

Player:

Alignment:

Notes and Extra Equipment:				
<u>Languages:</u> <u>Common, Thaumaturgy</u>				
Circle I:				
/				
Circle II:				
/				

Name:	Hit Points:	Armor Class:	Save:
Class: Mage	/		on a d20 +2 vs magic
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

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:		

Weight (in Stone):
 Movement:

Clothes:
 Gems/Jewelry: