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# **PRE-GENERATED CHARACTERS OF LEVEL 3-8**



For use with 1st Edition Advanced Dungeons & Dragons®

Twenty one pre-rolled and ready-to-print characters, ranging from 3rd-8th level, from a variety of classes and races. Each character sheet lists everything necessary for tournament or convention play, including equipment, spells (and spells not learnable), magic items, special abilities, saving throws (and modifiers), attack details, weapon proficiencies, and more.

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# MOTLEY JERKS

**Cover Artist:** Andy "ATOM" Taylor **Layout, Production, Character Generation:** Guy Fullerton Some characters named by players in Guy's playtests & convention games.

Thanks to T. Foster, francisca and Terrex for feedback and layout suggestions!

# TWO VERSIONS OF EACH DWARF, HALFLING, GNOME

The small demi-human pregens have separate Version A and Version B sheets. Use the version that matches how you handle dwarf/halfling/gnome base movement. Version A assumes a base move of 9". Version B assumes the small demi-humans are just as fast as humans (12" base move).

# **CHARACTER GENERATION ASSUMPTIONS**

- Magic armor is weightless and does not slow the wearer's movement. This follows the PHB p. 36 and DMG p. 164 rules, and ignores the DMG p. 28 rule.
- Characters are equipped for single-day expeditions; magic-users and illusionists are not carrying their spell books, and only some characters have food & water. Characters planning a multi-day expedition should bring more gear!

# WEAPON/ATTACK SECTION

Each weapon/attack line's "to hit" and damage modifiers include all universal modifiers (Str/Dex, magic weapon, racial, etc.) that apply for the weapon, but none of the situational ones (like vs. a particular type of enemy).

# **ENCUMBRANCE NOTES**

Encumbrance values for non-standard items are listed with the item. E.g., "enc 150."

Container capacities are shown as: "capacity 300 enc"

Wands also imply the possession of a leather case.

Scrolls have no encumbrance. (But scroll cases do, as usual.)

Strike-through in the bottom encumbrance section indicates a limitation imposed by armor worn. E.g., <del>12</del>" 6" up to 350

# TAIRA TELORP - Half-Elf Thief 8 - Female - 5'5" - 111 lbs. - age 48

# **Chaotic Neutral**

INT 14 Wis 14 Dex 16 Con 12 CHA 6	defensive adjustment system shock survival reaction adjustment -10%	open doors 1-2 bars/gates 1% reaction & attack +1 adjustment resurrection 85% survival loyalty -15%	MOVEMENT ARMOR CLA HIT POINTS	ass 3	9" 3 33	(5	rear	)		Petr Rod Bre Spe \odif	alyz ifac I, Sti ath Is fiers	atic atic aff, We	on, l on, l Wa apa	Poly and on all s	rmo	rph		agic	12 11 12 15 13 ection
gnoll, thiev Weapon Pro Infravision 60	ves' cant ficiencies: long sword,	-	lin, orcish,	<b>Мон</b> 10 gj		TRE	ASU	RE											
		ors; 3 in 6 for concealed	doors																
Back stab +2	4 to hit, x3 damage			Сом	BAT T	ABLI	E												
				roll +	mods	9	10	11	12	13	14	15	16	17	18	19	20 2	20 20	20 2
				A	C hit	10	9	8	7	6	5	4	3	2	1	0	-1	2 -3	-4
WEAPON/A	TTACK			t	to hit	10	9	8	7	6	5	4	3	2	1	0	do	ımage	mo
WEAPON/A long sword			st	t od 5	to hit	10 +2		8 0	7 0	6 0	5 0		3 -1	2 -2	1 -3	0 -4		mage /1-12	
			st		to hit			-		-	-				1 -3	-		•	
long sword sling			sı rng 5/10	od 5	to hit +1	+2		0	0	-	0	0	-1		1 -3 -3	-	1-8	•	2
long sword sling	1		•	od 5		+2	+1	0	0	0	0	0	-1	-2		-4	1-8	/1-12	2
long sword sling	1		•	od 5		+2	+1	0	0	0	0	0	-1	-2		-4	1-8	/1-12	2
long sword sling	1		•	od 5		+2	+1	0	0	0	0	0	-1	-2		-4	1-8	/1-12	2
long sword sling	1		•	od 5		+2	+1	0	0	0	0	0	-1	-2		-4	1-8	/1-12	2

#### EQUIPMENT

cloak of protection +3
leather armor (AC 8)
spy tube (3x day, see or hear up to 1 mile away for 1
round, like a telescope; enc 50)
potion of healing (2d4+2)
backpack (capacity 300 enc)
small sack (capacity 100 enc)
small belt pouch (capacity 25 enc)
iron rations: 2 weeks
waterskin
thieves' picks and tools

#### THIEF ABILITIES

Pick Pockets 75% Open Locks 62% Find/Remove Traps 55% Move Silently 62% Hide in Shadows 54% Hear Noise 25% Climb Walls 96% Read Languages 40%

# MUNADEN – Elf Magic-User 7 – Male – 5'2" – 111 lbs. – age 210

# **Chaotic Neutral**

Str	weight allw. +100 bars/gates 4%				т	12"						NG					Dr	<b></b>			1	3
Int	15 chance to learn spell 65% ARMO			ARMOR CL	ASS	10						raiy rifa							Ma	gic	-	3 1
Wis	11				S	17						d, Si		•			. 6				-	9
Dex	12											eath ells	W	eap	on						-	3 0
Con	10	system shock 70% survival	resurrection 75% survival							/	-	ifier	s: no	one.								U
СНА	14	reaction adjustment +10%	loyalty base +5%																			
-	apon Proficiencies: quarter staff, dart to hit with short swords, long swords, and bows (except crossbov			joblin, orcish,	Mc	DNEY &	TRE	ASU	RE													
-	gnoll /eapon Proficiencies: quarter staff, dart 1 to hit with short swords, long swords, and bows (except crossbow 0% resistant to sleep and charm spells				50	рр																
+1 to I	eapon Proficiencies: quarter staff, dart to hit with short swords, long swords, and bows (except crossbo 1% resistant to sleep and charm spells ravision 60'																					
	<ul> <li>D% resistant to sleep and charm spells</li> <li>fravision 60'</li> <li>in 6 or 2 in 6 to detect secret doors; 3 in 6 for concealed doors</li> </ul>																					
	fravision 60' in 6 or 2 in 6 to detect secret doors; 3 in 6 for concealed door 4 chance to surprise enemies when in a party composed only o					мват <b>Т</b>	ABL	E		1												
	in 6 or 2 in 6 to detect secret doors; 3 in 6 for concealed doors 4 chance to surprise enemies when in a party composed only of & halflings in non-metal armor, so long as no door must be open				roll	+ mods	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
Magic-	4 chance to surprise enemies when in a party composed only of					AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
WEAP	& halflings in non-metal armor, so long as no door must be opene					to hit	10	9	8	7	6	5	4	3	2	1	0		damo	age	r	mod
quart	er sto	aff		S	pd 4		+1	+1	+1	0	0	-1	-3	-5	-7	-8	-9		1 -	6		
6 dar	ts		r	rof 3, rng 1½/3	/41/2		+1	0	+1	0	-1	-2	-3	-4	-5	-6	-7	1	-3/	1-2		
	darts rof 3, rng 1½																					
																		-				
EQUIP	QUIPMENT					Magi	c-U	SER	Spel	.LS (	def	ault	sel	ectio	on)		<u> </u>					
carpe	QUIPMENT arpet of flying (5'x7', 3 persons, 30" move; enc 150)					1st: o									•							
wand	rand of paralyzation (3 charges, command word 'ystal')					I	mag	jic n jic n	nissi	le												
-	ion of healing (2d4+2)						-	nc n m		iC.												

potion of water breathing

backpack (capacity 300 enc)

large belt pouch (capacity 50 enc) large belt pouch (capacity 50 enc)

holy water vials: 2

1st: dancing lights magic missile magic missile sleep
2nd: esp knock scare
3rd: fireball phantasmal force
4th: polymorph other

Spell book: 1 st-erase, dancing lights, magic missile, push, sleep, spider climb, read magic; 2nd-esp, knock, scare; 3rdfireball, phantasmal force, slow; 4th-polymorph other. (Unable to learn web, wall of ice.)

# "WYRMCURSED" KRED – Dwarf Fighter 7 – Male – 4' – 150 lbs. – age 149

# Lawful Neutral

STR 13 attack/dmg +0/+0 open doors 1-2																			
weight allw. +100 bars/gates 4%	MOVEMEN	т	6"							THR				_				_	~
,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,			2		<i></i>			Pa	raly	zati	ion,	Pois	ion,	Dee	ath	۱ M	agic	10	D
INT 13	ARMOR CL	ASS	3	(1 w,	/shie	eld)		Pet	trifc	icat	ion,	Poly	/mo	rph	i -			1	1
Wis 11		5	65					Ro	d, S	taff	, w	and						12	2
								Bre	eath	W	eap	on						12	2
Dex 10								Sp	ells		-							1:	3
CON 16 system shock 95% resurrection 96% survival 95%							^	مە +1	ifier I fro	om sl	nielc	om a 1 as 0 & po	app	lica			cable		
Languages: common, dwarvish, gnome, goblin, kobold, c black dragon, frost giant	orcish,	-	NEY &					201											
Weapon Proficiencies: long sword, short bow, ranseur, fo hand axe, two-handed sword	ootman's flail,	mini 28 g	c shaw gp	1(13	500	gp,	enc	2U)											
Infravision 60'																			
75% chance to detect grade, slope, and new construction chance to detect shifting/sliding rooms; 50% chance to falling blocks, and stonework traps; 50% chance to d underground	to detect pits,																		
+1 to attack half-orcs, goblins, hobgoblins, and orcs		Con	иват Т	ABL	E														
											1	1 1						1	
-4 to be hit by ogres, trolls, ogre magi, giants, and titan	s	roll	+ mods	3	Δ	5	6	8	9	10	11	12	13	14	1	5 1	6 17	18	119
<ul><li>-4 to be hit by ogres, trolls, ogre magi, giants, and titan</li><li>3 melee attacks per 2 rounds</li></ul>			+ mods	-	4	5	6	8	9							_	_	18	
-4 to be hit by ogres, trolls, ogre magi, giants, and titan			+ mods AC hit			5 8	6 7	8 6	9 5	10 4	11 3	12 2	13 1	14 0	1. -		_		
<ul> <li>-4 to be hit by ogres, trolls, ogre magi, giants, and titan</li> <li>3 melee attacks per 2 rounds</li> <li>7 melee attacks per round vs. creatures with less than 1</li> </ul>			AC hit	10												1 -:	_	-4	-5
<ul> <li>-4 to be hit by ogres, trolls, ogre magi, giants, and titan</li> <li>3 melee attacks per 2 rounds</li> <li>7 melee attacks per round vs. creatures with less than 1</li> <li>WEAPON/ATTACK</li> </ul>	full hit die		AC hit	10 10	9	8	7	6	5	4	3	2	1	0	-	1 -: dar	2 -3	-4 m	
-4 to be hit by ogres, trolls, ogre magi, giants, and titan 3 melee attacks per 2 rounds 7 melee attacks per round vs. creatures with less than 1 WEAPON/ATTACK	full hit die	4	AC hit to hit	10 10	<b>9</b> 9	8 8	7 7	6 6	<b>5</b>	4	3	2	1	<b>0</b>	-	1 -: dar	2 -3	-4 m	-5 nod
-4 to be hit by ogres, trolls, ogre magi, giants, and titan 3 melee attacks per 2 rounds 7 melee attacks per round vs. creatures with less than 1 WEAPON/ATTACK long sword +1, +4 vs. reptiles (20' r. light) * more vs. reptiles	full hit die s	4	AC hit to hit	10 10	<b>9</b> 9	8 8	7 7	6 6	<b>5</b>	4	3	2	1	<b>0</b>	-	1 - 1 dar 1 - 8	2 -3	-4 m	-5 nod
-4 to be hit by ogres, trolls, ogre magi, giants, and titan 3 melee attacks per 2 rounds 7 melee attacks per round vs. creatures with less than 1 WEAPON/ATTACK long sword +1, +4 vs. reptiles (20' r. light) * more vs. reptiles ranseur	full hit die s	pd 5 pd 8	AC hit to hit	10 10 +2 +1	<b>9</b> +1	8 8 0	7 7 0	6 0	5 0	4 0	3 3 -1	2 -2	1 -3	0 -4	-	1 - 1 dar 1 - 8	2 -3 mage /1-12	-4 m	-5 nod
-4 to be hit by ogres, trolls, ogre magi, giants, and titan 3 melee attacks per 2 rounds 7 melee attacks per round vs. creatures with less than 1 WEAPON/ATTACK long sword +1, +4 vs. reptiles (20' r. light) * more vs. reptiles ranseur	full hit die s	pd 5 pd 8	AC hit to hit	10 10 +2 +1	<b>9</b> +1	8 8 0 0	7 7 0	6 0 0	5 0 0	4 4 0 -1	3 3 -1 -1	2 -2 -2	1 -3 -3	0 -4 -3	-	1 -: dar 1-8, 2	2 -3 mage /1-12	-4 m	-5 nod
-4 to be hit by ogres, trolls, ogre magi, giants, and titan 3 melee attacks per 2 rounds 7 melee attacks per round vs. creatures with less than 1 WEAPON/ATTACK long sword +1, +4 vs. reptiles (20' r. light) * more vs. reptiles ranseur short bow	full hit die s	pd 5 pd 8	AC hit to hit	10 10 +2 +1	<b>9</b> +1	8 8 0 0	7 7 0	6 0 0	5 0 0	4 4 0 -1	3 3 -1 -1	2 -2 -2	1 -3 -3	0 -4 -3	-	1 -: dar 1-8, 2	2 -3 mage /1-12 2-8	-4 m	-5 nod
-4 to be hit by ogres, trolls, ogre magi, giants, and titan 3 melee attacks per 2 rounds 7 melee attacks per round vs. creatures with less than 1 WEAPON/ATTACK long sword +1, +4 vs. reptiles (20' r. light) * more vs. reptiles ranseur short bow	full hit die s	pd 5 pd 8	AC hit to hit	10 10 +2 +1	<b>9</b> +1	8 8 0 0	7 7 0	6 0 0	5 0 0	4 4 0 -1	3 3 -1 -1	2 -2 -2	1 -3 -3	0 -4 -3	-	1 -: dar 1-8, 2	2 -3 mage /1-12 2-8	-4 m	-5 nod

#### EQUIPMENT

banded mail +1 (AC 3) large shield +1 (+2 AC thrice/round) helm of underwater action potion of extra-healing (3d8+3 or 3x 1d8) backpack (capacity 300 enc) large belt pouch (capacity 50 enc) large sack (capacity 400 enc) iron rations: 1 week waterskin iron spikes: 6 small hammer (enc 20) horn

9" up to 450 6" up to 800 3" up to 1150 3" up to 1600

# "WYRMCURSED" KRED – Dwarf Fighter 7 – Male – 4' – 150 lbs. – age 149

# Lawful Neutral

STR 13 attack/dmg +0/+0 open doors 1-2 weight allw. +100 bars/gates 4%	MOVEMENT	Т	9"				5	-		<b>THR</b> zati			ion.	Dee	ath /	Magi	с	10
INT 13	ARMOR CL	ASS	3	(1 w	/shie	eld)					•	Poly	•			, ag.	•	11
\\//c_11											•	and		'P''				12
Wis 11	HIT POINTS	5	65						-		-							12
Dex 10										We	eap	on						• –
CON 16 system shock 95% resurrection 96%								ЗΡ	ells									13
CON 16 system shock 95% resurrection 96% survival 95% cHA 9							^	+1	fro	om sł	nielc	om c 1 as & po	app	lica		olicab	le.	
Languages: common, dwarvish, gnome, goblin, kobold, orcis	h,	Мо	NEY &	TRE	ASU	RE												
black dragon, frost giant Weapon Proficiencies: long sword, short bow, ranseur, footn hand axe, two-handed sword	nan's flail,	min 28	k shaw gp	1 (13	500	gp,	enc	20)										
Infravision 60'																		
75% chance to detect grade, slope, and new construction; 2 chance to detect shifting/sliding rooms; 50% chance to c falling blocks, and stonework traps; 50% chance to dete underground	letect pits,																	
+1 to attack half-orcs, goblins, hobgoblins, and orcs		Cor	мват Т	ABL	E													
-4 to be hit by ogres, trolls, ogre magi, giants, and titans		roll	+ mods	3	4	5	6	8	9	10	11	12	12	14	15	16 1	7	18 19
3 melee attacks per 2 rounds																		
7 melee attacks per round vs. creatures with less than 1 full	hit die		AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2 -	3	-4 -5
WEAPON/ATTACK			to hit	10	9	8	7	6	5	4	3	2	1	0	d	lamag	е	mod
long sword +1, +4 vs. reptiles (20' r. light)	s	pd 5	+1*	+2	+1	0	0	0	0	0	-1	-2	-3	-4	1-8	8/1-	12	+1*
* more vs. reptiles																		
ranseur	s	pd 8		+1	0	0	0	0	0	-1	-1	-2	-3	-3		2-8		
short bow re	of 2, rng 5/10	0/15		+2	+2	+2	+1	0	0	-1	-4	-5	-6	-7				
quiver w/20 arrows																1-6		
															<u> </u>			
			1		1		1					1						

#### EQUIPMENT

banded mail +1 (AC 3) large shield +1 (+2 AC thrice/round) helm of underwater action potion of extra-healing (3d8+3 or 3x 1d8) backpack (capacity 300 enc) large belt pouch (capacity 50 enc) large sack (capacity 400 enc) iron rations: 1 week waterskin iron spikes: 6 small hammer (enc 20) horn

# SISTER GORRIK – Human Cleric 7 – Female – 5'6" – 125 lbs. – age 29

# Neutral Good

STR       17       attack/dmg +1/+1 weight allw. +500 bars/gates 13%       MOVEMENT         INT       14       ARMOR CLA         WIS       17       magical attack +3 adjustment       HIT POINTS         DEX       11       resurrection 65%       HIT POINTS         CON       8       system shock 60% survival       65%         CHA       13       reaction adjustment       +5%	ass 3	3	2 w/				Pet Roc Bre Spe Nodi	rifa d, Si eath ells	zati cati taff Wa	ion, ion, , W eap 2 fro	Pois Poly and on	ymo	rph or as		Magic blicable on.	1 1 1 1	7 10 11 13 12
Weapon Proficiencies: footman's flail, hammer, quarter staff Turn Undead Cleric Spells (5/5/3/1)	topaz 40 gp		ns (50	90 9	gp 8	k en	c 2 (	ea.):	: 1								
	Сомв	AT T	ABLE														
	roll + n	nods	5	6	8	9	10	11	12	13	14	15	16	17	18 19	20	0 20
	AC	hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2 -3	}2	4 -5
WEAPON/ATTACK	to	hit	10	9	8	7	6	5	4	3	2	1	0	d	amage		mod
	od 7 - H	-1	-1	+1	+1	+1	+1	+2	+1	+2	+2	+3	+3		7/2-8		+1
hammer sp	od 4 - H	-1	0	0	0	0	0	+1	0	+1	0	0	0	2-	5/1-4	4	+1
thrown rng 1/	2/3		+1	0	0	0	0	0	0	-1	-2	-3	-4	2-	5/1-4	4	
EQUIPMENT	Cı	.ERIC	: Spe	LLS	(de	fau	lt se	lect	ion)	)							
chain mail +2 (AC 3) large shield (+1 AC thrice/round) cloak of elvenkind periapt of proof against poison +3 (enc 1) silver holy symbol (enc 5) backpack (capacity 300 enc) large belt pouch (capacity 50 enc) large sack (capacity 400 enc) iron rations: 1 week wineskin holy water vials: 2 small silver mirror	2r 3r	c l r s s d: c f r r c c c c c c	cure cure ight esist and ind ind ind ind ind ind ind ind ind i	ligh co uai ry trap pei fir ce fir ce disc disc	nt w Id 7y rson e I 5' i I lig ease	oun radi Jht e	ds	S									

# CHIZAN (SMALL MOUNTAIN) – Human Monk 6 – Female – 5'6" – 130 lbs. – age 23

# Lawful Neutral

STR 15 attack/dmg +0/+0 open doors 1-2	OVEMENT	20"				9	SAVI	NG 1	HR	ows	5						
weight allw. +200 bars/ gales 7 %							Pa	aly	zati	ion,	Pois	on,	De	ath	Mag	gic	12
INT 9 AF	rmor Class	5					Pet	rifa	cati	ion,	Poly	/mo	rph				11
WIS 15 magical attack +1	t Points	31					Ro	d, St	aff	, w	'and						12
		• ·					Bre	eath	We	eap	on						15
DEX 15 defensive -1 adjustment							Sp	ells									13
CON 16 system shock 95% resurrection 96% survival						/ /					all s /will						tion).
CHA 6 reaction adjustment -10% loyalty -15%							Т	vs.	mer	nar	/ will.	. – 1	۷۵.	000	igeu	bie.	
Languages: common	Ma	ONEY &	TRE	ASU	RE												
Weapon Proficiencies: halberd, light crossbow, dagger +3 damage when attacking with weapons Open hand attacks (see weapon/attack section) Dodge non-magical missiles with petrifacation save Successful saves for 1/2 damage results in no damage instead Only 24% chance of being surprised Takes no damage from 30' falls when wall is within 4'	(mu 5 ç	ust besto gp	ow n	nost	weo	alth '	to n	on-p	laye	er oi	rgan	izat	ions	)			
Speak with animals (as a druid)			_														
74% resistant to ESP Immune to diseases, as well as haste, and slow	Co	мват Т											1				
Feign death via catalepsy for up to 6 turns	roll	l + mods	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20 2
May only possess 2 magical weapons and 3 other magical item	s	AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4 -
Weapon/Attack		to hit	10	9	8	7	6	5	4	3	2	1	0	(	damo	ıge	mc
halberd	spd 9		0	+1	+1	+2	+2	+2	+1	+1	+1	+1	0	1-	10/	2-12	2 +3
light crossbow	rng 6/12/18		+3	+3	+3	+2	+1	0	0	-1	-2	-2	-3				
quiver w/12 light quarrels +1		+1													1-4	4	+.
4 daggers	spd 2		+3	+1	+1	0	0	-2	-2	-3	-3	-4	-4	1	-4/	1-3	+
thrown rof	2, rng 1/2/3		+1	0	0	-1	-1	-2	-3	-4	-5	-6	-7	1	-4/	1-3	+
open hand	spd 1		+4	0	+2	0	0	-1	-3	-5	-7	-8	-9		2-8	3	
3 attacks per 2 rounds; stuns opponent 1-6 rounds (AC % cha	ince to kill) if to	o hit roll	exce	eds	the r	nece	ssary	num	ber	by s	5+						

#### EQUIPMENT

ring of protection +1 boots of levitation backpack (capacity 300 enc) iron rations: 1 week waterskin torches (40' r.): 3 tinder box thieves' picks and tools

#### THIEF ABILITIES

Open Locks 47% Find/Remove Traps 45% Move Silently 47% Hide in Shadows 37% Hear Noise 20% Climb Walls 92%

# HAZEL DABISHISS – Human Illusionist 6 – Male – 6'6" – 160 lbs. – age 42

# Neutral Good

Str	10		MOVEMER	TV	9"											~			_		
Ιντ	17	chance to 75%		LASS	2	(5	rear	•)			•				-			Magic		3  1	
\\/\c	10	learn spell 7 3 70					1-		,			rifa d, St		-	-		rpn			I	9
Wis	10			HIT POINT	S	16						eath								1	, 13
Dex	17	defensive adjustment	reaction & attack +2 adjustment								Sp			Jup	011						10
Сон	13	system shock 80%	resurrection 85%										• + <sup>·</sup>	1 to	alla	ave	s (ri	na o	f prote	octio	n)
СНА	15	reaction 100/	survival loyalty base -15%							'		B vs.					5 (11	ng o	i piole	.cno	
СПА	1.5	adjustment -1070	base -1370																		
Langu ogr		ommon, blue dragon,	goblin, hobgoblin, kob	old, orcish,	Mo	ONEY &	TRE	ASU	RE												
Weap	oon Prot nist Spe			wed go gp	arne	ts (7	5 gp	s &	enc	l ea	ı.): 6	•									
					мват 1	ARI	E														
						+ mods			11	12	13	14	15	16	17	18	19	20	20 20	) 20	) 20
					AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2 -3	-4	4 -5	
WEAP	apon/Attack					to hit	10	9	8	7	6	5	4	3	2	1	0	d	amage		mod
dagg	jer +1	(10' r. light)			spd 2	+1	+3	+1	+1	0	0	-2	-2	-3	-3	-4	-4	1.	4/1-3	3	+1
thro	own			rof 2, rng	1/2/3	+3	+1	0	0	-1	-1	-2	-3	-4	-5	-6	-7	1.	4/1-3	3	+1
3 da	ggers				spd 2		+3	+1	+1	0	0	-2	-2	-3	-3	-4	-4	1-	4/1-3	3	
thro	own			rof 2, rng	1/2/3	+2	+1	0	0	-1	-1	-2	-3	-4	-5	-6	-7	1.	4/1-3	3	
EQUIF	PMENT					ILLUSI	ONIS	ST SI	PELLS	5 (d	efau	ult se	elec	tion	.)						
brace	ers of	defense AC 6				1 st:	турі	notis	sm												
•	•	<pre>btection +1 scroll (detect invis</pre>	41.414						mal												
	onist on of c				ntas of	mal fog	for	ce													
-	n of h		2nd:			-	itter	'n													
-	pack (					-			nal f	forc	e										
	eather map/scroll case arge belt pouch (capacity 50 enc)								nag												
-	arge belt pouch (capacity 50 enc) arge belt pouch (capacity 50 enc)						nvis	ibili	ty 1	0' r	adi	US									
large		• • • •			Snall	had	1		طمع	ارمما		~-~			ion	hu	+	iam			
laraa		(capacity 400 en (capacity 400 en				Spell pho													attern,		
-	sack				•				-			-						-illusio		у	
large			orches (40' r.): 6 inder box																		
large torch	es (40					•		nvis	ibili	ty 1	0' r	adiu	Js, r	ope	e trio	ck.					
large torch tinde	es (40 r box					•		nvis	ibili	ty 1	0' r	adiu	JS, r	ope	e trio	ck.					

# ITRIUS – Human Magic-User 6 – Male – 6'0" – 175 lbs. – age 50

# Lawful Good

STR     8     open doors 1-2 bars/gates 1%     MOVEMEN       INT     16     chance to learn spell     65%     ARMOR CL       WIS     8     HIT POINTS       DEX     13     CON     16     system shock survival     95%     resurrection survival     96%	ass 10	,				Pai Pet Roo Bre Spo	NG 1 raly: trifa d, St eath ells ifiers	zati cati taff We	on, on, , W eap	Pois Poly and	ymo			Magic	1	13 11 9 13 10
Languages: common, dwarvish, elvish, goblin, hobgoblin, orcish, ogrish Weapon Proficiencies: quarter staff Magic-User Spells (4/2/2)	<b>Money</b> pearls (				1 e	a.): :	5									
	COMBA			11	12	12	11	15	16	17	18	10	20	20 20	າວດ	0 20
	ACI			8	7	6	5	4	3	2	1	0		-2 -3		
Weapon/Attack		it 10	) 9	8	7	4	5	4	3	2	1	0				
· · ·	pd 4	+		+1	0	6 0	-1	4 -3	-5	-7	-8	-9		lamage 1-6		mod
	pd 2 - 5	; +;	3 +1	+1	0	0	-2	-2	-3	-3	-4	-4	1	-4/1-:	3	
thrown* rof 2, rng 1,	/2/3 -5	+	I 0	0	-1	-1	-2	-3	-4	-5	-6	-7	1	-4/1-:	3	
* not proficient with the dagger: -5 to hit (already added	)															
EQUIPMENT	MA	GIC-I	JSER	Spei	LLS (	defe	ault	sele	ectio	on)						
magic-user scroll (light, magic missile) (cast at 6th level) potion of flying amulet with continual light (60' r.) cast upon it (enc 2) backpack (capacity 300 enc) leather map/scroll case large belt pouch (capacity 50 enc) iron rations: 1 week waterskin flasks of oil: 3 tinder box	2nd 3rc Spo n n	ide ligl sle l: inv rop : ligl mo ell bo	ep isibili pe tri ntning nster pok: , slee er su	ity ck g ba sun l st— ≥p;	olt nmo fea <sup>.</sup> 2nd	ther —inv	fall visibi	ility	, roj	oe t	rick	; 3r	d—li	ge, re ghtnin issile,	g bo	

# PAVVAL FIEND-KILLER – Half-Orc Fighter 6 – Male – 6'1" – 220 lbs. – age 21

STR1.5attack/dmg +0/+0 weight allw. +200open doors 1-2 bars/gates 7%INT8WIS1.3DEX10CON1.8system shock survival99%resurrection survival100%CHA10	MOVEMENT Armor Cla Hit Points	ASS	9" 1 54					Peti Roc Bre Spe	alyz rifad I, St ath ells	zati cati aff, We	on, on, We eape	Pois Poly and on	/mo	rph		Magic blicable	1 1 1 1	11 12 13 13 14
Languages: common, goblin, orcish Weapon Proficiencies: javelin, long sword, morning star, long handed sword Infravision 60' 6 melee attacks per round vs. creatures with less than 1 full		-	<b>NEY &amp;</b> ethyst g p				р&	enc	2 e	a.): 4	5							
		Con	иват Т	ΔRI	F													
	1		+ mods		-	8	9	10	11	12	13	14	15	16	17	18 19	7 20	0 20
		4	AC hit	-	9	8	7	6	5	4	3	2	1	0		-2 -3	_	4 -5
WEAPON/ATTACK			to hit	10	9	8	7	6	5	4	3	2	1	0	d	amage		mod
two-handed sword +1 (20' r. light)	spd	10	+1	0	+1	+3	+3	+3	+2	+2	+2	+2	+2	+2	1-1	0/3-	18	+1
long bow ro	of 2, rng 7/14	/21		+3	+3	+3	+3	+2	+1	0	0	-1	-1	-2				
quiver w/20 arrows																1-6		
javelin of lightning	range	e 9"		+1	0	+1	0	-1	-2	-3	-4	-5	-6	-7	see	e belo	w	
hits creatures requiring a +2 magic weapon; de	eals 1-6 + 2	20 e	electric	al c	lam	age	to	targ	jet h	nit; 1	then	ı 3"	ligh	ntnir	ıg fo	or 20/	/10	
															<u> </u>			
															1			

#### EQUIPMENT

plate mail +2 (AC 1) backpack (capacity 300 enc) large sack (capacity 400 enc) large sack (capacity 400 enc) wineskin 150' rope grapnel Neutral

# SERRAH – Human Ranger 6 – Female – 5'10" – 160 lbs. – age 27

# **Neutral Good**

Str	14	attack/dmg +0/+0 weight allw. +200	open doors 1-2 bars/gates 7%	MOVEMENT	Г	9"					SAVI						~		•	-	-
ΙΝΤ	15		ARMOR CL	ASS	3		/shie rear						ion,		•		ath M	agic	-	1 2	
Wis	15	magical attack +1				47	(4	rear	)					, W		,	ipii				2
**15	15	adjustment				4/						•		, eap						1	3
Dex	15	defensive adjustment									Spo				-					1	4
CON	16	system shock 95% survival	resurrection 96% survival							///	Nodi	ifier						appli			
СНА	6	reaction adjustment -10%	loyalty base -15%								+1	vs.	mer	ntal/	will.	. +1	vs.	dodge	eable	•	
Langua	ages: c	ommon, elvish, hill gia	nt, goblin, orcish		Mc	NEY &	TRE	ASU	RE												
dag	ger	ficiencies: broad swor	d, short bow, footman's m	ace,	gar 15	nets (1 ap	00	gp 8	k en	c 2	ea.):	4									
Trackin	-					51-															
	-	in melee vs. various gi to surprise enemies	iants and numanolas																		
		for self or party to b	be surprised		Co	мват <b>Т</b>	ARI	c .													
			tures with less than 1 full	hit die					•	•	10		10	10					0.00		
						+ mods	-	7	8									17 1		_	_
						AC hit	10	9	8	7	6	5	4	3	2	1	0	-1 -	2 -3	-4	-5
WEAP	ON/A	TTACK				to hit	10	9	8	7	6	5	4	3	2	1	0	da	nage	I	mod
broad	l swo	rd +1 (20' r. light)		s	pd 5	+1	+2	+1	+1	+1	0	0	-1	-2	-3	-4	-5	2-8	/2-7	7	+1
short	bow		rc	of 2, rng 5/10	)/15		+2	+2	+2	+1	0	0	-1	-4	-5	-6	-7				
quiv	ver w	/20 arrows																1	-6		
dagg	er +1	(10' r. light)		S	pd 2	+1	+3	+1	+1	0	0	-2	-2	-3	-3	-4	-4	1-4	/1-3	3	+1
thro	wn			rof 2, rng 1/	/2/3	+1	+1	0	0	-1	-1	-2	-3	-4	-5	-6	-7	1-4	/1-3	3	+1
						1	l				1					l					

#### EQUIPMENT

banded mail (AC 4, move 9") **small shield +2** (+3 AC once/round) backpack (capacity 300 enc) large belt pouch (capacity 50 enc) large sack (capacity 400 enc) large sack (capacity 400 enc) iron rations: 1 week waterskin tinder box 50' rope

#### LORZUM ERZILE – Human Druid 6 – Male – 5'11" – 165 lbs. – age 24

Str	10		open doors 1-2 bars/gates 2%	MOVEMENT		9"					Savı Paı					son,	Dec	ath A	\agic		9
Ιντ	8			ARMOR CL	ASS	7	(6 w	/shie	eld)		Pet	rifa	cati	on,	Poly	ymo	rph			1	2
Wis	15	magical attack adjustment				31					Rod	d, Si	taff	, w	and					1	3
_	•	adjustment									Bre	eath	We	eap	on					1	5
Dex	8										Spo	ells								1	4
Con	10	system shock 70% survival	resurrection 75% survival							//									prote		
Сна	16	reaction +25% adjustment	loyalty base +20%								+2	<u> vs.</u>	TIRE	čе	elect	ricity	/. +	VS.	mental	/ wii	l <b>.</b>
-	ages: c en drag		h, treantish, lizardman,		Mo	NEY &	TRE	ASU	IRE												
Weap Identif Pass th	on Prof y plant rough	ficiencies: scimitar, spe type, animal type, p		trail, at	40 10																
		6/4/2/1)			Cor	мват <b>Т</b>	ABL	E													
					roll	+ mods	8	9	10	11	12	13	14	15	16	17	18	19	20 20	20	20
						AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2 -3	-4	-5
WEAP	on/A	TTACK				to hit	10	9	8	7	6	5	4	3	2	1	0	do	mage	r	mod
spear	+3			spd	6-8	+3	0	0	0	0	0	-1	-1	-1	-2	-2	-2	1-	6/1-8	-	+3
thro	wn			rng 1/	/2/3	+3	0	0	0	0	-1	-2	-2	-3	-3	-4	-4	1-	6/1-8	-	+3
scimit	ar			s	pd 4		+3	+1	+1	0	0	-1	-2	-2	-3	-3	-4		1-8		
dagg	er +1	(10' r. light)		s	pd 2	+1	+3	+1	+1	0	0	-2	-2	-3	-3	-4	-4	1-	4/1-3		+1
thre				rof 2, rng 1/	/2/3	+1	+1	0	0	-1	-1	-2	-3	-4	-5	-6	-7	1-	4/1-3		+1
4 dag	ggers			s	pd 2		+3	+1	+1	0	0	-2	-2	-3	-3	-4	-4	1-	4/1-3		
thro	wn			rof 2, rng 1/	/2/3		+1	0	0	-1	-1	-2	-3	-4	-5	-6	-7	1-	4/1-3		

#### EQUIPMENT

ring of protection +1 leather armor (AC 8) small wooden shield (+1 AC once/round) potion of diminution potion of flying mistletoe backpack (capacity 300 enc) large belt pouch (capacity 50 enc) large sack (capacity 400 enc) iron rations: 1 week wineskin wax candle tinder box belladonna sprigs (enc 1 ea.): 3 wolfsbane sprigs (enc 1 ea.): 3 garlic buds (enc 1 ea.): 3

#### **DRUID SPELLS** (default selection)

1 st: animal friendship detect magic detect snares & pits entangle faerie fire speak with animals
2nd: charm person or mammal cure light wounds heat metal warp wood
3rd: neutralize poison stone shape
4th: cure serious wounds

#### Neutral

# BINGO SANDYMAN - Halfling Thief 5 - Male - 3'1" - 68 lbs. - age 55

# **Chaotic Neutral**

Str	14	attack/dmg +0/+0 weight allw. +200	open doors 1-2 bars/gates 7%	MOVEMEN	Г	9"				S	AVII Par					ion.	De	ath A	۸aa	ic	12	2
Ιντ	13		ARMOR CL	ASS	5	(7	rear	)					-		ymo					11		
Wis	4	magical attack -2			;	24								-	and						12	2
		adjustment -2 defensive 2	reaction & attack +1								Bre	ath	We	eap	on						15	5
Dex	16	adjustment -2	adjustment								Spe	ells									13	3
Сон Сна		system shock 91% survival	resurrection 94% survival							^	+4	vs.	maç	gic 8		ison		s app vs. m			ill.	
	ages: c ves' ca	common, dwarvish, el Int	ng, orcish,		NEY &																	
Infravi	sion 60				all dian e quar ap							ea.)	: 5									
		to detect up/down g			01																	
1-4 ch	ance to		hen in a party composed so long as no door must	,	Cor	мват Т	ABL	E														
	•	4 to hit, x3 damage		or opened.	roll	+ mods	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
					Å	AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
WEAP	ON/A	TTACK				to hit	10	9	8	7	6	5	4	3	2	1	0	de	amaç	ge	m	od
short	sword	d		S	pd 3		+2	0	+1	0	0	0	-1	-2	-3	-4	-5	1-	6/1	-8		
silver	dagę	ger		S	pd 2		+3	+1	+1	0	0	-2	-2	-3	-3	-4	-4	1-	4/1	-3		
thro	own			rof 2, rng 1	/2/3	+1	+1	0	0	-1	-1	-2	-3	-4	-5	-6	-7	1-	4/1	-3		
sling																						
lar	ge po	ouch w/20 bullets		rng 5/10	0/20	+1	+3	+1	+2	0	0	0	-1	-2	-2	-3	-3	2-	5/2	2-7		

leather armor +1 (AC 7) scroll of protection from magic magic-user scroll (detect evil) potion of healing (2d4+2) backpack (capacity 300 enc) bone map/scroll case small belt pouch (capacity 25 enc) small sack (capacity 100 enc) iron rations: 1 week waterskin thieves' picks and tools empty vials (enc 5 ea.): 2 Pick Pockets 55% Open Locks 52% Find/Remove Traps 45% Move Silently 50% Hide in Shadows 46% Hear Noise 20% Climb Walls 75% Read Languages 20%

9" up to 550 6" up to 900 3" up to 1250 3" up to 1700

# BINGO SANDYMAN - Halfling Thief 5 - Male - 3'1" - 68 lbs. - age 55

# **Chaotic Neutral**

Str 14		attack/dmg +0/+ weight allw. +200		open doors 1 bars/gates 7		MOVEMEN	IT	12"					-		THRO									
INT 1		<b>J</b>		., 5		ARMOR CL	ASS	5	(7	rear	·)					•		•		ath /	Λας	gic	11	_
	-	manical attack							()	reur	,				icati	-	-		rph				1	-
Wis 4	4	magical attack adjustment	2			HIT POINTS	S	24						•	taff,								11	
DEX 10		defensive adjustment -2		reaction & at adjustment	<sup>tack</sup> +1										We	eap	on						13	-
Con 13 Cha 12	5	system shock 91 survival	%	resurrection survival	94%							/	Aod +∠	1 vs.		gic 8	g bo	oison		s app vs. n				2
		nmon, dwarvish,	elvi	ish, gnome, go	oblin, halflin	g, orcish,	Mc	DNEY &	TRE	ASU	RE													
Infravisior 75% char	Profic n 60' nce to	iencies: short sw detect up/down determine direc	n gr	rade of a pas	ssage			all dian e quar gp							ea.)	: 5								
1-4 chanc	ce to s	surprise enemies n non-metal arm	whe	en in a party	composed o	•	Co	мват <b>Т</b>	ABL	E														
	-	o hit, x3 damag		to long as no		e openea.	roll	+ mods	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
								AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
WEAPON	и∕Атт	ACK						to hit	10	9	8	7	6	5	4	3	2	1	0	d	ama	ge	n	nod
short sw	ord					S	spd 3		+2	0	+1	0	0	0	-1	-2	-3	-4	-5	1-	6/	1-8		
silver do	agge	r				s	spd 2		+3	+1	+1	0	0	-2	-2	-3	-3	-4	-4	1-	4/	1-3		
throwr	n					rof 2, rng 1	/2/3	+1	+1	0	0	-1	-1	-2	-3	-4	-5	-6	-7	1-	4/	1-3		
sling																								
large	pouc	ch w/20 bulle	ets			rng 5/10	0/20	+1	+3	+1	+2	0	0	0	-1	-2	-2	-3	-3	2-	5/2	2-7		
EQUIPME	NT							THIEF	<b>A</b>															

leather armor +1 (AC 7) scroll of protection from magic magic-user scroll (detect evil) potion of healing (2d4+2) backpack (capacity 300 enc) bone map/scroll case small belt pouch (capacity 25 enc) small sack (capacity 100 enc) iron rations: 1 week waterskin thieves' picks and tools empty vials (enc 5 ea.): 2 Pick Pockets 55% Open Locks 52% Find/Remove Traps 45% Move Silently 50% Hide in Shadows 46% Hear Noise 20% Climb Walls 75% Read Languages 20%

12" up to 550  $\phantom{0}9"$  up to 900  $\phantom{0}6"$  up to 1250  $\phantom{0}3"$  up to 1700

# EVOLLIAN – Elf Fighter 5 – Male – 4'8" – 98 lbs. – age 170

# **Neutral Good**

STR 18/47 attack/dmg +1/+3 open doors 1-3 weight allw. +1000 bars/gates 20%	MOVEMEN	т	12"				5	AVI						_					
INT 14	ARMOR CL		3	2	/-1-1-	1-11							-		ath /	۸ag	ic	11	
	ARMOR CL	A33	3	2 W.	/shie	ia)					-	Poly		rph				12	
Wis 8	HIT POINTS	5	33					Roc	s, s	taff	, w	and						13	j
Dex 13								Bre	ath	We	eap	on						13	;
								Spe	ells									14	,
CON 9 system shock 65% resurrection 70% survival							^	۸odi	fier	s: +	1 fro	om c	armo	or as	app	lical	ble.		
CHA 16 reaction +20% loyalty +25% base																			
Languages: common, elvish, gnome, goblin, halfling, hobgob gnoll	lin, orcish,	Мо	NEY &	TRE	ASU	RE													
Weapon Proficiencies: long sword, short sword, long bow, m spear +1 to hit with short swords, long swords, and bows (except c 90% resistant to sleep and charm spells	_		rtrum p Irls (10 p							, en	: 5)								
Infravision 60'		-	_																_
1 in 6 or 2 in 6 to detect secret doors; 3 in 6 for concealed		CON	лват Т	ABL	E									1					
<ul> <li>1-4 chance to surprise enemies when in a party composed a &amp; halflings in non-metal armor, so long as no door must b</li> </ul>			+ mods	-	7	8		10		12			15		17			20	20
5 melee attacks per round vs. creatures with less than 1 full	hit die	4	AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-{
WEAPON/ATTACK			to hit	10	9	8	7	6	5	4	3	2	1	0	d	amag	ge	m	00
long sword +1 (20' r. light)	S	pd 5	+3	+2	+1	0	0	0	0	0	-1	-2	-3	-4	1-8	3/1.	-12	+	•4
short sword	S	pd 3	+2	+2	0	+1	0	0	0	-1	-2	-3	-4	-5	1-	6/1	-8	+	.3
long bow ro	of 2, rng 7/14	4/21		+3	+3	+3	+3	+2	+1	0	0	-1	-2	-3					
quiver w/8 arrows +1			+2													1-6	)	+	• 1
quiver w/20 arrows			+1													1-6	)		

banded mail +1 (AC 3)
large shield (+1 AC thrice/round)
scroll of protection from demons
potion of extra-healing (3d8+3 or 3x 1d8)
backpack (capacity 300 enc)
leather map/scroll case
large belt pouch (capacity 50 enc)
large sack (capacity 400 enc)
iron rations: 1 week
waterskin
100' rope
grapnel
chalk (enc 2)

Neutra	
--------	--

Str	12		/dmg +0/+0 allw. +100			door /gate				Movem	<b>NENT</b>	(	9"						<b>NG</b> ' ralv				ion.	De	ath /	Mai	aic	12
Ιντ	10									ARMOR	CLAS	s a	8									Poly					9.0	11
Wis	12										NITC		22								-	'and		. 1				12
											1113		~ ~						eath		•							15
Dex	14																		ells		1-							13
Сон	13	system survivo	<sup>shock</sup> 85%	/ 0	resur surviv	rectio val	<sup>on</sup> 90	0%												s: +	3 vs	. ma	gic	&р	oison	ı.		
Сна	13	reactio adjust	+ 5 %																									
•	•		dwarvish, g ragon, thieve			joblin	ı, kob	oold,	orcish	,		<b>Mor</b> 120	NEY &	TRE	ASU	RE												
		oficiencie hort bov	s: bastard s v	woi	rd, ho	and c	axe, h	neavy	y cros	sbow,		352																
Infravi	ision 60	0'																										
cha falli	nce to	detect s ocks, and	ct grade, slo hifting/slidir stonework t	ng r	room	s; 50	9% ch	ance	to de	etect pits,	th																	
	•		cs, goblins, h	ob	ogobli	ins, aı	nd or	rcs			C	Сом	BAT T	ABL	E													
-4 to k	oe hit k	by ogres	, trolls, ogre	mo	agi, ç	giants	s, anc	d tita	ns			roll +	- mods	8	9	10	11	12	13	11	15	16	17	18	10	20	20	20 2
Back s	tab +4	4 to hit,	x3 damage																									
4 mele	ee atta	acks per	round vs. cre	eat	tures	with I	less th	han 1	l full ł	nit die		A	C hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4 -
WEAP	ON/A	ТТАСК											to hit	10	9	8	7	6	5	4	3	2	1	0	d	lamo	age	mo
basto	ard sw	vord									spd	6		0	+1	+1	+1	+1	+1	+1	0	0	0	0	2-	8/2	2-16	>
one	e-hano	ded									spd	5		+2	+1	0	0	0	0	0	-1	-2	-3	-4	1-	8/1	1-12	2
short	bow								ro	f 2, rng 5	/10/1	15		+2	+2	+2	+1	0	0	-1	-4	-5	-6	-7				
qui	ver w	/20 a	rrows																							1-	6	
																					1	1		1	1			

#### EQUIPMENT

leather armor (AC 8) ring of feather falling bag of holding (capacity 5000 enc) potion of healing (2d4+2) backpack (capacity 300 enc) iron rations: 6 weeks waterskin: 6 300' rope 10' pole thieves' picks and tools holy water vials: 4 arrows: 100

#### **THIEF ABILITIES**

Pick Pockets 50% Open Locks 52% Find/Remove Traps 55% Move Silently 40% Hide in Shadows 31% Hear Noise 20% Climb Walls 80% Read Languages 20%

(Most of his gear is in his bag of holding. Encumbrance is based on keeping only one weapon out at a time.)

9" up to 450 6" up to 800 3" up to 1150 3" up to 1600

Neutra	
--------	--

Str	12	attack/dmg +0/+0 weight allw. +100	open doors 1-2 bars/gates 4%	MOVEMEN	т	12"				9	-	NG								
ΙΝΤ	10		2210/ 92100 1/0	ARMOR CL		8												ath M	agic	12
INI	10			ARMOR CL	ASS	0					Pet	rifa	cati	ion,	Poly	/mo	rph			11
Wis	12				5	22					Ro	d, Si	taff	, w	and					12
<b>D</b> -1/	14										Bre	eath	We	eap	on					15
Dex	14										Sp	ells								13
Con	13	system shock 85% survival	resurrection 90% survival							^	۸od	ifier	s: +:	3 vs	. ma	gic	& p	oison.		
Сна	13	reaction +5% adjustment																		
•	•	common, dwarvish, gn nt, red dragon, thieve		orcish,		NEY &	TRE	ASU	RE											
		oficiencies: bastard sw short bow	ord, hand axe, heavy	y crossbow,	352	) gp 2 sp														
Infravi	ision 60	0'																		
cha fall	ince to	e to detect grade, slop detect shifting/sliding ocks, and stonework tr und	g rooms; 50% chance	to detect pits,																
	•	< half-orcs, goblins, ha	bgoblins, and orcs		Cor	мват Т	ABL	E												
		by ogres, trolls, ogre i		ns	roll	+ mods	8	9	10	11	12	12	14	15	14	17	10	10 2	0 20	20 20
Back s	stab +4	4 to hit, x3 damage					-									17				
4 mele	ee atta	acks per round vs. cre	atures with less than 1	I full hit die		AC hit	10	9	8	7	6	5	4	3	2	1	0	-1 -	2 -3	-4 -5
WEAP	PON/A	Аттаск				to hit	10	9	8	7	6	5	4	3	2	1	0	da	mage	mod
							0	+1	+1	+1	+1	+1	+1	0	0	0	0	2-8	/2-1	6
basta	ard sw	word		S	pd 6		-													<b>`</b>
basto	ard sw e-han				pd 6 pd 5		+2	+1	0	0	0	0	0	-1	-2	-3	-4	1-8	/1-1	2
basto	e-han				pd 5		+2		0 +2		0	0	0 -1	-1 -4	-2 -5	-3 -6	-4 -7	1-8	/1-1	2
basto one short	e-han bow			S	pd 5		+2												/1-1 -6	2
basto one short	e-han bow	ded		S	pd 5		+2													2
basto one short	e-han bow	ded		S	pd 5		+2													2
basto one short	e-han bow	ded		S	pd 5		+2													2

#### EQUIPMENT

leather armor (AC 8) ring of feather falling bag of holding (capacity 5000 enc) potion of healing (2d4+2) backpack (capacity 300 enc) iron rations: 6 weeks waterskins: 6 300' rope 10' pole thieves' picks and tools holy water vials: 4 arrows: 100

#### **THIEF ABILITIES**

Pick Pockets 50% Open Locks 52% Find/Remove Traps 55% Move Silently 40% Hide in Shadows 31% Hear Noise 20% Climb Walls 80% Read Languages 20%

(Most of his gear is in his bag of holding. Encumbrance is based on keeping only one weapon out at a time.)

# WILCAM – Human Cleric 5 – Male – 5'5" – 163 lbs. – age 28

# **Chaotic Good**

Str 14	, ,	open doors 1-2 oars/gates 7%	MOVEMENT	r <b>9</b> '	,						<b>NG 1</b> raly:				son,	Deo	ath /	Magic		9
INT 6			ARMOR CLA	ass 4	(	3 w/	'shie	eld)		Pet	rifa	cati	ion,	Poly	ymo	rph			1	2
Wis 16	magical attack adjustment			2	3					Ro	d, St	taff	, w	and					1	3
Dex 7	adjosinien									Bre	eath	We	eap	on					1	5
										Sp	ells								1	4
CON 14	system shock 88% survival	esurrection 92% urvival								Mod	ifier	s: +	2 vs	. me	ntal	/wil	Ι.			
Сна 13	reaction adjustment +5%																			
Languages:				Mone	Y &	TRE	ASL	JRE												
Weapon Pro Turn Undead Clerical Spe		iil, footman's mace, ha	mmer	ameth 19 pp		(150	) âl	o &	enc	2 ec	a.): 3	•								
				Сомв	ΑΤ Τ	ABLE														
				roll + m	nods	8	9	10	11	12	13	14	15	16	17	18	19	20 20	20	20
				AC	hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2 -3	8 -4	-5
WEAPON/A	Аттаск			to	hit	10	9	8	7	6	5	4	3	2	1	0	d	lamage	1	mod
horseman'	s flail		s	pd 6		0	+1	+1	+1	0	0	0	0	0	0	0		2-5		
hammer			s	pd 4		0	0	0	0	0	+1	0	+1	0	0	0	2.	-5/1-4	4	
thrown			rng 1/	/2/3		+1	0	0	0	0	0	0	-1	-2	-3	-4	2.	-5/1-4	4	
EQUIPMENT				CL	.ERIC	SPE	LLS	(de	efau	lt se	elect	ion)	)							
	ail (AC 4, move 9")	الم		1 s	st: c		-													
	d (+1 AC once/roun <b>roll</b> (protection from	•				ure ure	-													
	clairvoyance	evily				lete	-													
-	healing (2d4+2)					anct		-												
-	symbol (enc 5)			2r	nd: c	-	-													
-	(capacity 300 enc)					old	-													
	ap/scroll case pouch (capacity 50	ancl				old ilen	•			ine										
-	pouch (capacity 50 pouch (capacity 25	•				neno pirit														
	(capacity 400 enc)			3r	d: c	-				~'										
wineskin 10' pole				51		- 14	•		-											

holy water vials: 2 small silver mirror

STR 12 attack/dmg +0/+0 open doors 1-2 weight allw. +100 bars/gates 4%	MOVEMENT	-	12"				9		NG 1					De				1	<u>ົ</u>
INT 1.4 chance to 55%	ARMOR CLA	ASS	4	3 w/	/shie	ld)					•	Pols	•		ath /	viaç	JIC	1	-
Wis 12			20	. ,		•					•	and		ηρη				1	-
VVIS 12			20						eath									1	-
Dex 7								Sp				-						1	2
CON 15 system shock 91% resurrection 94% survival							/ /	۸odi	ifier	s: + '	1 fro	om a	irmc	or w	hen c	app	licat	ole.	
Сна 12																			
Languages: common, elvish, gnome, halfling, goblin, hobgol	blin, orcish,	Moi	NEY &	TRE	ASU	RE													
gnoll Weapon Proficiencies: long sword, short bow, spear, dagge mace Infravision 60' 30% resistant to sleep and charm spells	er, footman's	pea 50 ç	rls (10 gp	0 gj	р&	enc	1 e	a.): 4	4										
I in 6 or 2 in 6 to detect secret doors; 3 in 6 for concealed	d doors	Сом	NBAT T	ABLI	E														
Magic-User Spells (3/2) 4 melee attacks per round vs. creatures with less than 1 ful	l hit die	roll +	⊦ mods	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
		A	C hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
Weapon/Attack			to hit	10	9	8	7	6	5	4	3	2	1	0	d	amc	ıge	r	nod
ong sword	sp	od 5		+2	+1	0	0	0	0	0	-1	-2	-3	-4	1-8	8/1	-12		
<b>dagger +1</b> (10' r. light)	sp	od 2	+1	+3	+1	+1	0	0	-2	-2	-3	-3	-4	-4	1-	4/	1-3	-	+1
thrown	rof 2, rng 1/	′2/3	+1	+1	0	0	- 1	-1	-2	-3	-4	-5	-6	-7	1-	4/	1-3	-	+1
hort bow r	of 2, rng 5/10	)/15		+2	+2	+2	+1	0	0	-1	-4	-5	-6	-7					
quiver w/20 arrows																1-0	5		
Equipment			Magi	c-Us	SER	Spel	LS (	defo	ault	sele	ectic	on)							
chain mail +1 (AC $\Lambda$ )			1 c+• f	0.0+	har	fall													

chain mail +1 (AC 4) large shield (+1 AC thrice/round) magic-user scroll (water breathing) backpack (capacity 300 enc) leather map/scroll case large belt pouch (capacity 50 enc) large sack (capacity 400 enc) small silver mirror holy water vials: 1 1 st: feather fall magic missile magic missile 2nd: knock strength

Spell book: 1st-affect normal fires, feather fall, identify, magic missile, read magic; 2nd-knock, strength.

# MULLNEY PENDERLUP - Gnome Thief 4 - Female - 3'3" - 76 lbs. - age 95

Str Int Wis Dex Con Cha	18 10	magical attack adjustment defensive adjustment system shock survival reaction adjustment +5%	open doors 1-2 bars/gates 2% reaction & attack +3 adjustment resurrection 75%	MOVEMENT	ASS	9" 4 12	(8	rear	·)		Pai Pet Roc Bre Spo	raly rifa d, Si eath ells ifier	zati cati taff We s: +2	on, , W eap 2 vs.	Pois Poly and on	ymo gic.	rph		Λagic ental∕	1 1 1 1	3 2 4 6 5
drya Weap Infravi 80% c wall unde	ad, thie on Pro sion 60 hance ls, ceilin ergrou	eves' cant ficiencies: long sword, )' to detect grade or sk ngs, or floors; 60% ch nd; 50% chance to de	ome, halfling, goblin, kob sling ope; 70% chance to dete vance to determine depth etermine direction of trav	ect unsafe		NEY & d penc p				enc	10)										
	ergrou				Con	NBAT T	ABL	F													
		kobolds and goblins by gnolls, bugbears, o	gres, trolls, ogre magi, gi	ants, and	roll	+ mods	11	12	12	14	15	16	17	18	10	20	20	20	20 20	20	1 21
titar	ıs																			-	
Back s	tab +2	4 to hit, x2 damage			4	AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2 -3	-4	-5
WEAP	ON/A	TTACK				to hit	10	9	8	7	6	5	4	3	2	1	0	d	amage		mod
long s	sword	l		S	pd 5		+2	+1	0	0	0	0	0	-1	-2	-3	-4	1-8	3/1-12	2	
sling																					
larç	ge po	ouch w/20 bullets		rng 5/10	0/20	+3	+3	+1	+2	0	0	0	-1	-2	-2	-3	-3	2-	5/2-7		

#### EQUIPMENT

leather armor (AC 8) backpack (capacity 300 enc) waterskin thieves' picks and tools small silver mirror chalk (enc 2)

#### THIEF ABILITIES

Pick Pockets 55% Open Locks 57% Find/Remove Traps 50% Move Silently 48% Hide in Shadows 40% Hear Noise 25% Climb Walls 73% Read Languages 20%

9" up to 350 6" up to 700 3" up to 1050 3" up to 1500

Neutral

# MULLNEY PENDERLUP - Gnome Thief 4 - Female - 3'3" - 76 lbs. - age 95

Int Wis	18 10	magical attack +2 adjustment -4 defensive -4 system shock 70% survival +5%	open doors 1-2 bars/gates 2% reaction & attack +3 adjustment resurrection 75%	MOVEMENT ARMOR CL	ASS	12" 4 12	(8	rear	)		Par Pet Roc Bre Spo Aodi	raly rifa d, Si eath ells	cati taff, We s: +2	on, on, Weap	Pois Poly and on	ymo gic.	rph		∧agic nental/		13 12 14 16 15
dryc Weapo Infravis 80% c wall	ad, thie on Prot sion 60 hance s, ceilir	eves' cant ficiencies: long sword, )' to detect grade or slo ngs, or floors; 60% ch	ome, halfling, goblin, kob sling ope; 70% chance to dete ance to determine depth etermine direction of trav	ct unsafe		NEY & I pend				enc	10)										
	ergrou				Con	<b>1</b> BAT <b>T</b>	A DI	c .													
		kobolds and goblins or anolls, buabears, or	gres, trolls, ogre magi, gi	ants, and					12	14	15	14	17	10	10	20	20	20	20 20	1 2	0 21
titar		, , , , , , , , , , , , , , , , , , , ,		,												20					_
Back st	tab +4	to hit, x2 damage			Α	C hit	10	9	8	7	6	5	4	3	2		0	-1	-2 -3	8 - 4	4 -5
WEAP	ON/A	ТТАСК				to hit	10	9	8	7	6	5	4	3	2	1	0	d	amage		mod
long s	sword			S	pd 5		+2	+1	0	0	0	0	0	-1	-2	-3	-4	1-8	3/1-1	2	
sling																					
larç	ge po	uch w/20 bullets		rng 5/10	0/20	+3	+3	+1	+2	0	0	0	-1	-2	-2	-3	-3	2-	5/2-7	7	

#### EQUIPMENT

leather armor (AC 8) backpack (capacity 300 enc) waterskin thieves' picks and tools small silver mirror chalk (enc 2)

#### THIEF ABILITIES

Pick Pockets 55% Open Locks 57% Find/Remove Traps 50% Move Silently 48% Hide in Shadows 40% Hear Noise 25% Climb Walls 73% Read Languages 20%

12" up to 350 9" up to 700 6" up to 1050 3" up to 1500

Neutral

# RYZAG – Human Fighter 4 – Male – 6'1" – 201 lbs. – age 31

# **Neutral Good**

STR       17       attack/dmg +1/+1 weight allw. +500       open doors 1-3 bars/gates 13%         INT       6         WIS       10         DEX       10         CON       13       system shock survival       85%         CHA       8       loyalty base       -5%	MOVEMENT ARMOR CL/ HIT POINTS	ASS	6" 3 23	(2 w,	/shie	eld)		Pet Roc	raly rifa d, Si eath ells	zati cati taff We	ion, ion, , W eap	Pois Poly and	/mo			۸agic	1 1 1	3 4 5 6 6
Languages: common Weapon Proficiencies: dagger, javelin, long sword, morning bow 4 melee attacks per round vs. creatures with less than 1 full		50	gp MBAT T			IRE												
			+ mods AC hit	-	9 9	10 8	11 7	12 6	13 5	14 4	15 3	16 2	17 1	18 0		20 20 -2 -3	_	20 -5
WEAPON/ATTACK			to hit	10	9	8	7	6	5	4	3	2	1	0	do	amage	ľ	nod
long sword	s	pd 5	+1	+2	+1	0	0	0	0	0	-1	-2	-3	-4	1-8	8/1-1	2	+1
morning star	s	pd 7	+1	+2	+2	+1	+1	+1	+1	+1	+1	0	0	0	2-	8/2-7	7	+1
dagger	s	pd 2	+1	+3	+1	+1	0	0	-2	-2	-3	-3	-4	-4	1-	4/1-3	3	+1
		12/2		+1	0	0	-1	-1	-2	-3	-4	-5	-6	-7	1-	4/1-3	3	
thrown	rof 2, rng 1/	2/3													1			
thrown	rof 2, rng 1/ of 2, rng 5/10			+2	+2	+2	+1	0	0	-1	-4	-5	-6	-7				
thrown				+2	+2	+2	+1	0	0	-1	-4	-5	-6	-7		1-6		

#### EQUIPMENT

plate mail (AC 3, move 6") large shield (+1 AC thrice/round) wand of metal and mineral detection (20 charges, command word 'lucrum') backpack (capacity 300 enc) large belt pouch (capacity 50 enc) large belt pouch (capacity 50 enc) large sack (capacity 400 enc) iron rations: 1 week waterskin hooded lantern (30' r.) flasks of oil: 3 tinder box

# SHIASMA – Half-Elf Cleric 4 / Magic-User 4 – Female – 5'1" – 95 lbs. – age 49

# Lawful Good

STR 10 open doors 1-2 bars/gates 2% MOV	'EMENT	6"					SAVI Pau					on	Der	ath Ma	aic	9
INT 12 chance to learn spell 45% ARMO	OR CLAS	ss <b>3</b>									Poly				gic	12
	OINTS	14								-	'and		, pi			11
	OINTS	14						eath		-						15
Dex 13								ells			-					12
CON 7 system shock 55% resurrection 60% survival							Nod		s: nc	one.						
Сна 12																
Languages: common, elvish, gnome, halfling, goblin, hobgoblin, orci	ish, I	Money &	TRE	ASL	JRE											
gnoll Weapon Proficiencies: footman's mace, dagger Infravision 60'		jade stone 20 gp	s (1	00 (	gp 8	k en	c 3 e	∋a.):	6							
30% resistant to sleep and charm spells																
1 in 6 or 2 in 6 to detect secret doors; 3 in 6 for concealed doors																
Turn Undead Clerical Spells (5/2)	C	Сомват Т	ABL	E												
Magic-User Spells (3/2)		roll + mods	8	9	10	11	12	13	14	15	16	17	18	19 20	20	20 20
		AC hit	10	9	8	7	6	5	4	3	2	1	0	-1 -2	-3	-4 -5
WEAPON/ATTACK		to hit	10	9	8	7	6	5	4	3	2	1	0	dam	age	mod
footman's mace	spd	17	-1	+1	0	0	0	0	0	+1	+1	+2	+2	2-7/	1-6	
5 daggers	spd	12	+3	+1	+1	0	0	-2	-2	-3	-3	-4	-4	1-4/	1-3	
thrown rof 2,	rng 1/2	/3	+1	0	0	-1	-1	-2	-3	-4	-5	-6	-7	1-4/	1-3	
EQUIPMENT		CLERIC	C SPI	ELLS	(de	efau	lt se	elect	ion)	)						
plate mail (AC 3, move 6")		1st: c		-												
ring of free action				-	ht w ht w											
magic-user scroll (fireball) (cast at 6th level) silver holy symbol (enc 5)				-	nag		us									
backpack (capacity 300 enc)					on f		ı evi	il								
leather map/scroll case		2nd: f														
large sack (capacity 400 enc)		ł	nold	ре	rsor	ı										
large belt pouch (capacity 50 enc)																
iron spikes: 3		MAGI	c-U	SER	Spel	.LS (	def	ault	sele	ectio	on)					
small hammer (enc 20)		1st: r	nag	ic n	nissi	le										
			oush													
			-		lim											
		2nd: d				ibili	ty									
		i	nvis	ibili	ity											
		Spell	boc	k: ˈ	l st—	ma	gic r	nissi	le, r	nen	dinç	g, p	ush,	read n	nagi	с,

spell book: Ist-magic missile, mending, push, read magic, spider climb; 2nd-detect invisibility, invisibility. (Unable to learn ESP, web, wizard lock.)

# BESHA – Human Fighter 3 – Female – 5'9" – 134 lbs. – age 24

# Lawful Neutral

	15	attack/dmg +0/+1 weight allw. +350 defensive adjustment system shock survival 919	bars/gates 10% reaction & attack +2 adjustment	Movement Armor Cl. Hit Points	ASS	9" 1 1 <i>7</i>	(4	rear	SAVING THROWS Paralyzation, Poison, Death Magic Petrifacation, Polymorph Rod, Staff, Wand Breath Weapon Spells Modifiers: +3 vs. dodgeable.												
Languages: common, dwarvish, hobgoblin Weapon Proficiencies: hand axe, long bow, long sword, spetum 3 melee attacks per round vs. creatures with less than 1 full hit die				Money & Treasure 35 gp Combat Table																	
					roll	+ mods	8	9	10 8	11 7	12 6	13 5	14 4	15 3	16 2	17 1	18 0	19 -1	20 2 -2 -3		0 20 4 -5
WEAPO	<b>ЭN/А</b>	TTACK				to hit	10	9	8	7	6	5	4	3	2	1	0	c	amage	è	mod
long s	word			s	pd 5		+2	+1	0	0	0	0	0	-1	-2	-3	-4	1-	8/1-1	2	+1
hand	axe			S	pd 4		+1	+1	+1	0	0	-1	-2	-2	-3	-4	-5	1	-6/1-	4	+1
thrown rng 1/			/2/3	+2	+1	0	0	0	-1	-1	-2	-3	-4	-5	-6	1	-6/1-	4			
spetur	spetum sı			pd 8		+2	+1	0	0	0	0	0	-1	-2	-2	-2	2-	7/2-1	2	+1	
long b	long bow rof 2, rng 7/14			4/21		+3	+3	+3	+3	+2	+1	0	0	-1	-2	-3					
quiv	ver w	/20 arrows				+2													1-6		
quiv	ver w	/20 arrows				+2													1-6		

#### EQUIPMENT

banded mail (AC 4, move 9") **potion of healing** (2d4+2) backpack (capacity 300 enc) large sack (capacity 400 enc) large belt pouch (capacity 50 enc) waterskin bullseye lantern (80' beam) flasks of oil: 3 tinder box

# LLUNRE – Half-Elf Ranger 3 – Male – 5'11" – 112 lbs. – age 29

# **Chaotic Good**

STR 15	15 attack/dmg +0/+0 open doors 1-2 weight allw. +200 bars/gates 7% MOVEMEN		г	9"				SAVING THROWS													
L 10		burs/ gures 7 /0			•	(1 w/shield)				Paralyzation, Poison, Death Magic											13
INT 15	)		ARMOR CL	ASS	2		rear			Pet	rifa	cati	ion,	Poly	ymo	orph				14	4
Wis 14	1				22					Rod	d, Si	taff	, w	and						13	5
	defensive o	reaction & attack +1								Bre	eath	We	eap	on						10	5
Dex 16	adjustment -2	adjustment								Spe	ells									10	5
CON 15	5 system shock 91% survival	resurrection 94% survival								Modi	ifier	s: +)	2 vs	. do	dge	able	÷.				
Сна 15	5 reaction +15% adjustment	loyalty base +1.5%																			
Languages: common, elvish, gnome, halfling, goblin, hobgoblin, orcish,																					
gnoll Weapon F	Proficiencies: long sword,	. short bow. spear		4 gp																	
Infravision		, , . <b>,</b> . <b>,</b>		12 sp																	
30% resist	tant to sleep and charm	spells																			
1 in 6 or 2	2 in 6 to detect secret do	oors; 3 in 6 for concealed	doors																		
Tracking																					
	ge in melee vs. various g	iants and humanoids		Cor	иват Т	ABL	E														
3 in 6 chance to surprise enemies				roll	+ mods	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
1 in 6 chance for self or party to be surprised 3 melee attacks per round vs. creatures with less than 1 full hit die			L		AC hit			8	7	6	5	4	3	2	1	0	-1	-	-3	-4	
3 melee a	ittacks per round vs. crec	stures with less than 1 tuli	nit die			10	7	0	/	0	5	4	3	Z	I	U	- 1	-2	-3	-4	-5
WEAPON	/Аттаск				to hit	10	9	8	7	6	5	4	3	2	1	0	c	damc	ige	n	nod
long sword				pd 5		+2	+1	0	0	0	0	0	-1	-2	-3	-4	1-	-8/1	-12		
short bow rof 2, rng 5/1			of 2, rng 5/10	)/15		+2	+2	+2	+1	0	0	-1	-4	-5	-6	-7					
quiver w/10 arrows +1					+2													1-0	5	-	⊦1
and w/10 arrows				+1													1-0	5			

#### EQUIPMENT

banded mail (AC 4, move 9") large shield (+1 AC thrice/round) backpack (capacity 300 enc) large sack (capacity 400 enc) large belt pouch (capacity 50 enc) iron rations: 1 week waterskin tinder box holy water vials: 3

# RESTON THE YOUNGER - Human Cleric 3 - Male - 5'10" - 150 lbs. - age 26

# Lawful Good

STR11open doors 1-2 bars/gates 2%INT9WIS13DEX15defensive adjustment-1CON9system shock survival65%resurrection survival70%CHA9	MOVEMENT ARMOR CLAS HIT POINTS	9" 55 4 13	(3 w (5	/shie rear			Par Petr Rod Bre Spe	rifac I, Sto ath	catio catio aff, We	on, on, Wa	Poly and on	ymo	orph		Magic	1 1 1	0 3 4 6 5
Languages: common, elvish Weapon Proficiencies: horseman's flail, quarter staff Turn Undead Clerical Spells (3/1)		Money & Treasure 5 gp															
		COMBAT TABLE           roll + mods         10         11         12         13         14         15         16         17         18         19         20 <th></th> <th></th>															
		roll + mods AC hit								17 3	18 2	19 1	20 0	20 -1			20 -5
WEAPON/ATTACK		to hit	10	9	8	7	6	5	4	3	2	1	0	d	lamage		mod
horseman's flail	spc	6	0	+1	+1	+1	0	0	0	0	0	0	0		2-5		

#### EQUIPMENT

chain mail (AC 5, move 9") large shield (+1 AC thrice/round) wooden holy symbol (enc 5) backpack (capacity 300 enc) large sack (capacity 400 enc) large belt pouch (capacity 50 enc) iron rations: 1 week waterskin iron spikes: 5 small hammer (enc 20)

#### **CLERIC SPELLS** (default selection)

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1st: cure light wounds cure light wounds protection from evil 2nd: silence 15' radius