MICROLITE	20		MELEE ATT	TACK BONUS	5		
CHARACTER SHEE		1	MISSILE ATT	TACK BONUS	6		
ŇAME	Anders Wo	olfbrother	WEAPON				
CLASS/LEVEL	Ranger Level	3	Weapon Longspear	,	Damage 1d8+4	Range Reach	
RACE/GENDER	Human Male		Throwing A Shortbow	Axe	1d6+1 1d6+1	10 ft. 60 ft.	
HEIGHT/WEIGHT					100 · 1		<b> </b>
HAIR/EYE COLOUR							<b>_</b> , ,
							_
CHARACTER	•		EQUIPMI				ה ק
	Modifier (STAT-10) /2, round down +2	Backpack Belt Pouch					
	+2	Blanket					
MIND 10	0	3 Torches					
•		Oil Flask					
HIT POIN [STR+1D6/LEVI	IS 18	50–Foot Rope					-
		Signal Whistle Waterskin					
ARMOUR CLAS [10+dex bonus+Armour bonu	<b>3</b> 16	4 Days of Rations					
MAN [mind+1d6/levi		Laumspur (heals 1d6	hit points)				
[MIND+1D6/LEVI		Vial of Blue Whinnis I	Poison				
ARMOU	R TYPE 🕅			NOTES			
Studded Leat	her						
	SKILLS						
[RANK = ]	LEVEL +CLASS/RACE BONUS]						
PHYSICA	AL 4						
SUBTERFUC	GE 4	<b>WEALTH</b>	DQ				
KNOWLEDO	GE 4	Gold Crowns: 10					
COMMUNICATIO	N 4						
SURVIVA	NL 7			EXPERIE	<b>NCE</b>	POINT	S
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MICR	<b>COLITE</b>	20		MELEE ATT	ACK <u>BONUS</u>	6	
CHA	ARACTER SHEET			MISSILE ATT	[STR+LVL]	2	
J.							
	- I	Barin Son	of Docn		ACK BONUS [mind+lvl]	6	
NAM	t			WEAPON Weapon		Damage Range	
CLASS/LEV	/EL	Cleric Level 3	3	Dwarven V		1d10+6	
RACE/GEN	IDER	Dwarf Male		Light Ham	mer	1d6+3 20 ft.	
HEIGHT/W	VEIGHT						
HAIR/EYE	COLOUR						•
CUVD	ለ ሶ ፐ ፫ ፬ ር	STATISTICS		EQUIPMI			_
GNAK		Adifier (STAT-10) /2, round down	l				
STRENGTH		+3	Backpack Belt Pouch				
DEXTERITY	8 -	-1	Blanket				
MIND	16 +	+3	3 Torches				
			Oil Flask				
	HIT POINTS	S 21	50–Foot Rope				
4.0			Signal Whistle Waterskin				
AK [10+dex bonus]	RMOUR CLASS	13	4 Days of Rations				
	MAN	A 21	Holy Water (2d6 dam	age vs.			
I	MAN/ mind+1d6/level]		undead)				
	RMOUR	TYPE 🕏	Holy Symbol		NOTES		
	stplate					Turn Undead wit	
UICa.					successful times per	Magic Attack (8	6
		SKILLS			l unes per t	uay).	
	[RANK = LE	EVEL +CLASS/RACE BONUS]			Signature	Spells:	
	PHYSICA				1: 2:		
	SUBTERFUG				3:		
-			<b>Seg WEALTH</b>				
-	KNOWLEDG		Gold Crowns: 10	e			
COM	MUNICATION	6					
	SURVIVA	0			EXPERI	<b>ENCE POIN</b>	ITS
	100	000	00000	000	300		

CHARACTER SHEET	20		MISSILE ATTA	ACK BONUS [STR+LVL] ACK BONUS [DEX+LVL] ACK BONUS [MIND+LVL]	· _		
NAME	Calan		WEAPON				
CLASS/LEVEL	Cleric Level 3		Weapon Morningsta	ar	Damage 1d8+1	Range	
RACE/GENDER	Human Male						
HEIGHT/WEIGHT							
HAIR/EYE COLOUR							
<b>CHARACTER</b> S	STATISTICS			NT 🚌			<b>`</b>
	Modifier (STAT-10) /2, round down	Backpack					
		Belt Pouch Blanket					
MIND 16 ·	+3	3 Torches					
		Oil Flask 50–Foot Rope					
HIT POINT [STR+1D6/LEVE	<b>)</b> 15	Signal Whistle					
ARMOUR CLAS [10+dex bonus+armour bonus]	<u>S</u> 15	Waterskin					
		4 Days of Rations Holy Water (2d6 dam	nage vs.				
MAN [mind+1d6/leve]		undead)	J	<b>[</b>			<u>_</u>
ARMOUR	R TYPE 🕉 🗌	Holy Symbol		NOTES			
Chainmail				Calan can a successfu times per c	ıl Magic		
	SKILLS			Signature			
	EVEL +CLASS/RACE BONUS]			1:	spen.		
PHYSICA	4			2: 3:			
SUBTERFUG	E 4	<b>WEALTH</b>	DE				
KNOWLEDG	E 4	Gold Crowns: 10					
COMMUNICATIO	N 7						
SURVIVA	LO			XPERIE	NCE	POINT	S

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CHARACTER SHEE		MELEE ATTACK BON [STR+ MISSILE ATTACK BON [DEX+ MAGIC ATTACK BON [MIND+		
ŇAME	Kyuss	WEAPON		
CLASS/LEVEL	Rogue Level 3	Weapon Short Sword	Damage 1d6+2	Range
RACE/GENDER	Human Male	Dagger	1d4+2	10 ft.
HEIGHT/WEIGHT				
HAIR/EYE COLOUR				
CHARACTER	STATISTICS	EOUIPMENT 🛩		



	-						
MCROLITE	20		MELEE A	TACK BONUS	4		
CHARACTER SHEET			MISSILE A	TTACK BONUS	•		
			MAGIC A	TACK BONUS [MIND+LVL]			
NAME	Lorandir		WEAPON			]	
	Ranger Level	3	Weapon		Damage 1d8+1	Range 100 ft.	
CLASS/LEVEL			Longbow Elfin Long		1d8+1	100 ft.	
RACE/GENDER	Elf Male		Dagger	<u>Jon 010</u>	1d4+1		1.
HEIGHT/WEIGHT							
HAIR/EYE COLOUR							
TAIK/ ETE CULUUK							
<b>CHARACTER</b>	STATISTICS		EQUIPM				~
	Modifier (STAT-10) /2, round down	Backpack	- EYAII I-				1
	+1	Belt Pouch			_		
DEXTERITY 18	+4	Blanket					
MIND 10	0	3 Torches					
•		Oil Flask					
HIT POINT [STR+1D6/LEVE	[ <mark>5</mark> ] 15	50–Foot Rope					_
		Signal Whistle					-
ARMOUR CLAS [10+dex bonus+Armour bonu	S 18	Waterskin 4 Days of Rations					
		Laumspur (heals 1d6	hit paints)				
MAN [mind+1d6/leve]		Vial of Elvish Sleep Po					J
	R TYPE 🕏			NOTES			
				Lorandir m	nau attac	k with	٦
Elfin Chain				both his sw	vord and	dagger in	
				the same to penalty on			
[RANK = L	SKILLS LEVEL +CLASS/RACE BONUS]			penalty on			
PHYSICA	<u>1</u>						
SUBTERFUG	ЭЕ <u>З</u>	<b>WEALTH</b>	30	<b>a</b>			
KNOWLEDG	ЭЕ <u>З</u>	Gold Crowns: 10	<u>(C)</u>	3			
COMMUNICATIO	N 3						
SURVIVA	L 6			FXPFRIF	NCF	POINT	2

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**EXPERIENCE POINTS** 

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M.K	OLITE CHIEF	KO		MELEE AT	TACK BONUS	3	
CHA	RACTER SHEET	A	1 22		TÁCK BONUS	4	1
Ĩ					[DEX+LVL]		
	- 1				TACK BONUS	7	
NAME		Lyriand		WEAPON Weapon		Damage	Range
CLASS/LEV	EL	Mage Level 3		Staff		1d6	lango
RACE/GEN	DER	Elf Male		Dagger		1d4	10 ft.
HEIGHT/W	EIGHT						
HAIR/EYE	COLOUR						
CHAKA		STATISTICS		EQUIPM		/	
STRENGTH		Nodifier (STAT-10) /2, round down	Backpack Belt Pouch				
DEXTERITY		+1	Blanket				
MIND	18 -	+4	3 Torches				
			Oil Flask				
	HIT POINT	<u>S</u> 12	50-Foot Rope Signal Whistle				
AR	MOUR CLAS	S 10	Waterskin				
LIN+DEX ROMO2	+AKMUUK BUNUS		4 Days of Rations				
[]	MAN/ MIND+1D6/LEVE	A 24	Moon Draught (heals Spell Book	1d6 Mana)			
	RMOUR	R TYPE 🕏	·		NOTES	1	
None					Signature	Spells:	
					1: 2:		
	FRANK - H	SKILLS EVEL +CLASS/RACE BONUS]			3:		
	PHYSICA						
	SUBTERFUG	E 3	WEALTH				
-	KNOWLEDG		WEALIF				
	MUNICATIO		Gold Crowns: 10				
COM							
	SURVIVA	0			EXPERI	ENCE	PUINT
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MICRO	OLITE	20		MELEE ATT	ACK BONUS	2	
CHARA	ACTER SHEET		1	MISSILE ATT	[STR+LVL]	• •	
J.							
	ſ				ACK BONUS		
NAME	-	Malakai		WEAPON Weapon		Damage	Range
CLASS/LEVEI	L	Mage Level 3		Staff		1d6-1	
RACE/GEND	ER	Human Male		Dagger		1d4-1	10 ft.
HEIGHT/WEI	IGHT						<b>X</b>
HAIR/EYE CO	OLOUR .						▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲ ▲
	ሶፐርD (	TATISTICS					
r==		-	<b></b>				
		odifier (STAT-10) /2, round down	Backpack				
			Belt Pouch Blanket				
		-4	3 Torches				
		<u> </u>	Oil Flask				
			50–Foot Rope				
[9	HIT POINTS	9	Signal Whistle				
ΔRM			Waterskin				
ARM [10+dex bonus+a]	ARMOUR BONUS		4 Days of Rations				
	MANA ND+1D6/LEVEL	24	Moon Draught (heals	1d6 Mana)			
[MI	ND+1D6/LEVEL		Spell Book		[		
AR	MOUR	TYPE 🕅			<b>NOTES</b>		
None					Signature S 1:	Spells:	
					2: 3:		
	[RANK = LEV	SKILLS VEL +CLASS/RACE BONUS]					
	PHYSICAL	4					
SI	UBTERFUGE	4	<b>WEALTH</b>	DO			
K	NOWLEDGE	7	Gold Crowns: 10				
СОММ	UNICATION	4					
	SURVIVAL	. 0			EXPERIE	NCE	POINTS
	00	000	00000	000	300		00

MICR		20		MELEE ATT	ACK BONUS	4		
	ARACTÉR SHEE		1	MISSILE ATT	ACK BONUS	· _		
					ACK BONUS			
ŇAM	F	Rudic the l	Hidden	WEAPON	[MIND+LVL]			
CLASS/LEV		Rogue Level 3	3	Weapon Sickle		Damage 1d6+1	Range	
RACE/GEN		Halfling Male	2	Dagger		1d4+1 1d3+1	10 ft. 10 ft.	
HEIGHT/W				Whip		102+1	10 It.	X
HAIR/EYE								
CHAK		STATISTICS	Г	EQUIPMI				
STRENGTH	Score 12	Modifier (STAT-10) /2, round down	Backpack Belt Pouch					
DEXTERITY	18	+4	Blanket					
MIND	10	0	3 Torches Oil Flask					_
			50–Foot Rope					
	HIT POIN [STR+1D6/LEV	/EL]	Signal Whistle					
AF [10+dex bonu:	RMOUR CLA	SS 17	Waterskin					
			4 Days of Rations	1				
	<b>MA</b> I (MIND+1D6/Le)		Laumspur (heals 1d6 Thieves' Tools (+2 on					
	RMOU	R TYPE 🕏	Subterfuge skill ro		NOTES			
					If Rudic su	ccessfull	y sneaks	
Stude	ded Leat	cher			up on a foe	e, he can	add his	
		SKILLS			Subterfuge damage for			
	[RANK =	<b>IEVEL + CLASS/RACE BONUS</b>						
	PHYSIC				Rudic may his sickle a			
					same turn	with a -	2 penalty	
	SUBTERFU	GE 6	<b>WEALTH</b>	DG	on both rol Missile Att			
-	KNOWLED	GE 3	Gold Crowns: 10		of his usua bonus with			
CON	MUNICATIO	DN 3						

**EXPERIENCE POINTS** 

SURVIVAL 0

CHARACTER SHEET	20	MELEE ATTACK BONUS [STR+LVL] MISSILE ATTACK BONUS [Dex+LVL] MAGIC ATTACK BONUS [MIND+LVL]	7	
NAME	Tolmund	WEAPON		
	Fighter Level 3	Weapon	Damage	Range
CLASS/LEVEL		 Rapier	1d6+2	
	Human Male	Dagger	1d6+2	10 ft.
RACE/GENDER		Longbow	1d8+2	100 ft.
HEIGHT/WEIGHT				
HAIR/EYE COLOUR				

## **CHARACTER STATISTICS**

Score Modifier (STAT-10) /2, round down Backpack STRENGTH 12 +1 Belt Pouch +3DEXTERITY 16 Blanket 10 0 MIND 3 Torches **Oil Flask** HIT POINTS [STR+1D6/LEVEL] 50-Foot Rope 15 Signal Whistle ARMOUR CLASS [10+DEX BONUS+ARMOUR BONUS] Waterskin 17 4 Days of Rations Laumspur (heals 1d6 hit points) MANA [mind+1d6/level] Acid (thrown — 2d6 to target, 1d6 to all adjacent) ARMOUR TYPE 🕅 Chain Shirt **SKILLS** [RANK = LEVEL +CLASS/RACE BONUS] PHYSICAL 7 SUBTERFUGE 4 KNOWLEDGE 4 Gold Crowns: 10 COMMUNICATION 4 SURVIVAL 0

## b hit points) b to target, t) NOTES Tolmund may attack with bath his rapigr and dagger in

both his rapier and dagger in the same turn with a -2 penalty on both rolls. He uses his Missile Attack bonus instead of his usual Melee Attack bonus with these weapons.

**EXPERIENCE** POINTS

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Mil,Kl	OLITE ACTER SHEET	20		MELEE AT	TACK BONUS	8	
CHAR	ACTER SHEET				TACK BONUS	•	
Ĩ							<u>}</u>
		Malfa a a th	• Pachasian		TACK BONUS [mind+lvl]		7
NAME	-	woligar th	e Barbarian	WEAPON Weapon		Damage	Range
CLASS/LEVE	L	Fighter Level 3	3	Greatswor	rd	2d6+9	
RACE/GEND	ER	Human Male		Dagger		1d4+5	10 ft.
HEIGHT/WE	IGHT						
HAIR/EYE C	OLOUR						
	rted o	TATISTICS					
		odifier (STAT-10) /2, round down		EQUIPM			
		<b>4</b>	Backpack Belt Pouch				
DEXTERITY	12 +	1	Blanket				
MIND	8 -	-1	3 Torches				
			Oil Flask				
[	HIT POINTS	24	50-Foot Rope				
			Signal Whistle Waterskin				
ARM  10+dex bonus+4	ARMOUR CLASS	14	4 Days of Rations				
	MANA IND+1D6/LEVEL		Laumspur (heals 1d6	hit points)			
[MI	IND+1D6/LEVEL		Woad (+1 strength for	r 1 hour)			
	RMOUR	TYPE 🕏			NOTES		
Wolf H							
	[RANK = LE\	SKILLS /el +class/race bonus]					
	PHYSICAL						
S	UBTERFUGE	4	<b>SAG WFAI TH</b>				
	NOWLEDGE						
	UNICATION		Gold Crowns: 10				
COMM	SURVIVAL				רעטנטיי		
					EXPERI	INUE	ruin I S
	$\square$	COC.			3935		