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3rd Edition

Character Name	Dudley
Race, Sex, Age	Zeetvah, Male, Mature
Appearance	Dashing if not a tad bit Goofy
Mannerisms	
Speech	
Notes	

Combat	4	Magic	1
Coordination	5	Nature	4
Corruption	1	Strength	1
Intellect	1	Willpower	1

Dark Vision	0	Spring	1 / 5
Movement	3	Skin	0
Size	2	Fist	0
Life Force	4		

Armor and Weapons	Rating
(A) Half Chain with tan leather pants	2
(A) Wooded shield	1
(A) Small sword	1
(W) Small sword	2
All Out Defense = 4 + 3 + 1 = 8	

Miscellaneous Equipment

Wooden Stake (in case of vampires)

Silver Dagger (in case of werewolves)

45-pack, two water skins, cheese, crackers, and

[2] weeks standard rations.

Defense Roll:

	Rating
Total Armor	4
Adjustment	3
Total Dice:	7

Attack Roll:

Weapon	Rating
Sword	2
Adjustment	1
Total Dice:	3

Counter Attack:

Weapon	Rating
Sword	2
Adjustment	**3**
Total Dice:	5

Hit Points:

Max Hit Points 15

Keep Track of Current Hit Points:

15

Saved EP None

Special Abilities / Strengths / Weaknesses

He is immune to all mushrooms including their poisons and all other affects.

He gets a +3d modifier to hide, but a -2d modifier to sneak.

He gets a +1d modifier to avoid traps.

Adventure History / Comments

He came from a secret village filled with other Zeetvahs just like him. Once every ten years they send their teenagers (who are troublesome) out into the world with the promise of a 10-year reign as king to the one who returns with the most riches. It been over 10 years, but he is lost and not that rich anyway.

Magical Items: (Enchanted and Legendary)

1.
2.
3.
4.

Item #	Spell Glyph	Hidden	Rating	Found	Known
				☐	☐
				☐	☐
				☐	☐
				☐	☐
				☐	☐
				☐	☐
				☐	☐
				☐	☐

Treasure

He wears a jeweled helmet with fake gems worth 25 gold coins, but thinks it is worth a whole bunch more. He carries his money in his boots.

Gold Coins 4 Gold Bits 7