Reflex Save	
Fortitude Save	
Will Save	