

PLAYER NAME

Permanent Character Record

CAMPFIRE

HIRNA GRANKVIST 168 DR

HOGSBAKKEDNE

CHARACTER NAME CLASS DRUIDE LEVEL 7 ALIGNMENT NN

RACE SKOVFOLKET (HOBITTER) RELIGION Druidisk

ABILITIES: SPELL 66-3-1

Ability score grid with Strength 14, Intelligence 17, Wisdom 15, Dexterity 11, Constitution 17, Charisma 17.

SAVING THROW ADJUSTMENTS: +2 DODGE, +2 mad id galur, +2 Viljestyrke

MOVEMENT: NORMAL 12, HEAVY, LOADED, MAXIMUM

Table with columns: POISON (5), PETRIFY (11), ROCK ET AL (9), BREATH (13), SPELL (9)

RESISTANCES

DETECTION

LANGUAGES



COMBAT

WEAPONS of PROFICIENCY: +2 Sling of Seeking

AC: 6 type 8 (Loderrustning)

COMBAT ADJUSTMENTS table with columns for TO HIT ADJ and DAMAGE ADJ

SURPRISE / DEX ADJ DEFENSIVE ADJ DEX ADJ / MAGICAL ADJ

Weapon table with columns: WEAPONS, MAG. ADJ, SPACE REQUIRED, SPEED, WEAPON ADJUSTMENT VS. ARMOR CLASS, DAMAGE VS. SIZE

HIT POINTS table with columns: HIT POINTS, CONST. ADJ, HIT DIE TYPE, HIT POINTS GAINED PER LEVEL

SCARRING AND MAIMING: NUVARENDE HITPOINTS table

DESCRIPTION: 23/6 BIRTHDAY, Q SEX, 20 cm HEIGHT, 28 kg WEIGHT, COLOR OF: Brunst Brunne HAIR, Brunne EYES

GENERAL APPEARANCE, DISTINGUISHING MARKS, MANNERISMS

THIEVING SKILLS ADJUSTMENTS

THIEVING SKILLS ADJUSTMENTS checkboxes: PICK POCKETS, OPEN LOCKS, REMOVE/ FIND TRAP, MOVE SILENTLY, HIDE IN SHADOWS, HEAR NOISE, CLIMB WALLS, READ LANGUAGE

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CAMPAIGN

WILFURSON
BJARKE (TROLDETAMPER); 75AR

SVARTALAN, SENEVE TALGSTEDT, FALSTAD
NU

CHARACTER NAME
CLASS RANGER LEVEL 7
ALIGNMENT CHAOTIC GOOD
PATRON DEITY(S) ODIN

RACE MENNESKE
RELIGION ASER OG VANER
Alignment of _____

ABILITIES:

14	S	HIT ADJ	DAM ADJ	WT ADJ	OPEN DOOR	BLIND RAHS
15	I	STRENGTH	INT	WIS	CHA	CON
17	W	MAGICAL ATK ADJ	SPELL BONUS	% S.P.J. FAILURE		
12	D	WISDOM	REACTION ADJ	MISSILE ADJ	DEFENSE ADJ	
13	C	DEXTERITY	HIT POINT ADJ	SYSTEM SHOCK	RESURRECT SURVIVAL	# OF TIMES RESURRECT
13	CH	CONSTITUTION	MAXIMUM # BENCHMEN	LOYALTY BASE	REACTION ADJ	
		CHARISMA				

SAVING THROW ADJUSTMENTS:

+2	VELDESTYRKE	CONDITION
+2	RING	CONDITION
-1		CONDITION
-1		CONDITION

MOVEMENT:

NORMAL 9"
—Speed versus
Encumbrance—

HEAVY (1-4) _____
LOADED (1-4) _____
MAXIMUM (1-4) _____

POISON	PETRIFY	POW ET. AL.	BREATH	SPELL
10	11	12	12	13

RESISTANCES-

DETECTION _____
LANGUAGES KOMMONISK, RUNEMAL, DVERG, ILOJATTE, FROSTJATTE, GOBIN, DRK



COMBAT
WEAPONS of PROFICIENCY:
+2 SLAG SVÆRD NON-PROFICIENCY PENALTY _____
+1 LANGBUE _____

AC: 3/1 CHAIN M/L SHIELD +2

COMBAT ADJUSTMENTS:

+2	SKADE MOD	HUMANOIDER	CONDITION
-1			CONDITION
-1			CONDITION

SURPRISE / DEX ADJ DEFENSIVE ADJ DEX ADJ / MAGICAL ADJ

WEAPONS	MAG. ADJ.	SPACE REQUIRED / RANGES	SPEED	10	9	8	7	6	5	4	3	2	S-M/L
TO HIT				4	5	6	7	8	9	10	11	12	
SLAGSVÆRD	+1	10 (+1)		+2	+1	+1	+1	0	0	-1	-2	-3	2-8 (+2) / 2-7 (+2)
TOMANDSSVÆRD	+2	1-2 (-1)		0	+1	+3	+3	+3	+2	+2	+2	+2	2 D6 / 3 D6
DAGGER	-1	+3		+3	+1	+1	0	0	-2	-2	-3	-3	D4 / D3
MISSILE TO HIT													
LANGBUE	+3			+3	+3	+2	+3	+2	+1	0	-1		D6 (+1) / D6 +1

HIT POINTS GAINED PER LEVEL: 17, 6, 8, 7, 5, 3, 6, 8, 6, 8, 10, 11, 12

SCABBING AND MAIMING:

NUVÆRENDE HITPOINTS:

INJURY DATE EXPLANATION

DESCRIPTION: 13/4 M 1.80 70kg COLOR OF: HVIDT GRÅ

GENERAL APPEARANCE: _____ SOCIAL CLASS (IF ANY) _____ STANDING (IF ANY) _____

DISTINGUISHING MARKS: _____

MANNERISMS:

THIEVING SKILLS ADJUSTMENTS:

PICK POCKETS	OPEN LOCKS	REMOVE/ FIND TRAP	MOVE SILENTLY	HIDE IN SHADOWS	HEAR NOISE	CLIMB WALLS	READ LANGUAGE
0%	0%	0%	0%	0%	0%	0%	0%

17
12
13