

Player:

Alignment: Lawful

Notes and Extra Equipment:	
<u>Favored Spells (/1):</u>	

<u>Languages:</u> <u>Common, Clerical Thulian</u>	
Circle I:	Cure Light Wounds Remove Fear(2) Detect Magic/Chaos(2) Turn Undead Sanctuary(r) Protection from Chaos(12) Purify Food Command
Circle II:	Spiritual Weapon(r) Bless(6) Silence(12) Delay Poison(3) Speak with Animals(12) Augury Resist Heat/Cold(6) Hold Person(9)

Name:	Hit Points:	Armor Class:	Save:
Class: Cleric	/		on a d20 +2 vs fear
Level:			
Melee Attack:	Strength:	Intelligence:	
on d20	[]	[]	
Ranged Attack:	Dexterity:	Wisdom:	
on d20	[]	[]	
Abilities:	Constitution:	Charisma:	
	[]	[]	
Weapons:	_____	_____	_____
Put a "*" next to readied weapon(s)			

Leader:

Experience:

Loyalty:

Next Level:

Movement Rates

0 - 4 Stone: 120' Movement
 4¼ - 6 Stone: 90' Movement

6¼ - 8 Stone: 60' Movement
 8¼ - 16 Stone: 30' Movement and Encumbered

_____ ¼ Stone	_____ 4¼ Stone
_____ ½ Stone	_____ 4½ Stone
_____ ¾ Stone	_____ 4¾ Stone
_____ 1 Stone	_____ 5 Stone
_____ 1¼ Stone	_____ 5¼ Stone
_____ 1½ Stone	_____ 5½ Stone
_____ 1¾ Stone	_____ 5¾ Stone
_____ 2 Stone	_____ 6 Stone
_____ 2¼ Stone	_____ 6¼ Stone
_____ 2½ Stone	_____ 6½ Stone
_____ 2¾ Stone	_____ 6¾ Stone
_____ 3 Stone	_____ 7 Stone
_____ 3¼ Stone	_____ 7¼ Stone
_____ 3½ Stone	_____ 7½ Stone
_____ 3¾ Stone	_____ 7¾ Stone
_____ 4 Stone	_____ 8 Stone

Weight (in Stone):
 Movement:

Weapons + ____ Stone Large: 1 Stone Normal: ¼ Stone				Large:
Armor + ____ Stone 1 AC: 1 Stone Shield: ¼ Stone				
Large Items + ____ Stone				
Treasure + ____ Stone Every 250 coins and gems weighs ¼ Stone	Gold:	Silver:	Gems:	
	Copper:	Electrum:		

Clothes:
 Gems/Jewelry: