Character Name:				Age:	Height	·	Weight:
		Human _		Size: Mee	lium-size		ender:
Class: Fighter		Level: 1		Alignmer	nt: choose any		
Ability Strength	Score 1	Mod	your ability score	es. Your final score	s will range betwe	en 6 and 20.	hen apply racial modifiers to the right of the ability scores.
Dexterity			Attribute Co	st Bonus	Racial Modifie	rs	
Constitution			6 7	-2 -2	Human Dwarf	None +2 Constitution, –2	Chariema
Intelligence			8 0	-1	Elf	+2 Dexterity, -2 Co	onstitution
Wisdom			9 1 10 2	-1 0	Gnome Half-elf	+2 Constitution, –2 None	0
Charisma			11 3 12 4	0 +1	Half-orc Halfling	+2 Strength, –2 Int +2 Dexterity, –2 St	elligence, –2 Charisma rength
Languages: Commor Money: 10 gp	, dwarven or	orc	13 5 14 6 15 8 16 10 17 13 18 16 19	+1 +2 +3 +3 +4 +4			
Saving Throws		Basa	20	+5			
Type Reflex (Dex) Fortitude (Con) Will (Wis)	=	$= \underline{0} - \underline{-}$ $= \underline{+2} - \underline{-}$	Ability ⊢ Mod ⊢ ⊢	+ Misc. + <u>*</u> + <u>*</u> + <u>*</u>	Bonu (Dwa	ses rf): *+2 vs. poise	on and spells
Armor	Armor	Shield	Dex	Size	Misc.	Hit Points [10+Con mod]
Class = 10	+ Bonus	+ Bonus	+ Mod +	+ Mod +			•
= 10	+ +4	+ +2	+ +	+ <u>0</u> +	0		
Armor Type / Bonus	• Scale mail/-	+4	Shield Type /]	Bonus: Large v	vooden shield/-	+2	
Check Penalty: <u>-6</u>	<u>ocure many</u>			nan and half-orc			ex Mod + Misc.
Spell Failure: <u>n/a</u>		Weight:			tiative:	=	+ <u>+4 (</u> human)
	Str + Mod +	Size + Mod + <u>0</u>		Ranged Attack	Base = Attac = + <u>1</u>	Dex + Mod +	Size + Mod + <u>0</u>
Weapon		Attack	Damage	Cr	it Rar	nge Wt.	Size Type
(Dwarf) dwarven war	axe [focus]	THURK	1d10	<u>x3</u>		- 1.5.11	••
(Human, half-orc) bas		us]	1d10	<u>x2</u>		10.11	
shortbow	-		<u>1d6</u>	<u>x3</u>			
Skill (cross-class?)	r	 Fotal = Ra	Ability			es, heroic feats,	
Choose $[2 + Int bonus$					1	, ,	
Climb [Str]	-	_ =	_ + +	<u>-6</u> (Dwarf and hal	f-orc) <u>Darkvisior</u>	<u>n (60')</u>
Jump [Str]	-	_ = _	_ + +	<u>-6</u> (Dwarf) <u>Intuit ı</u>	inusual stonewor	<u>k (+2)</u>
<u>Ride [Dex]</u>	-	=	_ + +			es vs.poison and	-
Listen* [Wis]	-	_	+ + +	(Dwarf) +1 atta	ck vs. orcs and g	oblinoids
Search* [Int]		_ = _					
<u>Spot* [</u> Wis]	-		_ + +	_ (Dwarf) <u>+4 dod</u>	ge bonus vs. gia	<u>nts</u>
	-		+ + + +	(Dwarf) <u>+4 dod</u> Dwarf) <u>+2 on 4</u>	Alchemy checks	
Swim [Str]	-		+ + + + ++	((Dwarf) <u>+4 dod</u> Dwarf) <u>+2 on 2</u> Exotic weapon	Alchemy checks proficiency (war	axe or bastard sword)
<u>Swim [</u> Str] * cross-class skill	- -		++ ++ ++	((Dwarf) <u>+4 dod</u> Dwarf) <u>+2 on .</u> Exotic weapon Weapon Focus	Alchemy checks proficiency (war	<u>axe or bastard sword)</u> r bastard sword)

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Quiver with 20 arrows

Character Name:		A Chance Run-in	:	Height:	_ Weight:	
	Half-orc		Size: Mediun		Gender:	
Class: Barbarian	Level: 1				evil non-lawful:	
Chuss: Durburiun	Leven I			-		
Ability Score	Mod	Assign ability points by your ability scores. You			8 points. Then apply racia 1 20.	I modifiers to
Strength		Write the bonuse	es for your chose	n ability points in the N	Nod field to the right of the	ability scores.
Dexterity		Attribute Cost 6		R <u>acial Modifiers</u> Iuman None		
Constitution		7 8 0	-2 D	Warf +2 Cons	titution, –2 Charisma erity, –2 Constitution	
Intelligence		9 1 10 2	-1 G	Snome +2 Cons	stitution, –2 Strength	
Wisdom		11 3	0 H		ngth, -2 Intelligence, -2 Ch	narisma
Charisma		12 4 13 5	+1	lalfling +2 Dext	erity, –2 Strength	
Languages: Common, maybe o Money: 8 gp	orc	14 6 15 8 16 10 17 13 18 16 19	+2 +2 +3 +3 +4 +4			
Saving Throws	l	20	+5			
TypeTotalReflex (Dex)Fortitude (Con)Will (Wis)	$= \underbrace{0}{+2} - \underbrace{-}{-}$	Ability Mod + - + - + - + - + - + + + + + + +	Misc. * * *	Bonuses		
	nor Shield	Dex			Points [12+Con mod]
Class = 10 + Bo				Mod		
= 10 + +2	3 + +0	+ +	+	0		
Armor Type / Bonus: Studde	d leather/+3	Shield Ty	pe / Bonus: <u>N</u>	lone		
Check Penalty: <u>-1</u>	Movemen	nt: <u>40′</u>		Total	= Dex Mod +	Misc.
Spell Failure: <u>n/a</u>	Weight:	<u>20 lb.</u>	Initiati	ive:	= +	_
	tr Size 1od + Mod +			Base = Attack + = + <u>1</u> +	Dex Size Mod + Mod + 0	
Weapon	Attack	Damage	Crit	Range	Wt. Size	Туре
Greataxe [focus]		<u>1d12</u>	<u>x3</u>	=	<u>20 lb.</u> Lg.	<u>Slash</u>
Dagger		<u>1d4</u>	<u>x2</u>	<u>10′</u>	<u>1 lb.</u> <u>Tiny.</u>	<u>Pierce</u>
<u>Shortbow</u>		<u>1d6</u>	<u>x3</u>	<u>60′</u>	<u>2 lb.</u> <u>Med.</u>	<u>Pierce</u>
Skill (cross-class?) Choose [4 + Int bonus] x 4 ran Climb [Str] Wilderness Lore [Wis] Listen [Wis] Jump [Str] Swim [Str] Ride [Dex] Intimidate [Cha] Intuit Direction [Wis] Spot [Wis] * * cross-class skill		Ability nks + Mod + Arma is list. Cross-class sk + +	ills cost 2 poir (Hal <u>Wea</u> (Hur <u>Barb</u> +2 rag <u>Fast</u>	f-orc) <u>Darkvision (</u> pon Focus (+1 w/ man) <u>Alertness (+2</u> parian Rage (+4 Co hp); after rage -2 ge lasts 3 + Con mo	ass skills 1 per rank. 60')	encounter;

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Quiver with 20 arrows.

Character Name:					А	.ge:]	Height: _		•	Weig	ght:	
Race: Select				Half-orc		Size: M	edium-s	ize		Ge	ende	r:	
Class: Ranger			Leve	el: 1		Alignm	ent: cho	ose any n	non-ev	il:			
Ability Strength	Score	Мо	d	your abilit	y scores. \	Your final sco	ores will ran	ige between	6 and 2	20.	-		modifiers to ability scores.
Dexterity			_	Attribute	Cost	Bonus		al Modifiers					
Constitution			-	6 7		-2 -2	Huma Dwar	f +2		tution, –2			
Intelligence			_	8	0 1	-1 -1	Elf Gnon			ity, –2 Cor tution, –2 \$			
Wisdom			_	10 11	2 3	0 0	Half-e Half-e		one 2 Strena	th, –2 Inte	lliaen	- ce. –2 Ch	arisma
Charisma			_	12	4 5	+1 +1	Halfli			ity, –2 Stre			
Languages: Common Money: 22 gp	n, elven o	or orc		14 15 16 17 18	6 8 10 13 16	+2 +2 +3 +3 +4							
Saving Throws				19 20		+4 +5							
Type Reflex (Dex) Fortitude (Con) Will (Wis)	Total 	= = =	Base Save <u>0</u> +2 <u>0</u>	Abil + Moo + + +		Misc. * * *		Bonuses (Elf): *		Enchantr	nent	spells	
Armor		mor	Shi			Size	Mi		Hit l	Points [1	0+C	on mod]	l
Class $= 10$		onus +		nus + Moc		Mod	+ Mo						
= 10	+ +	+ +	+()+	+	0	+ 0						
Armor Type / Bonus	s: <u>Studde</u>	ed leathe	er/+3		Shield 7	Гуре / Вог	us: <u>Non</u>	<u>e</u>					
Check Penalty: <u>-1</u>			Mov	ement: <u>30′</u>				1	Fotal	= De	x Mo	od +	Misc.
Spell Failure: <u>n/a</u>			Weig	ht: <u>20 lb.</u>		I	nitiative:	-		=		+	
Melee Base Attack = Attack = + <u>1</u>		Str Mod	+	Size Mod <u>0</u>		Ranged Attack	= =	Base Attack + <u>1</u>	+ +	Dex Mod	+ +	Size Mod <u>0</u>	
Weapon			Att	ack Dai	nage	(Crit	Range	•	Wt.		Size	Туре
Long Sword					<u>d8</u>		<u>x2</u>			<u>4 lb.</u>		Med.	Slash
Short Sword (off-han	d)		_		d6		<u>x2</u>	=		<u>3 lb.</u>	-	Sm.	Pierce
Longbow When striking with sword, which is in the					<u>d8</u> ch attack		<u>x3</u> ger has a	<u>100′</u> Strength b	oonus,	<u>3 lb.</u> add only	v half	<u>Lg.</u> f of it to	Pierce damage with the sho
Skill (cross-class?)		Tot	al =	Ab Ranks + M	ility Iod + M	lise 6	necial Al	bilities, he	roje f	ats ate			
Choose $[4 + Int bonu$	s] x 4 ran											rank.	
Wilderness Lore [Wi	s]		=	+	+	_ (Half-orc)	<u>Darkvisio</u>	n (60	<u>)</u>			
Animal Empathy [Ch	a]		=	+	+	_ (Elf) <u>Low-</u>	light visio	on (x2 1	normal ra	ange)	
Hide [Dex]			=	+	+	<u>-1</u> (Elf) <u>Immı</u>	une to mag	gical sl	eep, +2 v	vs Er	nchantm	ents
Move Silently [Dex]			=	+	+	<u>-1</u> (Elf) <u>+2 or</u>	n Search, S	<u>Spot, a</u>	nd Lister	n che	<u>cks</u>	
Listen [Wis]			=	+	+	_ (Elf) <u>W/in</u>	5' of secr	et door	r, gets se	arch	check	
Spot [Wis]			=	+	+			handed (in					
Search [Int]			=	+	+	_ <u>F</u>	oint Blan	ik Shot: +1	1* with	n missile	weaj	pons up	<u>to 30'</u>
Heal [Wis]			=	+	+	_ (Human) <u>F</u>	Precise Sho	ot: sho	ot into n	nelee	w/out p	enalty
Intuit Direction [Wis]]		=	+	+	_ <u>F</u>	avored er	nemy:					
Track [Wis]			=					. ~		G (T	1 0	vored enemy

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Three torches. Quiver with 20 arrows.

Character Name:			A	ge:	Height:		Weight:	
Race: Select	Human	Half-elf	Gnome	Size: Med	ium (small fo	r gnome)	Gender:	
Class: Paladin		Level: 1		Alignmen	t: choose any	non-evil: _	_Lawful good	<u> </u>
Ability	Score	Mod	Assign ability points				s. Then apply racia	al modifiers to
Strength			your ability scores. Write the bon				ld to the right of the	e ability scores.
Dexterity			Attribute Cost	Bonus	Racial Modifier	S		
Constitution			6 7	-2 -2	Human	None +2 Constitutior	–2 Charisma	
Intelligence		_	8 0	-1	Elf	+2 Dexterity, -	2 Constitution	
Wisdom		_	9 1 10 2	-1 0	Half-elf	+2 Constitutior None		
Charisma		_	11 3 12 4	0 +1		+2 Strength, –2 +2 Dexterity, –2	2 Intelligence, –2 C 2 Strength	harisma
Charisma		—	13 5 14 6	+1 +2				
Languages: Common Money: 8 gp	n, elven or g	nome	15 8 16 10 17 13 18 16 19	+2 +3 +3 +4 +4				
Saving Throws			20	+5				
Type Reflex (Dex) Fortitude (Con) Will (Wis)	Total 	$= \underbrace{0}{+2}$	Ability + Mod + + + + + + +	* *	(Half-Elf):			+4 vs magical sle
Armor Class = 10	Armo + Bonu		Dex + Mod +	Size Mod +	Misc. Mod	Hit Poin	ts [10+Con mod	1]
= 10				+1 (gnome) +	0		_	
Armor Type / Bonus	s: <u>Scale mai</u>		Shield Type / Bo					
Check Penalty: <u>-6</u>			nt: <u>20'</u> (15' for gn			= Dex N		
Spell Failure: <u>n/a</u>		Weight:	<u>40 lb.</u>	Init	iative:	=	+ <u>_</u>	+4 (human)
$\begin{array}{rcl} Melee & Base \\ Attack &= & Attack \\ \underline{\qquad} &= & +\underline{1} \end{array}$	Str k + Mo +	d + Moo		Ranged Attack	= Attact $= +1$	Dex k + Mo +	d + Mod	
Weapon		Attack	Damage	Cri	t Ran	ge	Wt. Size	Туре
(Human, half-elf) Lor	ng Sword [fe		<u>1d8</u>	<u>x2</u>		-	<u>lb.</u> <u>Med.</u>	Slash
(Gnome) Short Sword		· —	1d6	<u>x2</u>			lb. Sm.	Pierce
Shortbow		_	<u>1d6</u>	<u>x3</u>			lb. Med.	Pierce
Skill (cross-class?)			Ability anks + Mod + M	Iisc S	pecial Abilitie	s, heroic fea	ts, etc.	
Choose [2 + Int bonu	sj x 4 ranks	of skills from th	ns list. Cross-class	-	-		-	
<u>Heal</u> [Wis]		= .	++				t vision (x2 norr	
<u>Ride [Dex]</u>			+ +			-	<u>ll sleep, +2 vs Ei</u>	
Diplomacy [Cha]			+ +				ot, and Listen ch	
<u>Spot [</u> Wis] *		_ = -	+ +					+4 dodge vs giant
Listen [Wis] *			+ +			-	oids and kobold	
<u>Climb</u> [Str] *		= .	+ +				lchemy Checks	
<u>Search [</u> Int] *		= .	++		<i>etect evil</i> at wi			
* cross-class skill					vivine grace (ad			
					-		– or can use to c	<u>lamage undead</u>
Gear: Backpack with		-			ivine health (ii			
bedroll, sack, and flir	nt & steel. Tl	hree torches. Qu	liver with 20 arrow		-		gsword or shorts	<u>sword)</u>
				(I	Human) <u>Improv</u>	ved Initiative	(+4)	

Race: Select	Character Name:				Ag	ge:	Heig	sht:	V	Veight:	
Ahiliy Score Mod Strength						Size: Mediu	ım (small	l for halfli			
$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	Class: Rogue		Level: 1	l		Alignment:	choose a	any non-ev	/il:		
Strength	Ability	Score	Mod							en apply racia	I modifiers to
Constitution $ $ $ $ $ $ $ $ $ $ $ $ $ $ $ $	Strength									e right of the	ability scores.
Constitution $ $ $ $ $ $ $ $ $ $ $ $ $ $ $ $				Attribute	Cost	Bonus	Racial Mod	lifiers			
Intelligence Image: Construction +2 Deadenty, -2 Construction Wisdom 10 2 0 Haff eff +2 Deadenty, -2 Strength None 10 2 0 Haff or +2 Deadenty, -2 Strength Charisma 11 3 0 Haff or +2 Deadenty, -2 Strength Languages: Common, halfling or elven 13 6 +1 Haff or +2 Deadenty, -2 Strength Saving Throws 13 4 +1 Haff or +2 Deadenty, -2 Strength Saving Throws 10 +2 + + + Type Total = Save + Mod + Misc. Strintlac(Con) = 0 + + + (Eif): *+2 vs Einchantment spells Will (Wis) = 0 + + + (Eif): *+2 vs Einchantment spells Will (Wis) = 0 + + + (Eif): *+2 vs Einchantment spells Will (Wis) = 0 + + + + + Check Panalty := 6 Moverment: 20 (20 for halfilings)	-			6		-2	Human	None	itution 0.0	hariama	
Wisdom instant None None Charisma				8	0	-1	Elf	+2 Dexte	rity, -2 Cons	stitution	
$\begin{array}{c c c c c c c c c c c c c c c c c c c $	-								itution, –2 S	trength	
Charling											narisma
Languages: Common, halfling or elven 15 8 +2 Money: 43 gp 15 10 +3 Saving Throws	Charisma			13	5	+1	riannig	TZ DEXIE	nty, –2 Strei	igui	
Morey: 43 gp Morey: 43 gp Total = Save + Mod + Misc. Saving Throws Type Total = Save + Mod + Misc. Reflex (Dex)	Languages: Commor	n, halfling or	r elven								
Saving Throws $ \begin{array}{ccccccccccccccccccccccccccccccccccc$	Money: 43 gp	C C									
Saving Throws $ \begin{array}{c ccccccccccccccccccccccccccccccccccc$				18	16	+4					
Base Save + Mod + Mod +Mise. Mise. + tBonuses (Halfling): *+1 vs. all (Elf): *+2 vs Enchantment spellsType Fortitude (Con)	Saving Throws										
$\begin{array}{cccccccccccccccccccccccccccccccccccc$	0		Base	Abilit	y						
Fortitude (Con)	Type	Total							1 . 11		
Armor ClassArmor = 10Armor BonusShield BonusDex HodSize ModMisc. ModHit Points [6+Con mod]					++	* *				ent snells	
Armor ClassArmor = 10Armor BonusShield 	Will (Wis)	_				*	(LI	11). +2 +3	Enenantin	ent spens	
Class = 10 + Bonus + Bonus + Mod + Mod + Mod + Mod = 10 + ± 2 + ± 0 + $\pm \pm 1$ (halfling) + 0 Armor Type / Bonus: Leather/ ± 2 Shield Type / Bonus: None Check Penalty: ± 6 Movement: $\underline{30'}$ (20 for halflings) Total = Dex Mod + Misc. Spell Failure: \underline{ma} Weight: $\underline{15 \text{ lb}}$ Initiative: \underline{ma} = $\pm \underline{ma}$ Melee Base Str Size Ranged Attack = Attack + Mod + Mod \underline{ma} = ± 0 + \underline{ma} + ± 1 (halfling) \underline{ma} = 0 + \underline{ma} + ± 1 (halfling) Weapon Attack = Damage Crit Range Wt. Size Type Short Sword \underline{ma} + $\underline{10}$ + $\underline{106}$ $\underline{x2}$ \underline{ma} 3 lb. Sm. Pierce Lt Crossbow \underline{ma} 1 d6 $\underline{x2}$ \underline{ma} 3 lb. Sm. Pierce Dagger $\underline{104}$ $\underline{x2}$ 10' 1.1b. Tiny. Pierce Ability Skill (cross-class?) Total = Ranks + Mod + Mise Special Abilities, heroic feats, etc. Choose [8 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank. Climb [Str] = \underline{ma} + \underline{ma} + \underline{ma} (Halfling) \underline{mal} + 1 attack + 4 Hide Hide [Dex] = \underline{ma} + \underline{mak} +		Armo	r Shield	Dov			Mise	Lit.	Doints [6-	Con mod]	
$ \begin{array}{c c c c c c c c c c c c c c c c c c c $					+			1111	i onits [0	Con mou	
Armor Type / Bonus: Leather/+2: Shield Type / Bonus: None Total = Dex Mod + Mise. Spell Failure: $\underline{n/a}$ Weight: $\underline{15}$ Ib. Total = Dex Mod + Mise. Spell Failure: $\underline{n/a}$ Weight: $\underline{15}$ Ib. Initiative: $=$ $=$ $+$ $-$ Melce Base Str. Size Ranged Attack $=$ Attack + Mod $+$ Mod $_$ $=$ $+$	= 10				+ +1						
Check Penalty: $\underline{-6}$ Movement: $\underline{30}$ (20 for halflings) Total = Dex Mod + Misc. Spell Failure: $\underline{n/a}$ Weight: $\underline{15 lb}$ Initiative: = = +							÷				
Spell Failure: $\underline{n/a}$ Weight: $\underline{15}$ lb.Initiative: $=$ $=$ $+$ MeleeBaseStr+SizeRangedBaseHatek+Mod+Attack=Attack=Attack=Attack+Mod+Mod $=$ $=$ $+$ <td></td> <td>: Leather/+</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>		: Leather/+									
Melce Melce a Attack $=$ $+$ Base $+$ Str Mod $+$ Size Mod $+$ Ranged Attack $+$ Base Attack $=$ Dex Attack $+$ Size Mod $+$ Mod $+$ Mod 	-				for halfl	÷ /		Total	= Dex	Mod +	Misc.
Attack=Attack+Mod+ModAttack=Attack=Attack+Mod+Mod	Spell Failure: <u>n/a</u>		Weight:	<u>15 lb.</u>		Initia	tive:		= _	+	
$= +0$ $+$ $+1$ (halfling) $= 0$ $+$ $+ +1$ (halfling)WeaponAttackDamageCritRangeWt.SizeTypeShort Sword1d6 $x2$ 3 lbSm.PierceLt Crossbow1d8 $x2$ 80'7 lbMed.PierceDagger1d4 $x2$ 10'1 lbTiny.PierceSkill (cross-class?)Total= Ranks + Mod + MiscSpecial Abilities, heroic feats, etc.Choose [8 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank.Climb [Str]= $+$ $+$ (Halfling) ± 2 Climb, Move Silently, Jump, & ListenMove Silently [Dex]= $+$ $+$ (Elf) Low-light vision ($x2$ normal range)Decipher Script [Int]= $+$ $+$ (Elf) 1 ± 0 coserch. Spot. and Listen checksDisable Device [Int]= $+$ $+$ (Elf) $\frac{1}{2}$ on Search. Spot. and Listen checksSpot [Wis]= $+$ $+$ (Hurman) Alertness ($+2$ on Listen and Spot)Use Magical Device [Cha]= $+$ $+$ (May use Search skill to find trapsBluff [Cha]= $+$ $+$ May use Search skill to find traps	Melee Base	Str					Ba	se	Dex	Size	
WeaponAttackDamageCritRangeWt.SizeTypeShort Sword1d6 x^2 3 lb.Sm.PierceLt Crossbow1d8 x^2 80'7 lb.Med.PierceDagger1d4 x^2 10'1 lb.Tiny.PierceAbilitySkill (cross-class?)Total=Ranks + Mod + MiscSpecial Abilities, heroic feats, etc.Choose [8 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank.Climb [Str]=++(Halfling) Small. +1 AC, +1 attack, +4 HideHide [Dex]=++(Halfling) +2 Climb, Move Silently, Jump, & ListenMove Silently [Dex]=++(Halfling) +1 attack with thrown weaponsDecipher Script [Int]=++(Elf) Low-light vision (x2 normal range)Open Locks [Dex]=++(Elf) Jimmune to magical sleep, +2 vs EnchantmentsListen [Wis]=++(Elf) Win 5' of secret door, gets search checksDisable Device [Int]=++(Human) Alertness (+2 on Listen and Spot)Use Magical Device [Cha]=++May use Search skill to find trapsBluff [Cha]=++May use Search skill to find traps						Attack			Mod		
Short Sword $1d6$ $x2$ 3 lb $Sm.$ PierceLt Crossbow $1d8$ $x2$ $80'$ 7 lb Med.PierceDagger $1d4$ $x2$ $10'$ 1 lb $Tiny.$ PierceSkill (cross-class?)Total= Ranks + Mod + MiscSpecial Abilities, heroic feats, etc.Choose [8 + Int bonus] x 4 ranks of skillsfrom this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank.Climb [Str]=++(Halfling) Small, +1 AC, +1 attack, +4 HideHide [Dex]=++(Halfling) +1 attack with thrown weaponsDecipher Script [Int]=++(Elf) Low-light vision (x2 normal range)Open Locks [Dex]=++(Elf) Low-light vision (x2 normal range)Disable Device [Int]=++(Elf) 12 on Search, Spot, and Listen checksSearch [Int]=++(Elf) $Win 5'$ of secret door, gets search checkSearch [Int]=++May use Search skill to find trapsPick Pockets [Dex]=++May use Search skill to find trapsBluff [Cha]=++May use Search skill to find traps	– + <u>0</u>	+ <u> </u>	<u> </u>	(nanning)			– <u>0</u>	Ŧ		+ <u>+1 (1</u>	lanning)_
Lt Crossbow	Weapon		Attack	Dam	age	Crit	R	Range	Wt.	Size	Туре
DaggerId4x2IO'Ib.Tiny.PierceAbilitySublic consectase?)Total $=$ Ranks $+$ ModeSpecial Abilities, heroic feats, etc.Choose [8 + Int bonus] x 4 ranks of skills from this list. Cross-class skills corss class skills corss class skills corsSpecial Abilities, heroic feats, etc.Climb [Str] $=$ $+$ $+$ (Halfling) Small. $+1$ AC, $+1$ attack, $+4$ HideHide [Dex] $=$ $+$ $+$ (Halfling) $+2$ Climb, Move Silently, Jump, & ListenMove Silently [Dex] $=$ $+$ $+$ (Elf) Low-light vision (x2 normal range)Decipher Script [Int] $=$ $+$ $+$ (Elf) Immune to magical sleep, $+2$ vs EnchantmentsListen [Wis] $=$ $+$ $+$ (Elf) ± 2 on Search, Spot, and Listen checksDisable Device [Int] $=$ $+$ $+$ (Human) Alertness ($+2$ on Listen and Spot)Spot [Wis] $=$ $+$ $+$ (Human) Alertness ($+2$ on Listen and Spot)Use Magical Device [Cha] $=$ $+$ $+$ May use Search skill to find trapsBluff [Cha] $=$ $+$ $+$ May use Search skill to find traps	Short Sword			<u>1d</u>	<u>6</u>	<u>x2</u>		_	<u>3 lb.</u>	<u>Sm.</u>	Pierce
Ability Skill (cross-class?) Total = Ranks + Mod + Misc Special Abilities, heroic feats, etc. Choose [8 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank. (Halfling) Small. +1 AC, +1 attack, +4 Hide Limb [Str] = + + (Halfling) Small. +1 AC, +1 attack, +4 Hide Hide [Dex] = + + (Halfling) +2 Climb, Move Silently, Jump, & Listen Move Silently [Dex] = + + (Halfling) +1 attack with thrown weapons Decipher Script [Int] = + + (Elf) Low-light vision (x2 normal range) Open Locks [Dex] = + + (Elf) Immune to magical sleep, +2 vs Enchantments Listen [Wis] = + + (Elf) Win 5' of secret door, gets search checks Disable Device [Int] = + + (Human) Alertness (+2 on Listen and Spot) Spot [Wis] = + + Sneak attack (+1d6 damage) - can attempt 1/day Use Magical Device [Cha] = + + May use Search skill to find traps Bluff[Cha] = + +	Lt Crossbow			<u>1d</u>	<u>8</u>	<u>x2</u>		<u>80′</u>	<u>7 lb.</u>	Med.	Pierce
Skill (cross-class?)Total=Ranks+Mod+MiscSpecial Abilities, heroic feats, etc.Choose [8 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2points per rank, and class skills 1 per rank.Climb [Str]=++(Halfling) Small. +1 AC, +1 attack, +4 HideHide [Dex]=++(Halfling) +2 Climb, Move Silently, Jump, & ListenMove Silently [Dex]=++(Halfling) +1 attack with thrown weaponsDecipher Script [Int]=++(Elf) Low-light vision (x2 normal range)Open Locks [Dex]=++(Elf) Immune to magical sleep, +2 vs EnchantmentsListen [Wis]=++(Elf) ½ on Search, Spot, and Listen checksDisable Device [Int]=++(Elf) W/in 5' of secret door, gets search checkSpot [Wis]=++(Human) Alertness (+2 on Listen and Spot)Use Magical Device [Cha]=++May use Search skill to find trapsBluff [Cha]=++	<u>Dagger</u>		_	<u>1d4</u>	4	<u>x2</u>		<u>10'</u>	<u>1 lb.</u>	Tiny.	Pierce
Skill (cross-class?)Total=Ranks+Mod+MiscSpecial Abilities, heroic feats, etc.Choose [8 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2points per rank, and class skills 1 per rank.Climb [Str]=++(Halfling) Small. +1 AC, +1 attack, +4 HideHide [Dex]=++(Halfling) +2 Climb, Move Silently, Jump, & ListenMove Silently [Dex]=++(Halfling) +1 attack with thrown weaponsDecipher Script [Int]=++(Elf) Low-light vision (x2 normal range)Open Locks [Dex]=++(Elf) Immune to magical sleep, +2 vs EnchantmentsListen [Wis]=++(Elf) ½ on Search, Spot, and Listen checksDisable Device [Int]=++(Elf) W/in 5' of secret door, gets search checkSpot [Wis]=++(Human) Alertness (+2 on Listen and Spot)Use Magical Device [Cha]=++May use Search skill to find trapsBluff [Cha]=++				Abili	itv						
Climb [Str]=++(Halfling) Small. +1 AC, +1 attack, +4 HideHide [Dex]=++(Halfling) $\frac{1}{2}$ Climb, Move Silently, Jump, & ListenMove Silently [Dex]=++(Halfling) $\frac{1}{2}$ Climb, Move Silently, Jump, & ListenDecipher Script [Int]=++(Halfling) $\frac{1}{2}$ attack with thrown weaponsOpen Locks [Dex]=++(Elf) Low-light vision (x2 normal range)Listen [Wis]=++(Elf) Immune to magical sleep, +2 vs EnchantmentsDisable Device [Int]=++(Elf) $\frac{1}{2}$ on Search, Spot, and Listen checksSearch [Int]=++(Elf) Win 5' of secret door, gets search checkSpot [Wis]=++Improved Initiative (+4 on init checks)Use Magical Device [Cha]=++Sneak attack (+1d6 damage) - can attempt 1/dayPick Pockets [Dex]=++May use Search skill to find trapsBluff [Cha]=++Halfling)	Skill (cross-class?)			anks + Mo	d + Mi						
Hide [Dex]=++(Halfling) ± 2 Climb, Move Silently, Jump, & ListenMove Silently [Dex]=++(Halfling) ± 1 attack with thrown weaponsDecipher Script [Int]=++(Elf) Low-light vision (x2 normal range)Open Locks [Dex]=++(Elf) Immune to magical sleep, ± 2 vs EnchantmentsListen [Wis]=++(Elf) ± 2 on Search, Spot, and Listen checksDisable Device [Int]=++(Elf) $W/in 5'$ of secret door, gets search checkSearch [Int]=++(Human) Alertness (± 2 on Listen and Spot)Use Magical Device [Cha]=++Sneak attack ($\pm 1d6$ damage) - can attempt 1/dayPick Pockets [Dex]=++May use Search skill to find trapsBluff [Cha]=+++	-	s] x 4 ranks	of skills from th	his list. Cros	s-class s	-	-			-	
Move Silently [Dex]=++(Halfling) +1 attack with thrown weaponsDecipher Script [Int]=++(Elf) Low-light vision (x2 normal range)Open Locks [Dex]=++(Elf) Immune to magical sleep, +2 vs EnchantmentsListen [Wis]=++(Elf) +2 on Search, Spot, and Listen checksDisable Device [Int]=++(Elf) W/in 5' of secret door, gets search checkSearch [Int]=++Improved Initiative (+4 on init checks)Spot [Wis]=++(Human) Alertness (+2 on Listen and Spot)Use Magical Device [Cha]=++May use Search skill to find trapsBluff [Cha]=++Hay use Search skill to find traps	Climb [Str]		=	+	_ +						
Decipher Script [Int]=++(Elf) Low-light vision (x2 normal range)Open Locks [Dex]=++(Elf) Immune to magical sleep, +2 vs EnchantmentsListen [Wis]=++(Elf) +2 on Search, Spot, and Listen checksDisable Device [Int]=++(Elf) W/in 5' of secret door, gets search checkSearch [Int]=++Improved Initiative (+4 on init checks)Spot [Wis]=++(Human) Alertness (+2 on Listen and Spot)Use Magical Device [Cha]=++Sneak attack (+1d6 damage) - can attempt 1/dayPick Pockets [Dex]=++May use Search skill to find trapsBluff [Cha]=++H	Hide [Dex]			+	_+						& Listen
Open Locks [Dex]=++(Elf) Immune to magical sleep, +2 vs EnchantmentsListen [Wis]=++(Elf) ±2 on Search, Spot, and Listen checksDisable Device [Int]=++(Elf) W/in 5' of secret door, gets search checkSearch [Int]=++Improved Initiative (+4 on init checks)Spot [Wis]=++(Human) Alertness (+2 on Listen and Spot)Use Magical Device [Cha]=++Sneak attack (+1d6 damage) - can attempt 1/dayPick Pockets [Dex]=++May use Search skill to find trapsBluff [Cha]=++H				+	+					-	
Listen [Wis] = + + (Elf) +2 on Search, Spot, and Listen checks Disable Device [Int] = + + (Elf) W/in 5' of secret door, gets search check Search [Int] = + + Improved Initiative (+4 on init checks) Spot [Wis] = + + (Human) Alertness (+2 on Listen and Spot) Use Magical Device [Cha] = + + Sneak attack (+1d6 damage) - can attempt 1/day Pick Pockets [Dex] = + + May use Search skill to find traps Bluff [Cha] = + + +				<u> </u>	+			-			
Disable Device [Int] = + + (Elf) W/in 5' of secret door, gets search check Search [Int] = + + Improved Initiative (+4 on init checks) Spot [Wis] = + + (Human) Alertness (+2 on Listen and Spot) Use Magical Device [Cha] = + + Sneak attack (+1d6 damage) - can attempt 1/day Pick Pockets [Dex] = + + May use Search skill to find traps Bluff [Cha] = + + +				+	_+						
Search [Int] = + + Improved Initiative (+4 on init checks) Spot [Wis] = + + (Human) Alertness (+2 on Listen and Spot) Use Magical Device [Cha] = + + Sneak attack (+1d6 damage) - can attempt 1/day Pick Pockets [Dex] = + + May use Search skill to find traps Bluff [Cha] = + +				+	+						
Spot [Wis] = + + (Human) Alertness (+2 on Listen and Spot) Use Magical Device [Cha] = + + Sneak attack (+1d6 damage) - can attempt 1/day Pick Pockets [Dex] = + + May use Search skill to find traps Bluff [Cha] = + + +				— <u>+</u> –	+		· · · · · · · · · · · · · · · · · · ·				<u>CK</u>
Use Magical Device [Cha] = + + Sneak attack (+1d6 damage) - can attempt 1/day Pick Pockets [Dex] = + + May use Search skill to find traps Bluff [Cha] = + +					+ _		-				
Pick Pockets [Dex]=++May use Search skill to find trapsBluff [Cha]=+++		Chal		+	+						
$\underline{Bluff[Cha]} = \underline{+} + \underline{+}$				+	+ 					-	<u>i/day</u>
				+	+	<u></u> <u>IV</u>	ay use se	aren skill to	<u>, inu trap</u>	<u>5</u>	
Intimidate [Cha] = $+$ +	Intimidate [Cha]			' +	+						

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Thieves' tools. Hooded lantern and 3 pints of oil. Case with 10 crossbow bolts.

Character Name:						I	Age:		Heigl	nt:		-	Wei	ght:	
Race: Select	_Half-	elf _	_ Hun	nan			Size: N	/lediun	1			G	ende	er:	
Class: Bard			Le	vel: 1			Align	nent: c	hoose a	ny no	on-e	vil non-l	awfi	ul:	
Ability Strength	Score	N	1od		your abili	ty scores.	Your final s	ores will	range bet	ween (3 and	20.			I modifiers to ability scores.
Dexterity (min 13)					Attribute	Cost	Bonus	R	acial Modi	fiers					
Constitution					6 7		-2 -2		uman warf	Nor +2		titution, –2	Chari	sma	
Intelligence					8 9	0 1	-1 -1	E		+2	Dexte	erity, –2 Co titution, –2	nstitu	tion	
Wisdom		_			10 11	2	0 0	Н	alf-elf	Nor	ne			-	ariama
C harisma (min 10)	_	_	_		12 13	3 4 5	0 +1 +1		alf-orc alfling			gth, –2 Inte erity, –2 Str			lansina
Languages: Common Money: 32 gp	n, mayt	oe elven			14 15 16 17 18	6 8 10 13 16	+2 +2 +3 +3 +4								
Saving Throws					19 20		+4 +5								
Type Reflex (Dex) Fortitude (Con) Will (Wis)	Tot	tal = = = = =	$\frac{+2}{0}$	ve -	Abi + Mo + + +	·	- <u>*</u> - <u>*</u>		Bonuses (Half-Elf		-2 vs	Enchant	ment	spells,	+4 vs magical s
Armor	A	Armor	S	hield	De	x	Size		Misc.		Hit	Points [6	5+Co	on mod]	
Class = 10				onus			Mod		Mod]	
= 10	+	+3	+ _	+0	+	+	+0	+	0						
Armor Type / Bonus Check Penalty: <u>–1</u> Spell Failure: <u>15%</u>	s: <u>Stud</u>	ded leat	Mo	oveme	nt: <u>30′</u> <u>20 lb.</u>	Shield		nus: <u>N</u> Total Initiati		_	=	De =	ex M	od + +	Misc. +4 (human)
Melee Base Attack = Attack = <u>0</u>	k + +	Str Mod	+ +	Size Moc			Rangee Attack		Bas = Att: = <u>0</u>		+ +	Dex Mod	+ +	Size Mod <u>0</u>	
Weapon			А	ttack	Da	mage		Crit	R	ange		Wt.		Size	Туре
Long Sword [focus]			_		<u>1</u>	1 <u>d8</u>		<u>x2</u>		=		<u>4 lb.</u>		Med.	Slash
Shortbow			-		1	1 <u>d6</u>		<u>x3</u>	<u>(</u>	<u>50′</u>		<u>2 lb.</u>		Med.	<u>Pierce</u>
Skill (cross-class?)					nks + N							ic feats, e			
Choose [4 + Int bonu <u>Perform [</u> Cha]	isj x 4 r	anks of	SKIIIS I	=	ns nst. Cr ⊥	uss-clas	S SKIIIS COS	-	-			ass skills sion (x2 r	-)
bellcraft [Int]		_	_			_	—			-				-	<u>ichantment</u>
Jse Magical Device	[Cha]					' 	_					, Spot, ai	-		
Bather Information [_	 -		— ' +	_		·			en oppon		Sten ent	<u>, , , , , , , , , , , , , , , , , , , </u>
<u>listen [Wis]</u>]				·	— · +	—					iative (+4			
Decipher Script [Int]					+	— · +	—		· · ·			4 per day		ast "on f	he fly")
Diplomacy [Cha]		_	_		+	— · +	—	-							nost sound,
Knowledge (any area) [Int]			-	·	 _+	_		ht, and re						
Pick Pockets [Dex]	<u>, [</u> 1111]		_		— ' +	' 	<u>-1</u>	-			-		ire e	ounters	ong musical
Ten I CONCES [Den]				-		<u> </u>	<u> </u>								vs charm, fear)
									-						ow general
										JUGU	1 + -	1111 IV10/U			

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Three torches. Quiver with 20 arrows. Lute (common instrument), spell component pouch.

Character Name:						Age:	Не	ight:		Weight:	
Race: Human						Size: Mee	lium		Ge	ender:	
Class: Monk			Le	vel: 1		Alignmer	nt: choose	e any non	-evil lawfu	ıl:	
Ability Strength	Score	M	od		Assign ability poin your ability scores Write the bo		s will range	between 6 a	and 20.		
Dexterity (min 13)			_		Attribute Cost		Racial M				
Constitution			_		6 7	-2 -2	Human Dwarf	None +2 Co	onstitution, -2	Charisma	
Intelligence			_		8 0 9 1	-1 -1	Elf Gnome		exterity, –2 Cor Institution, –2		
Wisdom			_		10 2 11 3	0 0	Half-elf Half-orc	None		lligence, –2 Cł	arisma
Charisma			_		12 4 13 5	+1 +1	Halfling		exterity, -2 Stre		
Languages: Commor Money: 6 gp	l				14 6 15 8 16 10 17 13 18 16 19	+2 +2 +3 +3 +3 +4 +4					
Saving Throws					20	+5					
Type Reflex (Dex) Fortitude (Con) Will (Wis)	Tot:	al = = =	Bas Sav +2 +2 +2 +2			+ Misc. + <u>*</u> + <u>*</u> + <u>*</u>	E	Bonuses			
Armor Class = 10 = 10	+ E	Armor Bonus + +0 +	- B	hield onus + +0+		Size Mod + +0 +		H -	lit Points [8	8+Con mod]	
		<u> </u>		.0		<u> </u>					
Armor Type / Bonus Check Penalty: <u>0</u> Spell Failure: <u>n/a</u>	: <u>None</u>		Shi Mo		be / Bonus: <u>No</u> :: <u>30′</u>	ne	tiative:	Tot	al = De =	x Mod + +	Misc.
Check Penalty: 0			Shi Mo	eld Typ vement	be / Bonus: <u>No</u> :: <u>30′</u>	ne	tiative:	Base Attack ⊣	= Dex - Mod		_
Check Penalty: $\underline{0}$ Spell Failure: $\underline{n/a}$ Melee Base Attack = Attack $\underline{} = \underline{0}$	<u> </u>	<u>s</u> tr	Shi Mo We + +	eld Typ vement ight: <u>0</u> Size Mod	 be / Bonus: <u>No</u> :: <u>30′</u> <u>lb.</u>	ne Ini Ranged	tiative: = A = 0	Base Attack ⊣ 	= Dex - Mod		_
Check Penalty: <u>0</u> Spell Failure: <u>n/a</u> Melee Base Attack = Attack	<u> </u>	<u>s</u> tr	Shi Mo We + +	eld Typ vement ight: <u>0</u> Size Mod <u>0</u>	be / Bonus: <u>No</u> :: <u>30′</u>	ne Ini Ranged Attack	tiative: = A = 0 it	Base Attack +) + Range	= Dex Mod	+ Size + Mod + <u>0</u>	_
Check Penalty: <u>0</u> Spell Failure: <u>n/a</u> Melee Base Attack = Attack = <u>0</u> Weapon	<u> </u>	<u>s</u> tr	Shi Mo We + +	eld Typ vement ight: <u>0</u> Size Mod <u>0</u>	De / Bonus: <u>No</u> :: <u>30'</u> <u>1b.</u> Damage	ne Ini Ranged Attack — Cr	tiative: = A $= 0$ it	Base Attack ⊣ 	= Dex Mod Wt.	+ Size + Mod + <u>0</u> Size	—
Check Penalty: $\underline{0}$ Spell Failure: $\underline{n/a}$ Melee Base Attack = Attack $ = \underline{0}$ Weapon Unarmed	<u> </u>	<u>s</u> tr	Shi Mo We + +	eld Typ vement ight: <u>0</u> Size Mod <u>0</u>	De / Bonus: <u>No</u> :: <u>30'</u> <u>lb.</u> Damage <u>1d6</u>	ne Ini Ranged Attack Cr <u>X</u> 2	tiative: = A = 0 it	Base Attack +) + Range	= Dex Mod Wt. <u>0 lb</u>	+ Size + Mod + <u>0</u> Size <u>Tiny</u>	 Type Bludg
Check Penalty: <u>0</u> Spell Failure: <u>n/a</u> Melee Base Attack = Attack = <u>0</u> Weapon <u>Unarmed</u> <u>Quarterstaff</u>		Str Mod —	Shi Mo We + + - A - - -	eld Typ vement ight: <u>0</u> Size <u>Mod</u> (1) (1) (1) (1) (1) (1) (1) (1) (1) (1)	De / Bonus: <u>No</u> :: <u>30'</u> <u>lb.</u> <u>Damage</u> <u>1d6</u> <u>1d6</u> <u>1d4</u> Ability ks + Mod + 1	ne Ini Ranged Attack Cr <u>xî</u> Xî Misc S	tiative: = A = 0 it 2 2 Special Ab	Base Attack 4 2 4 Range 50' pilities, he	= Dex Mod Wt. <u>0 lb</u> <u>4 lb.</u> <u>0 lb.</u> roic feats, e	+ Size + Mod + <u>0</u> Size <u>Tiny Lg.</u> <u>Sm.</u> tc.	Type <u>Bludg</u> Bludg
Check Penalty: <u>0</u> Spell Failure: <u>n/a</u> Melee Base Attack = Attack = <u>0</u> Weapon <u>Unarmed</u> <u>Quarterstaff</u> Sling Skill (cross-class?)		Str Mod —	Shi Mo We + + - A - - -	eld Typ vement ight: <u>0</u> Size <u>Mod</u> (1) (1) (1) (1) (1) (1) (1) (1) (1) (1)	De / Bonus: <u>No</u> :: <u>30'</u> <u>lb.</u> <u>Damage</u> <u>1d6</u> <u>1d6</u> <u>1d4</u> Ability ks + Mod + 1	ne Ini Ranged Attack Cr X2 X2 X2 Sis skills cost 2	tiative: = A = 0 it 2 2 Special Ab	Base Attack + Range 50' bilities, he rank, and	= Dex Wt. 0 lb 4 lb. 0 lb. roic feats, e class skills	+ Size + Mod + <u>0</u> Size <u>Tiny Lg.</u> <u>Sm.</u> tc.	Type <u>Bludg</u> Bludg
Check Penalty: $\underline{0}$ Spell Failure: $\underline{n/a}$ Melee Base Attack = Attack $\underline{-}$ = $\underline{0}$ Weapon Unarmed Quarterstaff Sling Skill (cross-class?) Choose [4 + Int bonus		Str Mod —	Shi Mo We + + - A - - -	eld Typ vement ight: <u>0</u> Size <u>Mod</u> (1) (1) (1) (1) (1) (1) (1) (1) (1) (1)	De / Bonus: <u>No</u> :: <u>30'</u> <u>lb.</u> <u>Damage</u> <u>1d6</u> <u>1d6</u> <u>1d4</u> Ability ks + Mod + 1	ne Ini Ranged Attack Cr <u>xî</u> <u>xî</u> Sis skills cost 2 <u>I</u>	tiative: $= A$ $= 0$ it $\frac{2}{2}$ Special Ab points per Unarmed s	Base Attack + Range 50' pilities, he rank, and trike 1d6 of	= Dex Mod Wt. 0 lb 4 lb. 0 lb. 0 lb. 1 lb. 1 lb. 0 lb. 1 lb. 1 lb. 1 lb. 0 lb. 1 lb. 1 lb. 0 lb. 1	+ Size + Mod + <u>0</u> Size <u>Tiny Lg.</u> <u>Sm.</u> tc.	Type Bludg Bludg Bludg
Check Penalty: $\underline{0}$ Spell Failure: $\underline{n/a}$ Melee Base Attack = Attack = $\underline{0}$ Weapon Unarmed Quarterstaff Sling Skill (cross-class?) Choose [4 + Int bonus Listen [Wis]		Str Mod —	Shi Mo We + + - tal = kills fi	eld Typ vement ight: <u>0</u> Size <u>Mod</u> (1) (1) (1) (1) (1) (1) (1) (1) (1) (1)	De / Bonus: <u>No</u> :: <u>30'</u> <u>lb.</u> <u>Damage</u> <u>1d6</u> <u>1d6</u> <u>1d4</u> Ability ks + Mod + 1	ne Ini Ranged Attack Cr X2 X2 X2 Sis skills cost 2 I 1	tiative: $= A$ $= 0$ it $\frac{2}{2}$ Special Ab points per Unarmed s No weapon	Base Attack + Range <u>50'</u> pilities, he rank, and trike 1d6 of a attacks of	= Dex Mod Wt. 0 lb 4 lb. 0 lb. roic feats, e class skills damage f opportunit	+ Size + Mod + <u>0</u> Size <u>Tiny Lg.</u> <u>Sm.</u> tc. 1 per rank.	Type Bludg Bludg Bludg
Check Penalty: <u>0</u> Spell Failure: <u>n/a</u> Melee Base Attack = Attack = <u>0</u> Weapon <u>Unarmed</u> <u>Quarterstaff</u> Sling Skill (cross-class?) Choose [4 + Int bonus <u>Listen [Wis]</u> Climb [Str]		Str Mod —	Shi Mo We + + kills fi - - -	eld Typ vement ight: 0 Size Mod 0 ttack = Ran rom this =	De / Bonus: <u>No</u> :: <u>30'</u> <u>lb.</u> <u>Damage</u> <u>1d6</u> <u>1d6</u> <u>1d4</u> Ability ks + Mod + 1	ne Ini Ranged Attack Cr <u>X2</u> X2 Sis skills cost 2 <u>1</u> <u>1</u>	tiative: $= A$ $= 0$ it $\frac{2}{2}$ Special Ab points per Unarmed s No weapon	Base Attack + Range 50' bilities, he rank, and trike 1d6 of attacks of ave for no	_ = Dex Mod Wt. 0 lb 4 lb. 0 lb. 0 lb. class skills damage f opportunit dmg on refl	+ Size + Mod + <u>0</u> Size <u>Tiny</u> <u>Lg.</u> <u>Sm.</u> tc. 1 per rank. y against you	Type Bludg Bludg Bludg
Check Penalty: <u>0</u> Spell Failure: <u>n/a</u> Melee Base Attack = Attack = <u>0</u> Weapon Unarmed Quarterstaff Sling Skill (cross-class?) Choose [4 + Int bonus Listen [Wis] Climb [Str] Move Silently [Dex] Tumble [Dex] Jump [Str]		Str Mod —	Shi Mo We + + - tal = kills fi	eld Typ vement ight: 0 Size Mod 0 ttack = Ran rom this = =	De / Bonus: <u>No</u> :: <u>30'</u> <u>lb.</u> <u>Damage</u> <u>1d6</u> <u>1d6</u> <u>1d4</u> Ability ks + Mod + 1	<u>ne</u> Ini Ranged Attack — <u>x2</u> x2 Sis skills cost 2 — <u>I</u> — <u>I</u> — <u>I</u> — <u>I</u>	tiative: $= A$ $= 0$ it $\frac{2}{2}$ Special Ab points per Unarmed s No weapon Evasion (sa Stunning ar (foe make	Base Attack 4 Range 50' bilities, he rank, and trike 1d6 of a attacks of ave for no ttack 1/da es Fort sav	_ = Dex Mod Wt. <u>0 lb</u> <u>4 lb.</u> 0 lb. roic feats, e class skills damage f opportunit dmg on refl	<pre> + Size + Mod + 0 Size Tiny Lg. Sm. 1 per rank. y against you ex saves vs r</pre>	Type Bludg Bludg Bludg
Check Penalty: <u>0</u> Spell Failure: <u>n/a</u> Melee Base Attack = Attack = <u>0</u> Weapon Unarmed Quarterstaff Sling Skill (cross-class?) Choose [4 + Int bonus Listen [Wis] Climb [Str] Move Silently [Dex] Tumble [Dex] Jump [Str] Escape Artist [Dex]		Str Mod —	Shi Mo We + + - tal = kills fi	eld Typ vement ight: <u>0</u> Size Mod 	De / Bonus: <u>No</u> :: <u>30'</u> <u>lb.</u> <u>Damage</u> <u>1d6</u> <u>1d6</u> <u>1d4</u> Ability ks + Mod + 1	<u>ne</u> Ini Ranged Attack — <u>Cr</u> <u>X2</u> X2 SS skills cost 2 — <u>I</u> — <u>I</u> — <u>I</u> — <u>I</u> — <u>I</u>	tiative: = A $= 0$ it 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	Base Attack + Range 50' bilities, he rank, and trike 1d6 of attacks of ave for no ttack 1/dat es Fort sav	_ = Dex Mod Wt. 0 lb 4 lb. 0 lb. 0 lb. roic feats, e class skills damage f opportunit dmg on refl y ve vs 10+Wi	+ Size + Mod + 0 Size Tiny Lg. Sm. tc. 1 per rank. y against you ex saves vs r is mod or is s	Type Bludg Bludg Bludg Bludg
Check Penalty: 0 Spell Failure: n/a Melee Base Attack = Attack = 0 Weapon Unarmed Quarterstaff Sling Skill (cross-class?) Choose [4 + Int bonus Listen [Wis] Climb [Str] Move Silently [Dex] Tumble [Dex] Jump [Str] Escape Artist [Dex] Hide [Dex]		Str Mod —	Shi Mo We + + tal = kills fi - - - - - - - - - - - - - - - - - - -	eld Typ vement ight: <u>0</u> Size Mod 	De / Bonus: <u>No</u> :: <u>30'</u> <u>lb.</u> <u>Damage</u> <u>1d6</u> <u>1d6</u> <u>1d4</u> Ability ks + Mod + 1	<u>ne</u> Ini Ranged Attack — Cr <u>x2</u> <u>x2</u> <u>x2</u> <u>x2</u> <u>x2</u> <u>x2</u> <u>x2</u> <u>x2</u>	tiative: $= A$ $= 0$ it $\frac{2}{2}$ Special Ab points per Unarmed s No weapor Evasion (sa Stunning ar (foe make Add Wis m Mobility (4)	Base Attack 4 Range == <u>50'</u> bilities, he rank, and trike 1d6 of ave for no ttack 1/da es Fort sav hod to AC	= Dex Mod Wt. <u>0 lb</u> <u>4 lb.</u> <u>0 lb.</u> roic feats, e class skills damage f opportunit dmg on refl y ve vs 10+Wi	+ Hod + Mod + Q Size Tiny Lg. Sm. tc. 1 per rank. y against you ex saves vs r is mod or is s	Type Bludg Bludg Bludg Bludg
Check Penalty: <u>0</u> Spell Failure: <u>n/a</u> Melee Base Attack = Attack = <u>0</u> Weapon Unarmed Quarterstaff Sling Skill (cross-class?) Choose [4 + Int bonus Listen [Wis] Climb [Str] Move Silently [Dex] Tumble [Dex] Jump [Str] Escape Artist [Dex]	s] x 4 ra	Str Mod —	Shi Mo We + + tal = kills fi - - - - - - - - - - - - - - - - - - -	eld Typ vement ight: 0 Size Mod 0 ttack = Ran rom this = = = =	De / Bonus: <u>No</u> :: <u>30'</u> <u>lb.</u> <u>Damage</u> <u>1d6</u> <u>1d6</u> <u>1d4</u> Ability ks + Mod + 1	<u>ne</u> Ini Ranged Attack — Cr <u>x2</u> <u>x2</u> <u>x2</u> <u>x2</u> <u>x2</u> <u>x2</u> <u>x2</u> <u>x2</u>	tiative: $= A$ $= 0$ it $\frac{2}{2}$ Special Ab points per Unarmed s No weapor Evasion (sa Stunning ar (foe make Add Wis m Mobility (4)	Base Attack 4 Range == <u>50'</u> bilities, he rank, and trike 1d6 of ave for no ttack 1/da es Fort sav hod to AC	= Dex Mod Wt. <u>0 lb</u> <u>4 lb.</u> <u>0 lb.</u> roic feats, e class skills damage f opportunit dmg on refl y ve vs 10+Wi	+ Size + Mod + 0 Size Tiny Lg. Sm. tc. 1 per rank. y against you ex saves vs r is mod or is s	Type Bludg Bludg Bludg Bludg

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Three torches. Pouch with 10 sling stones.

A	Chance	Run-in	Demo	Character	Sheets
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Character Name:					Age:		Height: _		N N	Weig	ght:	
Race: Select				Half-or			(small for]					
Class: Cleric			Level:				oose any n					
Ability Strength	Score	Мос	1	your ability sco	points by buying pres. Your final e bonuses for ye	scores will ra	ange between	6 and 20.				
Dexterity					Cost Bonus		cial Modifiers			5		
Constitution				6 -	2	Hum	nan No	one	- 0(
Intelligence				8 0		Dwa Elf	+2	Constitutio Dexterity, -	-2 Con	stituti	on	
Wisdom (min 11)				9 1 10 2	0	Gno Half	f-elf No	Constitutio ne				
Charisma				11 3 12 4		Half Half		Strength, - Dexterity, -		0	ce, –2 Cł	narisma
Languages: Commor Money: 24 gp	n, halfling	or orc		17 1	+2							
Saving Throws					+4 +5							
Type Reflex (Dex) Fortitude (Con) Will (Wis)	Total	= = =	Base Save <u>0</u> +2 +2 +2	Ability + Mod + +	+ Mis + * + * + *	эс.	Bonuses (Halfling	s g): *+1 vs	. all			
Armor	Arr	nor	Shield	d Dex	Size	Μ	isc.	Hit Poi	nts [8	+Cor	n mod]	
Class = 10	+ Bor	nus +	Bonus	s + Mod	+ Mod	+ M	lod				_	
= 10	+ +4	4	-									
Armor Type / Bonus			+2	Shield Type		-	0 <u>n/+2</u>					
Armor Type / Bonus Check Penalty: <u>-6</u> Spell Failure: <u>n/a</u> Melee Base Attack = Attacl	s: <u>Scale m</u> S		Movem Weight Siz + Mo	Shield Type nent: <u>30'</u> (20' fc :: <u>40 lb.</u> ze od	/ Bonus: <u>La</u>	rge wooder Initiative	<u>n/+2</u> 2: Base Attack	Cotal = = = + Ma	= . x	x Mo + +	od + + Size Mod +1 (h	
Armor Type / Bonus Check Penalty: <u>-6</u> Spell Failure: <u>n/a</u> Melee Base Attack = Attack = <u>0</u>	s: <u>Scale n</u> S k + M	nail/+4	Movem Weight Siz + Mo	Shield Type ent: <u>30'</u> (20' fo :: <u>40 lb.</u> ze od <u>1 (halfling)</u>	/ Bonus: <u>La</u> or halfling) Range Attack	rge wooder Initiative ed k =	<u>n/+2</u> 7 :: _ Base	= = De + Mo	= . x	+++	+ Size Mod <u>+1 (h</u>	
Armor Type / Bonus Check Penalty: <u>-6</u> Spell Failure: <u>n/a</u> Melee Base Attack = Attack = <u>0</u> Weapon	s: <u>Scale n</u> S k + M	nail/+4	Movem Weight Siz + Mo	Shield Type nent: <u>30'</u> (20' fo :: <u>40 lb.</u> ze od <u>1 (halfling)</u> k Damag	/ Bonus: <u>La</u> or halfling) Range Attack	rge wooder Initiative ed k = Crit	<u>n/+2</u> 2: Base Attack	= De + Me +	x od - Wt.	++++	+ Size Mod <u>+1 (h</u> Size	<u>alfling)</u> Type
Armor Type / Bonus Check Penalty: <u>-6</u> Spell Failure: <u>n/a</u> Melee Base Attack = Attack = <u>0</u> Weapon <u>Heavy mace</u>	s: <u>Scale n</u> S k + M	nail/+4	Movem Weight Siz + Mo + <u>+</u>	Shield Type ment: <u>30'</u> (20' fo : <u>40 lb.</u> ze od 1 (halfling) k Damag <u>1d8</u>	/ Bonus: <u>La</u> or halfling) Range Attack	Initiative Initiative ed k = Crit $\underline{x2}$	n/+2 Base Attack 0 Range 	= De + Mo +	x od - Wt. 12 lb	+ + !	+ Size Mod <u>+1 (h</u> Size <u>Med</u>	<u>alfling)</u> Type <u>Bludg</u>
Armor Type / Bonus Check Penalty: <u>-6</u> Spell Failure: <u>n/a</u> Melee Base Attack = Attack = <u>0</u>	s: <u>Scale m</u> s = <u>S</u> s + <u>N</u> + _	nail/+4 tr 10d 	Movem Weight Siz + Ma + <u>+</u> Attack al = F	Shield Type nent: 30' (20' fc : 40 lb. ze od 1 (halfling) k Damag 1d8 1d8 1d8 Ability Ranks + Mod	/ Bonus: <u>La</u> or halfling) Range Attack e e + Misc	rge wooder Initiative ed k = Crit $\frac{x^2}{x^2}$ Special A	n/+2 Base Attack <u>0</u> Range 	= De + Ma +	• • • • • • • • • • • • • • • • • • •	+ + <u>1</u>	+ Size Mod <u>+1 (h</u> Size <u>Med</u> <u>Sm.</u>	<u>alfling)</u> Type
Armor Type / Bonus Check Penalty: <u>-6</u> Spell Failure: <u>n/a</u> Melee Base Attack = Attack = <u>0</u> Weapon Heavy mace Light crossbow	s: <u>Scale m</u> s = <u>S</u> s + <u>N</u> + _	nail/+4 tr 10d 	Movem Weight Siz + Ma + <u>+</u> Attack al = F	Shield Type nent: 30' (20' fc : 40 lb. ze od 1 (halfling) k Damag 1d8 1d8 1d8 Ability Ranks + Mod	/ Bonus: <u>La</u> or halfling) Range Attack e e + Misc	Initiative Initiative ed k = Crit $\frac{x^2}{x^2}$ Special A post 2 points	n/+2 Base Attack <u>0</u> Range 	= De + Ma + 	X od 	+ + <u>1</u>	+ Size Mod <u>+1 (h</u> Size <u>Med</u> <u>Sm.</u> rank.	<u>alfling)</u> Type <u>Bludg</u>
Armor Type / Bonus Check Penalty: <u>-6</u> Spell Failure: <u>n/a</u> Melee Base Attack = Attack = 0 Weapon Heavy mace Light crossbow Skill (cross-class?) Choose [2 + Int bonu	s: <u>Scale m</u> s = <u>S</u> s + <u>N</u> + _	nail/+4 tr 10d 	Movem Weight Siz + Ma + <u>+</u> Attack al = F	Shield Type nent: 30' (20' fc : 40 lb. ze od 1 (halfling) k Damag 1d8 1d8 1d8 Ability Ranks + Mod	/ Bonus: <u>La</u> or halfling) Range Attack e e + Misc	rge wooder Initiative ed k = Crit $\frac{x^2}{x^2}$ Special A sst 2 points (Halfling)	n/+2 Base Attack 0 Range == = Sbilities, he	Troic feats nd class s	X od 	+ + <u>1</u>	+ Size Mod <u>+1 (h</u> Size <u>Med</u> <u>Sm.</u> rank.	<u>alfling)</u> Type <u>Bludg</u>
Armor Type / Bonus Check Penalty: <u>-6</u> Spell Failure: n/a Melee Base Attack = Attack = 0 Weapon Heavy mace Light crossbow Skill (cross-class?) Choose [2 + Int bonu Spellcraft [Int]	s: <u>Scale m</u> s = <u>S</u> s + <u>N</u> + _	nail/+4 tr 10d 	Movem Weight Siz + Ma + <u>+</u> Attack al = F	Shield Type nent: 30' (20' fc : 40 lb. ze od 1 (halfling) k Damag 1d8 1d8 1d8 Ability Ranks + Mod	/ Bonus: <u>La</u> or halfling) Range Attack e e + Misc	rge wooder Initiative ed k = Crit $\frac{x^2}{x^2}$ Special A ost 2 points (Halfling) (Half-orc)	n/+2 Base Attack <u>0</u> Range == = Sbilities, he s per rank, a) +1 attack	Troic feats nd class s with throy	x od - Wt. 12 lb 6 lb. kills 1 kills 1	+ + ! !	+ Size Mod <u>+1 (h</u> Size <u>Med</u> <u>Sm.</u> rank.	<u>alfling)</u> Type <u>Bludg</u>
Armor Type / Bonus Check Penalty: <u>-6</u> Spell Failure: <u>n/a</u> Melee Base Attack = Attack = <u>0</u> Weapon Heavy mace Light crossbow Skill (cross-class?) Choose [2 + Int bonu Spellcraft [Int] Concentration [Con]	s: <u>Scale n</u> s + <u>N</u> + _	nail/+4 tr 10d 	Movem Weight Siz + Ma + <u>+</u> Attack al = F	Shield Type nent: 30' (20' fc : 40 lb. ze od 1 (halfling) k Damag 1d8 1d8 1d8 Ability Ranks + Mod	/ Bonus: <u>La</u> or halfling) Range Attack e e + Misc	rge wooder Initiative ed k = Crit $\frac{x^2}{x^2}$ Special A ost 2 points (Halfling) (Half-orc) (Halfling)	n/+2 Base Attack 0 Range == = \$bilities, he ; per rank, a) <u>+1 attack (</u>	= 	wt. Wt. 12 lb 6 lb. wills 1 wn we ttack,	+ + <u>1</u> <u>1</u> <u>1</u> <u>1</u> <u>1</u> <u>1</u> <u>1</u> <u>1</u>	+ Size Mod <u>+1 (h</u> Size <u>Med</u> <u>Sm.</u> rank. <u>ns</u>	alfling) Type <u>Bludg</u> <u>Pierce</u>
Armor Type / Bonus Check Penalty: <u>-6</u> Spell Failure: <u>n/a</u> Melee Base Attack = Attack = 0 Weapon Heavy mace Light crossbow Skill (cross-class?) Choose [2 + Int bonu Spellcraft [Int] Concentration [Con] Heal [Wis]	s: <u>Scale n</u> s + <u>N</u> + _	nail/+4 tr 10d 	Movem Weight Siz + Ma + <u>+</u> Attack al = F	Shield Type nent: 30' (20' fc : 40 lb. ze od 1 (halfling) k Damag 1d8 1d8 1d8 Ability Ranks + Mod	/ Bonus: <u>La</u> or halfling) Range Attack e e + Misc	rge wooder Initiative ed k = Crit $\underline{x2}$ Special A sst 2 points (Halfling) (Halfling) (Halfling)	n/+2 Base Attack 0 Range = Abilities, he s per rank, a) +1 attack :) Darkvisio) Small. +1	Troic feats roic feats nd class s with throw <u>n (60')</u> <u>AC, +1 a</u> Move Sii	x od - 12 lb 6 lb. kills 1 vn we ttack.	+ + <u>1</u> <u>1</u> <u>1</u> <u>1</u> <u>1</u> <u>1</u> <u>1</u> <u>1</u>	+ Size Mod <u>+1 (h</u> Size <u>Med</u> <u>Sm.</u> rank. <u>ns</u>	alfling) Type <u>Bludg</u> <u>Pierce</u>
Armor Type / Bonus Check Penalty: -6 Spell Failure: n/a Melee Base Attack = Attack = 0 Weapon	s: <u>Scale m</u> s s] x 4 ranl [Int]	nail/+4 tr 10d 	Movem Weight Siz + Ma + _+ Attack Attack Cl = F Ils from = = = = =	Shield Type nent: 30' (20' fc : 40 lb. ze od 1 (halfling) k Damag 1d8 1d8 1d8 Ability Ranks + Mod	/ Bonus: <u>La</u> or halfling) Range Attack e e + Misc	rge wooder Initiative ed k = = Crit $\underline{x2}$ Special A ost 2 points (Halfling) (Halfling) (Halfling) Dodge (+	n/+2 Base Attack 0 Range Abilities, he per rank, a) +1 attack) Darkvisio) Darkvisio) Small. +1) +2 Climb,	Toic feats roic feats nd class s with throw <u>AC, +1 a</u> <u>Move Si</u> s vs one f	x od - <u>Wt.</u> 12 lb 6 lb. 6 lb. kills J kills J kills J kills J	+ + <u>1</u> per <u>2</u> <u>1</u>	+ Size Mod <u>+1 (h</u> Size <u>Med</u> Sm. rank. ns rank. ns	alfling) Type <u>Bludg</u> <u>Pierce</u>
Armor Type / Bonus Check Penalty: -6 Spell Failure: n/a Melee Base Attack = Attack = Attack = Attack = O = Weapon	s: <u>Scale m</u> s s] x 4 ranl [Int]	nail/+4 tr 10d 	Movem Weight Siz + Ma + _+ Attack Attack Cl = F Ils from = = = = =	Shield Type nent: 30' (20' fc : 40 lb. ze od 1 (halfling) k Damag 1d8 1d8 Ability Ranks + Mod	/ Bonus: <u>La</u> or halfling) Range Attack e e + Misc	rge wooder Initiative ed k = Crit $\underline{x2}$ Special A ost 2 points (Halfling) (Halfling) (Halfling) Dodge (+ (Human)	n/+2 Base Attack 0 Range -	Troic feats roic feats nd class s with throw n (60') AC, +1 a Move Sii s vs one ff +2 on Lis	Wt. 12 lb 6 lb. itack , itack , lently 0e) ten an	+ + <u>1</u> per <u>2</u> <u>2</u> <u>2</u> <u>2</u> <u>2</u> <u>2</u> <u>2</u> <u>2</u> <u>2</u> <u>2</u>	+ Size Mod <u>+1 (h</u> Size <u>Med</u> <u>Sm.</u> rank. <u>ns</u> <u>lide</u> np. & L	nalfling) Type Bludg Pierce
Armor Type / Bonus Check Penalty: <u>-6</u> Spell Failure: n/a Melee Base Attack = Attack = 0 Weapon Heavy mace Light crossbow Skill (cross-class?) Choose [2 + Int bonu Spellcraft [Int] Concentration [Con] Heal [Wis] Knowledge (religion) Diplomacy [Cha] Gather Information [Con] [Cha]	s: <u>Scale m</u> s s] x 4 ranl [Int]	nail/+4 tr 10d 	Movem Weight Siz + Mo + <u>+</u> Attack Il = F Ills from 1 = = = = = =	Shield Type ent: <u>30'</u> (20' fo : <u>40 lb.</u> ze od <u>1 (halfling)</u> k Damag <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u></u>	/ Bonus: <u>La</u> or halfling) Range Attack e e + Misc	rge wooder Initiative ed k = Crit $\underline{x2}$ Special A ost 2 points (Halfling) (Halfling) (Halfling) Dodge (+ (Human)	n/+2 Base Attack 0 Range == = Abilities, he per rank, a) +1 attack =) Darkvisio) Small. +1) 2 Climb, -1 AC bonu: Alertness (contraction)	Troic feats roic feats nd class s with throw n (60') AC, +1 a Move Sii s vs one ff +2 on Lis	Wt. 12 lb 6 lb. itack , itack , lently 0e) ten an	+ + <u>1</u> per <u>2</u> <u>2</u> <u>2</u> <u>2</u> <u>2</u> <u>2</u> <u>2</u> <u>2</u> <u>2</u> <u>2</u>	+ Size Mod <u>+1 (h</u> Size <u>Med</u> <u>Sm.</u> rank. <u>ns</u> <u>lide</u> np. & L	nalfling) Type Bludg Pierce
Armor Type / Bonus Check Penalty: -6 Spell Failure: n/a Melee Base Attack = Melee Base Attack = Attack = Attack = Melee Base Attack = Attack = Melee Base Attack = Attack = Melee Base Attack = Melee Base Attack = Melee Attack Melee Mase Melee Attack Melee Attack Melee Attack Melee Melee Melee Attack Melee Attack Melee Melee Skill (cross-class?) Choose [2 + Int bonu Spellcraft [Int] Concentration [Con] Heal [Wis] Knowledge (religion) Diplomacy [Cha] Gather Information [Con] Listen [Wis]* </td <td>s: <u>Scale m</u> s s] x 4 ranl [Int]</td> <td>nail/+4 tr 10d </td> <td>Movem Weight Siz + Mo + <u>+</u> Attack </td> <td>Shield Type ent: <u>30'</u> (20' fo : <u>40 lb.</u> ze od <u>1 (halfling)</u> k Damag <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u></u></td> <td>/ Bonus: <u>La</u> or halfling) Range Attack e e + Misc</td> <td>rge wooder Initiative ed k = Crit $\underline{x2}$ Special A ost 2 points (Halfling) (Halfling) (Halfling) Dodge (+ (Human) <u>Change at</u> <u>Turn Und</u></td> <td>n/+2 Base Attack 0 Range == = Abilities, he per rank, a) +1 attack =) Darkvisio) Small. +1) 2 Climb, -1 AC bonu: Alertness (contraction)</td> <td>Troic feats roic feats nd class s with throw <u>AC, +1 a</u> <u>Move Si</u> s vs one ff +2 on Lis 1 spell inte</td> <td>Wt. 12 lb 6 lb. (kills) (kill</td> <td>+ + <u>1</u> per <u>2</u> <u>1</u> <u>1</u> <u>1</u> <u>1</u> <u>1</u> <u>1</u> <u>1</u> <u>1</u> <u>1</u> <u>1</u></td> <td>+ Size Mod +1 (h Size <u>Med</u> Sm. rank. <u>is</u> fide up, & L up, & L up, & L</td> <td>nalfling) Type Bludg Pierce</td>	s: <u>Scale m</u> s s] x 4 ranl [Int]	nail/+4 tr 10d 	Movem Weight Siz + Mo + <u>+</u> Attack 	Shield Type ent: <u>30'</u> (20' fo : <u>40 lb.</u> ze od <u>1 (halfling)</u> k Damag <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u></u>	/ Bonus: <u>La</u> or halfling) Range Attack e e + Misc	rge wooder Initiative ed k = Crit $\underline{x2}$ Special A ost 2 points (Halfling) (Halfling) (Halfling) Dodge (+ (Human) <u>Change at</u> <u>Turn Und</u>	n/+2 Base Attack 0 Range == = Abilities, he per rank, a) +1 attack =) Darkvisio) Small. +1) 2 Climb, -1 AC bonu: Alertness (contraction)	Troic feats roic feats nd class s with throw <u>AC, +1 a</u> <u>Move Si</u> s vs one ff +2 on Lis 1 spell inte	Wt. 12 lb 6 lb. (kills) (kill	+ + <u>1</u> per <u>2</u> <u>1</u>	+ Size Mod +1 (h Size <u>Med</u> Sm. rank. <u>is</u> fide up, & L up, & L up, & L	nalfling) Type Bludg Pierce
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Choose [2 + Int bonu Spellcraft [Int] Concentration [Con] Heal [Wis] Knowledge (religion) Diplomacy [Cha] Gather Information [Con] Listen [Wis]* </td <td>s: <u>Scale m</u> s s] x 4 ranl [Int]</td> <td>nail/+4 tr 10d </td> <td>Movem Weight Siz + Mo + <u>+</u> Attack </td> <td>Shield Type ent: <u>30'</u> (20' fo : <u>40 lb.</u> ze od <u>1 (halfling)</u> k Damag <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> 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one f</u> +2 on Lis <u>l spell into</u> an</td> <td>Wt. 12 lb 6 lb. wr. kills 1 kills 1 kil</td> <td>+ + <u>i</u> <u>i</u> <u>i</u> <u>i</u> <u>i</u> <u>i</u> <u>i</u> <u>i</u> <u>i</u> <u>i</u></td> <td>+ Size Mod <u>+1 (h</u> Size <u>Med</u> <u>Sm.</u> rank. <u>IS</u> <u>Iide</u> up, & L <u>oot</u>) <u>ell of sa</u> pains: _</td> <td>isten</td>	s: <u>Scale m</u> s s] x 4 ranl [Int]	nail/+4 tr 10d 	Movem Weight Siz + Mo + <u>+</u> Attack 	Shield Type ent: <u>30'</u> (20' fo : <u>40 lb.</u> ze od <u>1 (halfling)</u> k Damag <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> <u>1d8</u> 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AC bonu: Alertness (<u>-</u> ny preparec	Toic feats roic feats nd class s with throw <u>n (60')</u> <u>AC, +1 a</u> <u>Move Sii</u> <u>s vs one f</u> +2 on Lis <u>l spell into</u> an	Wt. 12 lb 6 lb. wr. k ills 1 k il	+ + <u>i</u> <u>i</u> <u>i</u> <u>i</u> <u>i</u> <u>i</u> <u>i</u> <u>i</u> <u>i</u> <u>i</u>	+ Size Mod <u>+1 (h</u> Size <u>Med</u> <u>Sm.</u> rank. <u>IS</u> <u>Iide</u> up, & L <u>oot</u>) <u>ell of sa</u> pains: _	isten

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Case with 10 crossbow bolts. Wooden holy symbol. Three torches.

Character Name:				Age:	Height:	_ v	/eight:	-
Race: SelectE	Elf Gn	ome	Human	Size: Medi	um (small for gnor	me) Ger	der:	
Class: Druid		Level: 1		Alignment	: choose any non-	evil with no	eutral comp:	
Ability S Strength _	core N	Iod	your ability scores.	Your final scores	m this table. You have 2 will range between 6 an sen ability points in the l	d 20.		
Dexterity			Attribute Cost	Bonus	Racial Modifiers			
Constitution		_	6 7	-2 -2	Human None	stitution, –2 C	ariama	
Intelligence		-	8 0	-1	Elf +2 Dext	terity, -2 Cons	titution	
Wisdom (min 11)		-	9 1 10 2	-1 0	Gnome +2 Con Half-elf None	stitution, –2 St	rength	
Charisma		-	11 3 12 4	0 +1		ngth, –2 Intelli terity, –2 Strer	gence, –2 Charisma	
Languages: Common, o Money: 11 gp	elven or gnor	me	13 5 14 6 15 8 16 10 17 13 18 16	+1 +2 +2 +3 +3 +4				
Saving Throws			19 20	+4 +5				
Type Reflex (Dex) Fortitude (Con) Will (Wis)	Total =	$\underline{\underline{0}}$ $\underline{\underline{+2}}$	Ability + Mod - + +	+ <u>+2</u>	Bonuses (Gnome): *+ (Elf): * +2 v			
Armor Class = 10	Armor + Bonus	+ Bonus	Dex + Mod +	Size Mod +	Misc. Hi Mod	t Points [8+	Con mod]	
= 10	+ +3	+ +2		+1 (gnome) +	0			
Armor Type / Bonus: Check Penalty: <u>-5</u> Spell Failure: <u>n/a</u> Melee Base Attack = Attack	Hide/+3 Str + Mod	Moveme Weight: Size + Moo		nome)	<u>ooden/+2</u> Total ative: Base = Attack +	= Dex = _ Dex Mod	Mod + Misc + Size + Mod	
<u> </u>	+	+ +1	(gnome)		$= \underline{0} +$		+ <u>+1 (gnome)</u>	
Weapon		Attack	Damage	Crit	Range	Wt.	Size Type	e
Scimitar			<u>1d6</u>	<u>x2</u>	<u></u>	<u>4 lb</u>	Med Slash	<u>1</u>
<u>Club</u>			<u>1d6</u>	<u>x2</u>	<u>10'</u>	<u>3 lb.</u>	Med. Blud	g
Sling			<u>1d4</u>	<u>x2</u>	<u>50'</u>	<u>0 lb.</u>	<u>Sm.</u> Blud	g
Skill (cross-class?) Choose [4 + Int bonus] <u>Spellcraft [</u> Int] <u>Animal Empathy [</u> Cha] <u>Concentration [</u> Con]			Ability anks + Mod + M his list. Cross-clas + + + + + + + + + + + +	s skills cost 2 p (Elf a (Elf)	ial Abilities, heroic oints per rank, and c and Gnome) <u>Low-lig</u> <u>Immune to magical</u> +2 on Search, Spot,	lass skills 1 sht vision (x sleep, +2 vs	2 normal range) Enchantments	
<u>Wilderness Lore</u> [Wis]	_	_ = .	+ +		<u>+2 on Search, Spot,</u> W/in 5' of secret do			
<u>Heal</u> [Wis]	_		+ +		W/III S OI secret doome) Small: +1 AC,	-		
Handle Animals [Cha]	—		· · ·		ome) <u>+1 attack vs gol</u>			
Knowledge (nature) [In	t] _	_ =	++		ome) <u>+4 dodge bonus</u>			
Listen [Wis] *	_	_ =	++		ome) <u>+2 on Listen an</u>	-	<u>Checks</u>	
Spot [Wis] *	_	_ =	+ +		tify plants, animals,	-		cy
* cross-class skill				Spell	ls per day: 3 orisons.	plus 1 1 st le	evel (1 extra for W	Vis 12+)
				Grea	t Fortitude (+2 on Fo	ort Saves, in	<u>cluded)</u>	
Druids begin with anim	al companio	n, but not for	this demo.	(Hun	nan) <u>Combat Casting</u>	g (+4 to Cor	centration checks	when ca

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Pouch with 10 sling bullets. Holly and mistletoe. Three torches.

Character Name:					Α	ge:		Hei	ght: _		. 1	Weigh	t:	
Race: Select	Elf	Dwar	f	Human		Size: N	1ediu	ım			Ge	nder:		
Class: Wizard			Level:	1		Alignn	nent:	choose	any n	on-e	vil:			
Ability Strength	Score	Mo	d	ability score	es. Your f	inal scores	will ra	nge betwe	en 6 and	d 20.				modifiers to your bility scores.
Dexterity				Attribute	Cost	Bonus		Racial Mo						
Constitution				6 7		-2 -2		Human Dwarf	No +2		titution, –2 (Charisma	а	
Intelligence (min 11)				8	0 1	-1 -1		Elf	+2	Dexte	rity, –2 Cor	nstitution		
Wisdom				10 11	2 3	0 0		Familiar Bat		<u>hoose</u> one	a familiar-	-don't pa	ay gp co	ost for this demo)
Charisma				12	4	+1		Cat	Μ	laster	gains a +2	bonus oi	n Move	Silently checks
Languages: Common Money: 15 gp	ı, elven	or dwarve	en	13 14 15 16 17 18	5 6 8 10 13 16	+1 +2 +3 +3 +4			H M S (Tiny) P	Move laster peaks oisono	Silently cho gains a +2 one langua ous bite	ecks bonus oi age	n Fortiti	
Saving Throws				19 20		+4 +5		Toad Wease			gains +2 to gains a +2			
Type Reflex (Dex) Fortitude (Con) Will (Wis)	Tot:	al = = = =	$\frac{\underline{0}}{\underline{0}}$	Abili + Mod + + +	ty + + + +	Misc * * *	•	(I		*+2	vs. poiso Enchantn			
Armor Class = 10		Armor Bonus +	Shield Bonus		+	Size Mod	+	Misc. Mod		Hit	Points [4	+Con n	nod +3	3]
= 10	+ _	+0 +	+0	+	+	+0	+	0						
Armor Type / Bonus	s: <u>None</u>	<u>e</u>	Shield T	Type / Bonu	s: <u>None</u>	2								
Check Penalty: <u>0</u>			Moveme	ent: <u>30'</u> (20 ³	for dwa	arf)			Т	otal	= De	x Mod	+	Misc.
Spell Failure: <u>n/a</u>			Weight:	: <u>0 lb.</u>			Initia	tive:	_		=		+	
$\begin{array}{rcl} Melee & Base \\ Attack &= & Attack \\ \underline{\qquad} &= & \underline{0} \end{array}$	x + +	Str Mod	Size + Mo + 0	d		Ranged Attack			ase .ttack	+ +	Dex Mod	+]	Size Mod <u>0</u>	
Weapon			Attack	a Dam	age		Crit		Range		Wt.	Siz	ze	Туре
Quarterstaff				<u>1d</u>	6		<u>x2</u>		=		<u>4 lb.</u>	L	<u>g.</u>	Bludg
(Elf) shortbow				<u>1d</u>	6		<u>x3</u>		<u>60′</u>		<u>2 lb.</u>	Me	ed.	Pierce
(Not elf) Lt Crossbow	V			<u>1d</u>	8		<u>x2</u>		<u>80′</u>		<u>7 lb.</u>	Me	ed.	<u>Pierce</u>
Skill (cross-class?) Choose [2 + Int bonu		Tota		Abil anks + Mo	ity od + M		Speci		ties, he		feats, etc.			
Spellcraft [Int]	5] 7 7 10		=	+	+						normal ra		uik.	
<u>Concentration</u> [Con]			=	+	+			-			leep, +2 v		antme	ents
Knowledge (arcana)	[Int]		=	+	+				-		and Lister			
Hide [Dex] *			=	+	+					-	or, gets se			
Move Silently [Dex]	*	_	=	+	+						vision (6			
Search [Int] *			=	+	+						nework (-		Alche	my
Spot [Wis] *		_	=	+	+						and gobl			
* cross-class skill			=	+	+						vs. giants			
			=	+	+	_	Toug	hness (+:	3 hit po	ints)				
Spellbook: All cantrip	os; plus	charm pe	rson, sum	mon monste	er I,		(Hum	an) <u>Spel</u>	l focus	(encl	hantment,	+2 to s	save D	<u>C)</u>
sleep, cause fear, cold	or spra	, maoic n	<i>issile</i> and	d <i>minor illus</i>	sion.		Spells	s per day	: 3 cant	trips.	plus 1 1 st	level (1 extra	a 1 st if Int 12+)

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Ten candles, map case, three pages of parchment, ink, inkpen. Spell component pouch, spellbook (may be kept safely at home). Quiver with 20 arrows or bolts.

Character Name:			A	Age:	Height:	Wei	ght:
Race: Select	Human	Half-elf	Half-orc	Siz	ze: Medium	Gende	er:
Class: Sorceror		Level: 1	l	Alignment	: choose any nor	n-evil:	
Ability	Score	Mod	ability scores. Your	final scores will ra	ange between 6 and 2	.0.	oply racial modifiers to your
Strength		—					int of the ability scores.
Dexterity		—	Attribute Cost 6	Bonus -2	Racial Modifiers Human None		
Constitution			7 8 0	-2 -1	Half-elf None Half-orc +2 St	rength, –2 Intelligen	ce. –2 Charisma
Intelligence			9 1 10 2	-1 0			't pay gp cost for this demo)
Wisdom			11 3	0	_Bat Non	e	
Charisma (min 11)			12 4 13 5	+1 +1	Cat Mas Hawk Non		s on Move Silently checks
Languages: Common Money: 17 gp	n, elven or o	rc	14 6 15 8 16 10 17 13	+2 +2 +3 +3	Rat Mas	ove Silently checks	ister gains a +2 bonus on is on Fortitude saves
			18 16 19	+4 +4	Snake (Tiny) Pois Toad Mas	sonous bite ster gains +2 to Con	stitution score
Saving Throws			20	+5		ster gains a +2 bonu	
Type Reflex (Dex) Fortitude (Con) Will (Wis)	Total 	$\begin{array}{c} = & \underline{0} \\ = & \underline{0} \end{array}$	Ability + Mod + +	⊢ <u>*</u> ⊢ <u>*</u>	Bonuses (Half-Elf): * +2	vs Enchantment	spells, +4 vs magical sleep
Armor	Armo		Dex	Size	Misc. H	lit Points [4+Co	n mod +3]
Class $= 10$				Mod +	Mod _		
= 10	+ +0	+ +0	+ +	+0 +	0		
Armor Type / Bonus	s: <u>None</u>	Shield T	ype / Bonus: <u>Nor</u>	ne			
Check Penalty: <u>0</u>		Moveme	nt: <u>30′</u>		Tot	al = Dex M	od + Misc.
Spell Failure: <u>n/a</u>		Weight:	<u>0 lb.</u>	Initia	ative:	_ =	+ +4 (human)
$\begin{array}{rcl} Melee & Base \\ Attack &= & Attack \\ \underline{\qquad} &= & \underline{0} \end{array}$	Str k + Mo +		d	Ranged Attack	Base = Attack = 0	Dex + Mod + + +	Size Mod <u>0</u>
Weapon		Attack	Damage	Crit	Range	Wt.	Size Type
Shortspear			<u>1d8</u>	<u>x3</u>	<u>20'</u>	<u>5 lb.</u>	Lg. Pierce
Lt Crossbow			<u>1d8</u>	<u>x2</u>	<u>80´</u>		Med. Pierce
			Ability				
Skill (cross-class?) Choose [2 + Int bonu	s] x 4 ranks		anks + Mod + N		ial Abilities, hero		r rank.
Spellcraft [Int]		=	+ +	(Half	-Elf) <u>Low-light vi</u>	sion (x2 normal)	range)
Concentration [Con]		=	+ _+	(Half	E-Elf) <u>+4 save vs</u> n	nagical sleep, +2	vs Enchantments
Knowledge (arcana)	[Int]	=	+ _+	(Half	F-Elf) <u>+1 on Search</u>	n, Spot, and Liste	en checks
Gather Information [Cha] *	=	+ _+	(Half	-orc) <u>Darkvision (</u>	<u>(60´)</u>	
Diplomacy [Cha] *		= .	+ +	<u>Toug</u>	hness (+3 hit poin	<u>ts)</u>	
Hide [Dex] *			+ +	(Hun	nan) Improved Init	tiative (+4)	
Move Silently [Dex]	*	=	+ +	Spell	s per day: 5 cantri	ps, plus 3 1 st leve	el (+1 1 st lvl if Cha 12+)
* cross-class skill		=	+ +	Spell	<u>s Known:</u> (cast sp	ells "on the fly"	w/o memorizing in advance)
		=	++	ca	ntrips— <i>detect mag</i>	gic, ghost sound,	light, read magic;
				1st	t-level spells—sun	nmon monster I,	sleep.

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