

**NAME:**  
**PLAYER:**  
**OCCUPATION:**

**CLASS:** FOSSORIAN  
**ALIGNMENT:**  
**XP:**

**LEVEL:**

	MOD	+TEMP MOD
STR		
AGI		
STA		
PER		
INT		
LUC		

**LUCKY ROLL:**  
**DEED DIE:**  
**FAVORED WEAPONS:**

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

**HD:** d10  
**HP:**

**SAVE**  
**REFLEX:**  
**FORTITUDE:**  
**WILL:**

### SPECIAL ABILITIES:

- Proficient in one handed weapons, no shields.
- Move 20', tunnel through dirt 1'/round, rocky soil, mud, clay, or sand 1/2 to 1/4 rate.
- 2d3 turns to alter human gear for use or use at -1d.
- Mighty Deeds and claw slash extra attack (d14+deed die to hit, 1d4+deed die damage).
- Vibration Sense 40', -6 to sneak up on.
- 1d in bright light without eye protection.
- +Level to check for traps, slanting passage, shifting walls, and new construction.

### EQUIPMENT:

### TREASURE & WEALTH:

ARMOR			
AC:			
CHECK PENALTY:			
ARMOR DIE:			
FUMBLE DIE:			
PIECES	[i]	f	a
BASE AC:			
MAX FUMBLE DIE:	d10		
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.