Adventures in the EAST MARK

Level

Character: _____ Player: _____
Class: _____ Origin: _____ Alignment: _____
Height: _____ Weight: _____ Sex: _____ Age: _____
Hair: _____ Eyes: _____ Marks: _____

Characteristics

Score		Modifiers	
	Strength		To melee attacks/damage and tear down doors
	Dexterity		AC and ranged attacks
	Constitution		To hit points
	Intelligence		To read and write languages
	Wisdom		To ST against magical attacks
	Charisma		To reactions and morale of the followers

Saving Throws

D20 to beat		Modifiers
	Poison or Death	
	Rod, Staff or Wand	
	Petrification or Paralysis	
	Breath Weapon	
	Spell and Magic Weapons	

Movement

Base	In combat	Running	Encumbered

Elves: 40m / 13m / 80m / 20m
Dwarves & Halflings: 20m / 7m / 40m / 10m
Humans: 30m / 10m / 60m / 15m

Equipment

Max load:
Elves & Halflings: 30 kg
Humans: 40 kg
Dwarves: 50 kg

Total

Abilities

Base	In 1d6	
1-2		Surprise
1		Hear noises
1-2		Tear down doors
Sp		Detect secret doors
1		Detect traps and pits
Sp		Track in wilderness
Sp		Track in interiors
Sp		Hide

%	Open locks
%	Find and disarm traps
%	Steal
%	Move silently
%	Climb walls
%	Hiding in the shadows
%	Comprehend languages
%	Use scrolls

Armor Class

Base / Armor	AC

Shield	AC

Surprised	AC	Others modifiers	AC
Without Dexterity or Shield			

Hit Points and Wounds

Wounds

Hit Points

Die

Weapons and Combat

AC	9	8	7	6	5	4	3	2	1	0	−1	−2	−3	−4	−5	−6

		Total		STR/DEX		Magic		Base		Strength Modifier		Magic	Special
Weapon		Attack		=		+		Damage	D	+		+	
Weapon		Attack		=		+		Damage	D	+		+	
Weapon		Attack		=		+		Damage	D	+		+	
Weapon		Attack		=		+		Damage	D	+		+	
Weapon		Attack		=		+		Damage	D	+		+	

Treasure

Gems	Platinum:
	Gold:
	Electro:
	Silver:
	Copper:

Initiative

Total		Dex		Misc
	=		+	

Ammo or Munitions

Spells

1	2	3	4	5	6	7	8	9

Special Abilities

XP _____ NEC _____