



NAME

Anders Wolfbrother

CLASS/LEVEL

Ranger Level 3

RACE/GENDER

Human Male

HEIGHT/WEIGHT

HAIR/EYE COLOUR

MELEE ATTACK BONUS
[STR+LVL]

5

MISSILE ATTACK BONUS
[DEX+LVL]

6

MAGIC ATTACK BONUS
[MIND+LVL]

WEAPON

Weapon	Damage	Range
Longspear	1d8+4	Reach
Throwing Axe	1d6+1	10 ft.
Shortbow	1d6+1	60 ft.

CHARACTER STATISTICS

STRENGTH

Score	Modifier (STAT-10) /2, round down
14	+2
14	+2
10	0

DEXTERITY

MIND

HIT POINTS
[STR+1D6/LEVEL]

18

ARMOUR CLASS

[10+DEX BONUS+ARMOUR BONUS]

16

MANA

[MIND+1D6/LEVEL]

ARMOUR TYPE



Studded Leather

SKILLS

[RANK = LEVEL +CLASS/RACE BONUS]

PHYSICAL

4

SUBTERFUGE

4

KNOWLEDGE

4

COMMUNICATION

4

SURVIVAL

7

EQUIPMENT

Backpack
Belt Pouch
Blanket
3 Torches
Oil Flask
50-Foot Rope
Signal Whistle
Waterskin
4 Days of Rations
Laumspur (heals 1d6 hit points)
Vial of Blue Whinnis Poison

NOTES

WEALTH

Gold Crowns: 10

EXPERIENCE POINTS





NAME

Barin Son of Dorn

CLASS/LEVEL

Cleric Level 3

RACE/GENDER

Dwarf Male

HEIGHT/WEIGHT

HAIR/EYE COLOUR

MELEE ATTACK BONUS
[STR+LVL]

6

MISSILE ATTACK BONUS
[DEX+LVL]

2

MAGIC ATTACK BONUS
[MIND+LVL]

6

WEAPON

Weapon	Damage	Range
Dwarven Waraxe	1d10+6	
Light Hammer	1d6+3	20 ft.

CHARACTER STATISTICS

STRENGTH
DEXTERITY
MIND

Score	Modifier (STAT-10) /2, round down
16	+3
8	-1
16	+3

HIT POINTS
[STR+1D6/LEVEL]

21

ARMOUR CLASS
[10+DEX BONUS+ARMOUR BONUS]

13

MANA
[MIND+1D6/LEVEL]

21

ARMOUR TYPE



Breastplate

SKILLS

[RANK = LEVEL +CLASS/RACE BONUS]

PHYSICAL

3

SUBTERFUGE

3

KNOWLEDGE

3

COMMUNICATION

6

SURVIVAL

0

EQUIPMENT

Backpack
Belt Pouch
Blanket
3 Torches
Oil Flask
50-Foot Rope
Signal Whistle
Waterskin
4 Days of Rations
Holy Water (2d6 damage vs.
undead)
Holy Symbol

WEALTH

Gold Crowns: 10

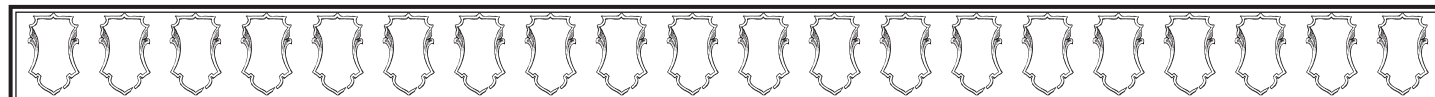
NOTES

Barin can Turn Undead with a successful Magic Attack (8 times per day).

Signature Spells:

1:
2:
3:

EXPERIENCE POINTS





NAME

Calan

CLASS/LEVEL

Cleric Level 3

RACE/GENDER

Human Male

HEIGHT/WEIGHT

HAIR/EYE COLOUR

MELEE ATTACK BONUS
[STR+LVL]

4

MISSILE ATTACK BONUS
[DEX+LVL]

3

MAGIC ATTACK BONUS
[MIND+LVL]

6

WEAPON

Weapon	Damage	Range
Morningstar	1d8+1	

CHARACTER STATISTICS

STRENGTH

Score	Modifier (STAT-10) /2, round down
12	+1
10	0
16	+3

DEXTERITY

MIND

HIT POINTS
[STR+1D6/LEVEL]

15

ARMOUR CLASS
[10+DEX BONUS+ARMOUR BONUS]

15

MANA
[MIND+1D6/LEVEL]

21

ARMOUR TYPE



Chainmail

SKILLS

[RANK = LEVEL +CLASS/RACE BONUS]

PHYSICAL

4

SUBTERFUGE

4

KNOWLEDGE

4

COMMUNICATION

7

SURVIVAL

0

EQUIPMENT

Backpack
Belt Pouch
Blanket
3 Torches
Oil Flask
50-Foot Rope
Signal Whistle
Waterskin
4 Days of Rations
Holy Water (2d6 damage vs.
undead)
Holy Symbol

WEALTH

Gold Crowns: 10

NOTES

Calan can Turn Undead with a successful Magic Attack (8 times per day).

Signature Spell:

1:

2:

3:

EXPERIENCE POINTS





NAME

Kyuss

CLASS/LEVEL

Rogue Level 3

RACE/GENDER

Human Male

HEIGHT/WEIGHT

HAIR/EYE COLOUR

MELEE ATTACK BONUS
[STR+LVL]

5

MISSILE ATTACK BONUS
[DEX+LVL]

5

MAGIC ATTACK BONUS
[MIND+LVL]

WEAPON

Weapon	Damage	Range
Short Sword	1d6+2	
Dagger	1d4+2	10 ft.

CHARACTER STATISTICS

STRENGTH

Score	Modifier (STAT-10) /2, round down
14	+2
14	+2
10	0

DEXTERITY

MIND

HIT POINTS
[STR+1D6/LEVEL]

18

ARMOUR CLASS
[10+DEX BONUS+ARMOUR BONUS]

15

MANA
[MIND+1D6/LEVEL]

ARMOUR TYPE



Studded Leather

SKILLS

[RANK = LEVEL +CLASS/RACE BONUS]

PHYSICAL

4

SUBTERFUGE

7

KNOWLEDGE

4

COMMUNICATION

4

SURVIVAL

0

EQUIPMENT

Backpack
Belt Pouch
Blanket
3 Torches
Oil Flask
50-Foot Rope
Signal Whistle
Waterskin
4 Days of Rations
Laumspur (heals 1d6 hit points)
Thieves' Tools (+2 on some
Subterfuge skill rolls)

WEALTH

Gold Crowns: 10

NOTES

If Kyuss successfully sneaks up on a foe, he can add his Subterfuge skill ranks to his damage for the first attack.

Kyuss may attack with both his sword and dagger in the same turn with a -2 penalty on both rolls.

EXPERIENCE POINTS





NAME

Lorandir

CLASS/LEVEL

Ranger Level 3

RACE/GENDER

Elf Male

HEIGHT/WEIGHT

HAIR/EYE COLOUR

MELEE ATTACK BONUS
[STR+LVL]

4

MISSILE ATTACK BONUS
[DEX+LVL]

8

MAGIC ATTACK BONUS
[MIND+LVL]

WEAPON

Weapon	Damage	Range
Longbow	1d8+1	100 ft.
Elfin Longsword	1d8+1	
Dagger	1d4+1	

CHARACTER STATISTICS

STRENGTH
DEXTERITY
MIND

Score	Modifier (STAT-10) /2, round down
12	+1
18	+4
10	0

HIT POINTS
[STR+1D6/LEVEL]

15

ARMOUR CLASS
[10+DEX BONUS+ARMOUR BONUS]

18

MANA
[MIND+1D6/LEVEL]

ARMOUR TYPE



Elfin Chain

SKILLS

[RANK = LEVEL +CLASS/RACE BONUS]

PHYSICAL

3

SUBTERFUGE

3

KNOWLEDGE

3

COMMUNICATION

3

SURVIVAL

6

EQUIPMENT

Backpack
Belt Pouch
Blanket
3 Torches
Oil Flask
50-Foot Rope
Signal Whistle
Waterskin
4 Days of Rations
Laumspur (heals 1d6 hit points)
Vial of Elvish Sleep Poison

WEALTH

Gold Crowns: 10

NOTES

Lorandir may attack with both his sword and dagger in the same turn with a -1 penalty on both rolls.

EXPERIENCE POINTS





NAME

Lyriand

CLASS/LEVEL

Mage Level 3

RACE/GENDER

Elf Male

HEIGHT/WEIGHT

HAIR/EYE COLOUR

MELEE ATTACK BONUS
[STR+LVL]

3

MISSILE ATTACK BONUS
[DEX+LVL]

4

MAGIC ATTACK BONUS
[MIND+LVL]

7

WEAPON

Weapon	Damage	Range
Staff	1d6	
Dagger	1d4	10 ft.

CHARACTER STATISTICS

STRENGTH

Score	Modifier (STAT-10) /2, round down
10	0
12	+1
18	+4

DEXTERITY

MIND

HIT POINTS
[STR+1D6/LEVEL] 12

ARMOUR CLASS
[10+DEX BONUS+ARMOUR BONUS] 10

MANA
[MIND+1D6/LEVEL] 24

ARMOUR TYPE



None

SKILLS

[RANK = LEVEL +CLASS/RACE BONUS]

PHYSICAL 3

SUBTERFUGE 3

KNOWLEDGE 6

COMMUNICATION 3

SURVIVAL 0

EQUIPMENT

Backpack
Belt Pouch
Blanket
3 Torches
Oil Flask
50-Foot Rope
Signal Whistle
Waterskin
4 Days of Rations
Moon Draught (heals 1d6 Mana)
Spell Book

WEALTH

Gold Crowns: 10

NOTES

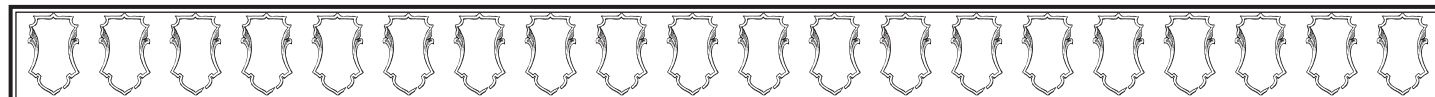
Signature Spells:

1:

2:

3:

EXPERIENCE POINTS





NAME

Malakai

CLASS/LEVEL

Mage Level 3

RACE/GENDER

Human Male

HEIGHT/WEIGHT

HAIR/EYE COLOUR

MELEE ATTACK BONUS
[STR+LVL]

2

MISSILE ATTACK BONUS
[DEX+LVL]

4

MAGIC ATTACK BONUS
[MIND+LVL]

7

WEAPON

Weapon	Damage	Range
Staff	1d6-1	
Dagger	1d4-1	10 ft.

CHARACTER STATISTICS

STRENGTH
DEXTERITY
MIND

Score	Modifier (STAT-10) /2, round down
8	-1
12	+1
18	+4

HIT POINTS
[STR+1D6/LEVEL]

9

ARMOUR CLASS
[10+DEX BONUS+ARMOUR BONUS]

11

MANA
[MIND+1D6/LEVEL]

24

ARMOUR TYPE



None

SKILLS

[RANK = LEVEL +CLASS/RACE BONUS]

PHYSICAL

4

SUBTERFUGE

4

KNOWLEDGE

7

COMMUNICATION

4

SURVIVAL

0

EQUIPMENT

Backpack
Belt Pouch
Blanket
3 Torches
Oil Flask
50-Foot Rope
Signal Whistle
Waterskin
4 Days of Rations
Moon Draught (heals 1d6 Mana)
Spell Book

WEALTH

Gold Crowns: 10

NOTES

Signature Spells:

1:
2:
3:

EXPERIENCE POINTS





NAME

Rudic the Hidden

CLASS/LEVEL

Rogue Level 3

RACE/GENDER

Halfling Male

HEIGHT/WEIGHT

HAIR/EYE COLOUR

MELEE ATTACK BONUS
[STR+LVL]

4

MISSILE ATTACK BONUS
[DEX+LVL]

7

MAGIC ATTACK BONUS
[MIND+LVL]

WEAPON

Weapon	Damage	Range
Sickle	1d6+1	
Dagger	1d4+1	10 ft.
Whip	1d3+1	10 ft.

CHARACTER STATISTICS

STRENGTH
DEXTERITY
MIND

Score	Modifier (STAT-10) /2, round down
12	+1
18	+4
10	0

HIT POINTS
[STR+1D6/LEVEL]

15

ARMOUR CLASS
[10+DEX BONUS+ARMOUR BONUS]

17

MANA
[MIND+1D6/LEVEL]

ARMOUR TYPE



Studded Leather

SKILLS

[RANK = LEVEL +CLASS/RACE BONUS]

PHYSICAL

3

SUBTERFUGE

6

KNOWLEDGE

3

COMMUNICATION

3

SURVIVAL

0

EQUIPMENT

Backpack
Belt Pouch
Blanket
3 Torches
Oil Flask
50-Foot Rope
Signal Whistle
Waterskin
4 Days of Rations
Laumspur (heals 1d6 hit points)
Thieves' Tools (+2 on some
Subterfuge skill rolls)

WEALTH

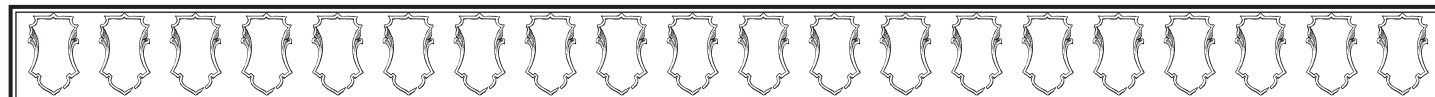
Gold Crowns: 10

NOTES

If Rudic successfully sneaks up on a foe, he can add his Subterfuge skill ranks to his damage for the first attack.

Rudic may attack with both his sickle 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





NAME

Tolmund

CLASS/LEVEL

Fighter Level 3

RACE/GENDER

Human Male

HEIGHT/WEIGHT

HAIR/EYE COLOUR

MELEE ATTACK BONUS
[STR+LVL]

5

MISSILE ATTACK BONUS
[DEX+LVL]

7

MAGIC ATTACK BONUS
[MIND+LVL]

WEAPON

Weapon	Damage	Range
Rapier	1d6+2	
Dagger	1d6+2	10 ft.
Longbow	1d8+2	100 ft.

CHARACTER STATISTICS

STRENGTH
DEXTERITY
MIND

Score	Modifier (STAT-10) /2, round down
12	+1
16	+3
10	0

HIT POINTS
[STR+1D6/LEVEL]

15

ARMOUR CLASS
[10+DEX BONUS+ARMOUR BONUS]

17

MANA
[MIND+1D6/LEVEL]

ARMOUR TYPE



Chain Shirt

SKILLS

[RANK = LEVEL +CLASS/RACE BONUS]

PHYSICAL

7

SUBTERFUGE

4

KNOWLEDGE

4

COMMUNICATION

4

SURVIVAL

0

EQUIPMENT

Backpack
Belt Pouch
Blanket
3 Torches
Oil Flask
50-Foot Rope
Signal Whistle
Waterskin
4 Days of Rations
Laumspur (heals 1d6 hit points)
Acid (thrown — 2d6 to target,
1d6 to all adjacent)

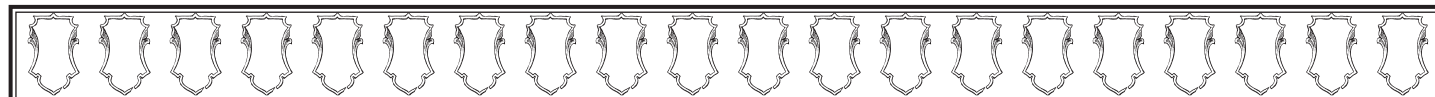
WEALTH

Gold Crowns: 10

NOTES

Tolmund may attack with 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





NAME

Wolfgar the Barbarian

CLASS/LEVEL

Fighter Level 3

RACE/GENDER

Human Male

HEIGHT/WEIGHT

HAIR/EYE COLOUR

MELEE ATTACK BONUS
[STR+LVL]

8

MISSILE ATTACK BONUS
[DEX+LVL]

5

MAGIC ATTACK BONUS
[MIND+LVL]

WEAPON

Weapon	Damage	Range
Greatsword	2d6+9	
Dagger	1d4+5	10 ft.

CHARACTER STATISTICS

STRENGTH
DEXTERITY
MIND

Score	Modifier (STAT-10) /2, round down
18	+4
12	+1
8	-1

HIT POINTS
[STR+1D6/LEVEL]

24

ARMOUR CLASS
[10+DEX BONUS+ARMOUR BONUS]

14

MANA
[MIND+1D6/LEVEL]

ARMOUR TYPE



Wolf Hide

SKILLS

[RANK = LEVEL +CLASS/RACE BONUS]

PHYSICAL

7

SUBTERFUGE

4

KNOWLEDGE

4

COMMUNICATION

4

SURVIVAL

0

EQUIPMENT

Backpack
Belt Pouch
Blanket
3 Torches
Oil Flask
50-Foot Rope
Signal Whistle
Waterskin
4 Days of Rations
Laumspur (heals 1d6 hit points)
Woad (+1 strength for 1 hour)

WEALTH

Gold Crowns: 10

NOTES

EXPERIENCE POINTS

