

Player:

Alignment:

**Notes and Extra Equipment:**

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Languages: Common, Dwarven

<b>Name:</b> <b>Class:</b> Dwarf <b>Level:</b>		<b>Hit Points:</b>  /	<b>Armor Class:</b>	<b>Save:</b>  on a d20
<b>Melee Attack:</b>  on d20	Strength:  [   ]	Intelligence:  [   ]		
<b>Ranged Attack:</b>  on d20	Dexterity:  [   ]	Wisdom:  [   ]		
<b>Abilities:</b> Cleave, Stone-cunning	Constitution:  [   ]	Charisma:  [   ]		
<b>Weapons:</b> 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
_____ <b>1 Stone</b>	_____ <b>5 Stone</b>
_____ 1¼ Stone	_____ 5¼ Stone
_____ 1½ Stone	_____ 5½ Stone
_____ 1¾ Stone	_____ 5¾ Stone
_____ <b>2 Stone</b>	_____ <b>6 Stone</b>
_____ 2¼ Stone	_____ 6¼ Stone
_____ 2½ Stone	_____ 6½ Stone
_____ 2¾ Stone	_____ 6¾ Stone
_____ <b>3 Stone</b>	_____ <b>7 Stone</b>
_____ 3¼ Stone	_____ 7¼ Stone
_____ 3½ Stone	_____ 7½ Stone
_____ 3¾ Stone	_____ 7¾ Stone
_____ <b>4 Stone</b>	_____ <b>8 Stone</b>

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

Weight (in Stone):  
 Movement:

Clothes:  
 Gems/Jewelry: