

Player:

Alignment:

<b>Notes and Extra Equipment:</b>				
<u>Languages:</u> <u>Common, Elven, Eldritch</u>				
<b>Circle I:</b>				
/				
<b>Circle II:</b>				
/				

<b>Name:</b>	<b>Hit Points:</b>	<b>Armor Class:</b>	<b>Save:</b>
<b>Class:</b> Elf	/		on a d20 +2 vs magic
<b>Level:</b>			
<b>Melee Attack:</b>	Strength:	Intelligence:	
on d20	[   ]	[   ]	
<b>Ranged Attack:</b>	Dexterity:	Wisdom:	
on d20	[   ]	[   ]	
<b>Abilities:</b> Cleave, Immune to ghoul touch, Detect secret doors (5+)	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: