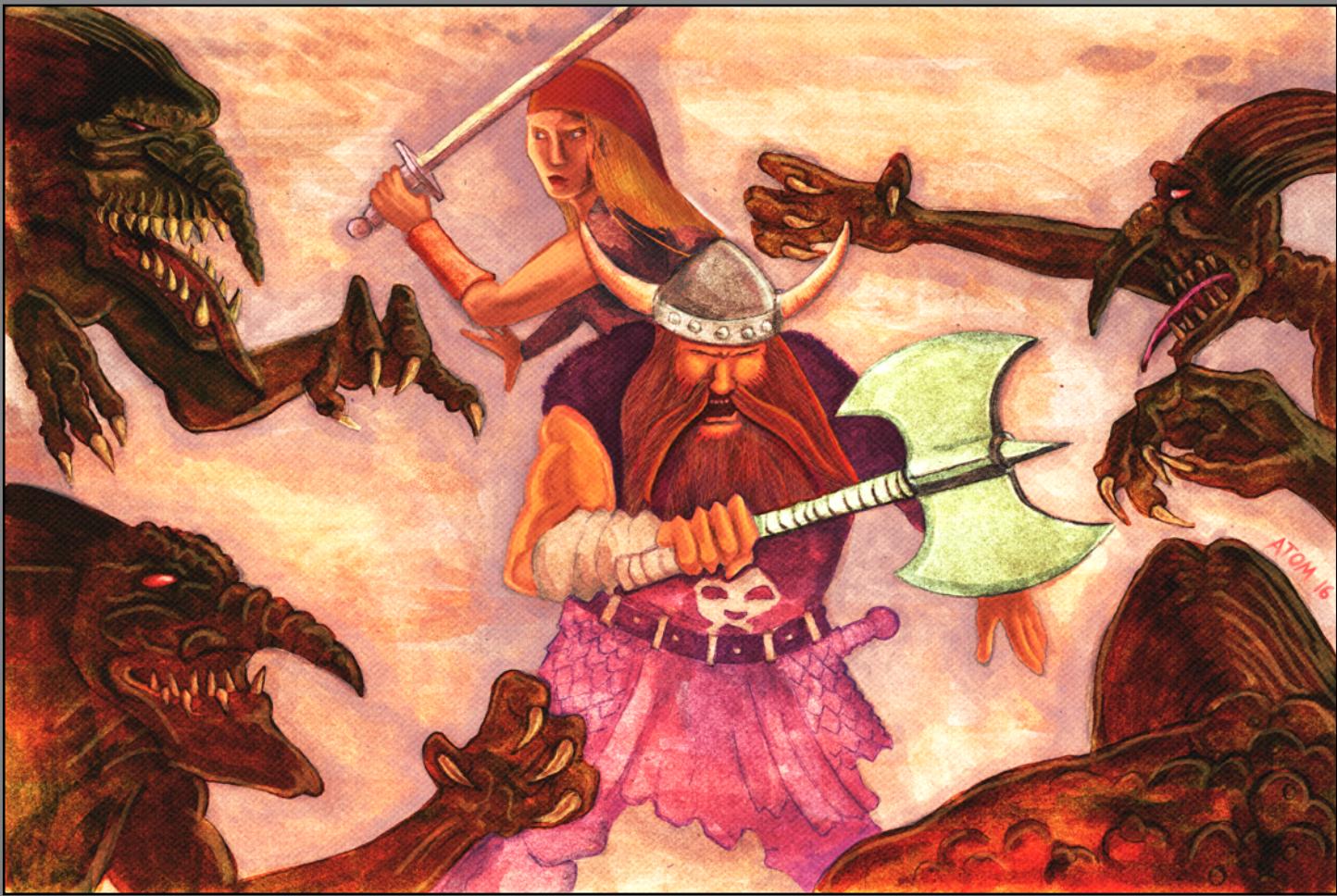


For Use With
1st Edition AD&D®

MOTLEY JERKS

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., ~~12”~~ 6” up to 350

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

Lawful Neutral

STR 13	attack/dmg +0/+0 weight allw. +100	open doors 1-2 bars/gates 4%
INT 13		
WIS 11		
DEX 10		
CON 16	system shock survival 95%	resurrection survival 96%
CHA 9		

MOVEMENT	6"
ARMOR CLASS	3 (1 w/shield)
HIT POINTS	65

SAVING THROWS	
Paralyzation, Poison, Death Magic	10
Petrification, Polymorph	11
Rod, Staff, Wand	12
Breath Weapon	12
Spells	13

Modifiers: +1 from armor as applicable.
+1 from shield as applicable.
+4 vs. magic & poison.

Languages: common, dwarvish, gnome, goblin, kobold, orcish, black dragon, frost giant
Weapon Proficiencies: long sword, short bow, ranseur, footman's flail, hand axe, two-handed sword
Infravision 60'
75% chance to detect grade, slope, and new construction; 2 in 3 chance to detect shifting/sliding rooms; 50% chance to detect pits, falling blocks, and stonework traps; 50% chance to determine depth underground
+1 to attack half-orcs, goblins, hobgoblins, and orcs
-4 to be hit by ogres, trolls, ogre magi, giants, and titans
3 melee attacks per 2 rounds
7 melee attacks per round vs. creatures with less than 1 full hit die

MONEY & TREASURE	
mink shawl (1500 gp, enc 20) 28 gp	

COMBAT TABLE

roll + mods	3	4	5	6	8	9	10	11	12	13	14	15	16	17	18	19
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	damage	mod
long sword +1, +4 vs. reptiles (20' r. light)	spd 5	+1*	+2	+1	0	0	0	0	-1	-2	-3	-4	1-8/1-12	+1*
* more vs. reptiles														
ranseur	spd 8		+1	0	0	0	0	-1	-1	-2	-3	-3	2-8	
short bow	rof 2, rng 5/10/15		+2	+2	+2	+1	0	0	-1	-4	-5	-6	-7	
quiver w/20 arrows													1-6	

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

ENCUMBRANCE 708

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

(Sheet Version A — assumes dwarves have 9" base move)

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

Lawful Neutral

STR 13	attack/dmg +0/+0 weight allw. +100	open doors 1-2 bars/gates 4%	MOVEMENT 9"	SAVING THROWS
INT 13			ARMOR CLASS 3 (1 w/shield)	Paralyzation, Poison, Death Magic 10 Petrification, Polymorph 11
WIS 11			HIT POINTS 65	Rod, Staff, Wand 12 Breath Weapon 12
DEX 10				Spells 13
CON 16	system shock survival 95%	resurrection survival 96%		Modifiers: +1 from armor as applicable. +1 from shield as applicable. +4 vs. magic & poison.
CHA 9				

Languages: common, dwarvish, gnome, goblin, kobold, orcish, black dragon, frost giant
Weapon Proficiencies: long sword, short bow, ranseur, footman's flail, hand axe, two-handed sword
Infravision 60'
75% chance to detect grade, slope, and new construction; 2 in 3 chance to detect shifting/sliding rooms; 50% chance to detect pits, falling blocks, and stonework traps; 50% chance to determine depth underground
+1 to attack half-orcs, goblins, hobgoblins, and orcs
-4 to be hit by ogres, trolls, ogre magi, giants, and titans
3 melee attacks per 2 rounds
7 melee attacks per round vs. creatures with less than 1 full hit die

MONEY & TREASURE																		
mink shawl (1500 gp, enc 20)																		
28 gp																		

COMBAT TABLE																		
roll + mods	3	4	5	6	8	9	10	11	12	13	14	15	16	17	18	19		mod
AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4		mod	

WEAPON/ATTACK	to hit	10	9	8	7	6	5	4	3	2	1	0	damage	mod
long sword +1, +4 vs. reptiles (20' r. light)	spd 5	+1*	+2	+1	0	0	0	0	-1	-2	-3	-4	1-8/1-12	+1*
* more vs. reptiles														
ranseur	spd 8		+1	0	0	0	0	-1	-1	-2	-3	-3	2-8	
short bow	rof 2, rng 5/10/15		+2	+2	+2	+1	0	0	-1	-4	-5	-6	-7	
quiver w/20 arrows													1-6	

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

ENCUMBRANCE 708	12" up to 450	9" up to 800	6" up to 1150	3" up to 1600
(Sheet Version B — assumes dwarves have 12" base move)				

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

Neutral Good

Languages: common, dwarfish, bugbear, ogrish, orcish
Weapon Proficiencies: footman's flail, hammer, quarter staff
Turn Undead
Cleric Spells (5/5/3/1)

MONEY & TREASURE
topaz gems (500 gp & enc 2 ea.): 1
40 gp

roll + mods	5	6	8	9	10	11	12	13	14	15	16	17	18	19	20	20
AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5

WEAPON/ATTACK

EQUIPMENT

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

CLERIC SPELLS (default selection)

1st: cure light wounds
 cure light wounds
 light
 resist cold
 sanctuary

2nd: augury
 find traps
 hold person
 resist fire
 silence 15' radius

3rd: continual light
 cure disease
 dispel magic

4th: cure serious wounds

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

STR 15	attack/dmg +0/+0 weight allw. +200	open doors 1-2 bars/gates 7%	MOVEMENT 20"	SAVING THROWS
INT 9			ARMOR CLASS 5	Paralyzation, Poison, Death Magic 12 Petrification, Polymorph 11
WIS 15	magical attack +1 adjustment		HIT POINTS 31	Rod, Staff, Wand 12 Breath Weapon 15
DEX 15	defensive -1 adjustment			Spells 13
CON 16	system shock 95% survival	resurrection 96% survival		Modifiers: +1 to all saves (ring of protection). +1 vs. mental/will. +1 vs. dodgeable.
CHA 6	reaction -10% adjustment	loyalty -15% base		

Languages: common	MONEY & TREASURE (must bestow most wealth to non-player organizations) 5 gp											
Weapon Proficiencies: halberd, light crossbow, dagger +3 damage when attacking with weapons Open hand attacks (see weapon/attack section) Dodge non-magical missiles with petrification 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' Speak with animals (as a druid) 74% resistant to ESP Immune to diseases, as well as haste, and slow Feign death via catalepsy for up to 6 turns May only possess 2 magical weapons and 3 other magical items												

WEAPON/ATTACK		to hit	10	9	8	7	6	5	4	3	2	1	0	damage	mod
halberd	spd 9		0	+1	+1	+2	+2	+2	+1	+1	+1	+1	0	1-10/2-12	+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	+3
thrown	rof 2, rng 1/2/3		+1	0	0	-1	-1	-2	-3	-4	-5	-6	-7	1-4/1-3	+3
open hand	spd 1		+4	0	+2	0	0	-1	-3	-5	-7	-8	-9	2-8	

3 attacks per 2 rounds; stuns opponent 1-6 rounds (AC % chance to kill) if to hit roll exceeds the necessary number by 5+

EQUIPMENT	THIEF ABILITIES
ring of protection +1	Open Locks 47%
boots of levitation	Find/Remove Traps 45%
backpack (capacity 300 enc)	Move Silently 47%
iron rations: 1 week	Hide in Shadows 37%
waterskin	Hear Noise 20%
torches (40' r.): 3	Climb Walls 92%
tinder box	
thieves' picks and tools	

STR 8	open doors 1-2 bars/gates 1%	MOVEMENT 12"	SAVING THROWS
INT 16	chance to learn spell 65%	ARMOR CLASS 10	Paralyzation, Poison, Death Magic 13
WIS 8		HIT POINTS 27	Petrification, Polymorph 11
DEX 13			Rod, Staff, Wand 9
CON 16	system shock survival 95%	resurrection survival 96%	Breath Weapon 13
CHA 11			Spells 10
			Modifiers: none.

Languages: common, dwarvish, elvish, goblin, hobgoblin, orcish, ogrish
 Weapon Proficiencies: quarter staff
 Magic-User Spells (4/2/2)

MONEY & TREASURE

pearls (100 gp & enc 1 ea.): 5

COMBAT TABLE

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/ATTACK

	spd	to hit	10	9	8	7	6	5	4	3	2	1	0	damage	mod
quarter staff	4		+1	+1	+1	0	0	-1	-3	-5	-7	-8	-9	1-6	
dagger*	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	+1	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

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

MAGIC-USER SPELLS (default selection)

1st: feather fall
 identify
 light
 sleep
 2nd: invisibility
 rope trick
 3rd: lightning bolt
 monster summoning I

Spell book: 1st—feather fall, identify, light, message, read magic, sleep; 2nd—invisibility, rope trick; 3rd—lightning bolt, monster summoning I. (Unable to learn magic missile, web, fireball.)

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

Neutral

STR 15	attack/dmg +0/+0 weight allw. +200	open doors 1-2 bars/gates 7%
INT 8		
WIS 13		
DEX 10		
CON 18	system shock survival 99%	resurrection survival 100%
CHA 10		

MOVEMENT	9"
ARMOR CLASS	1
HIT POINTS	54

SAVING THROWS	
Paralyzation, Poison, Death Magic	11
Petrification, Polymorph	12
Rod, Staff, Wand	13
Breath Weapon	13
Spells	14

Modifiers: +2 from armor as applicable.

Languages: common, goblin, orcish

Weapon Proficiencies: javelin, long sword, morning star, long bow, two-handed sword

Infravision 60'

6 melee attacks per round vs. creatures with less than 1 full hit die

MONEY & TREASURE

amethyst gems (100 gp & enc 2 ea.): 5
5 pp

COMBAT TABLE

roll + mods	6	7	8	9	10	11	12	13	14	15	16	17	18	19	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	damage	mod
two-handed sword +1 (20' r. light)	spd 10	+1	0	+1	+3	+3	+3	+2	+2	+2	+2	+2	+2	1-10/3-18	+1
long bow	rof 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 9"		+1	0	+1	0	-1	-2	-3	-4	-5	-6	-7	see below	
hits creatures requiring a +2 magic weapon; deals 1-6 + 20 electrical damage to target hit; then 3" lightning for 20/10															

EQUIPMENT

plate mail +2 (AC 1)

backpack (capacity 300 enc)

large sack (capacity 400 enc)

large sack (capacity 400 enc)

wineskin

150' rope

grapnel

ENCUMBRANCE 890

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

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%
INT 15		
WIS 15	magical attack +1 adjustment	
DEX 15	defensive -1 adjustment	
CON 16	system shock 95% survival	resurrection 96% survival
CHA 6	reaction -10% adjustment	loyalty -15% base

MOVEMENT	9"
ARMOR CLASS	3 (0 w/shield) (4 rear)
HIT POINTS	47

SAVING THROWS

Paralyzation, Poison, Death Magic	11
Petrification, Polymorph	12
Rod, Staff, Wand	13
Breath Weapon	13
Spells	14

Modifiers: +2 from shield as applicable.
+1 vs. mental/will. +1 vs. dodgeable.

Languages: common, elvish, hill giant, goblin, orcish	
Weapon Proficiencies: broad sword, short bow, footman's mace, dagger	
Tracking	
+6 damage in melee vs. various giants and humanoids	
3 in 6 chance to surprise enemies	
1 in 6 chance for self or party to be surprised	
6 melee attacks per round vs. creatures with less than 1 full hit die	

MONEY & TREASURE

garnets (100 gp & enc 2 ea.): 4
15 gp

COMBAT TABLE

roll + mods	6	7	8	9	10	11	12	13	14	15	16	17	18	19	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	damage	mod
broad sword +1 (20' r. light)		spd 5	+1	+2	+1	+1	+1	0	0	-1	-2	-3	-4	-5	2-8/2-7 +1
short bow	rof 2, rng 5/10/15		+2	+2	+2	+1	0	0	-1	-4	-5	-6	-7		
quiver w/20 arrows														1-6	
dagger +1 (10' r. light)		spd 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	

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

ENCUMBRANCE 900

12" 9" up to 550 9" up to 900 6" up to 1250 3" up to 1700

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

Neutral

STR 10	open doors 1-2 bars/gates 2%	MOVEMENT 9"	SAVING THROWS
INT 8		ARMOR CLASS 7 (6 w/shield)	Paralyzation, Poison, Death Magic 9
WIS 15	magical attack +1 adjustment	HIT POINTS 31	Petrification, Polymorph 12
DEX 8			Rod, Staff, Wand 13
CON 10	system shock survival 70%	resurrection survival 75%	Breath Weapon 15
CHA 16	reaction adjustment +25%	loyalty base +20%	Spells 14

Modifiers: +1 to all saves (ring of protection). +2 vs. fire & electricity. +1 vs. mental/will.

Languages: common, druidish, elvish, treantish, lizardman, green dragon

Weapon Proficiencies: scimitar, spear, dagger

Identify plant type, animal type, pure water

Pass through overgrown areas without leaving a discernible trail, at normal movement rate

Druid Spells (6/4/2/1)

MONEY & TREASURE

 40 pp
10 gp

COMBAT TABLE

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	damage	mod
spear +3	spd 6-8	+3	0	0	0	0	0	-1	-1	-1	-2	-2	-2	1-6/1-8	+3
thrown	rng 1/2/3	+3	0	0	0	0	-1	-2	-2	-3	-3	-4	-4	1-6/1-8	+3
scimitar	spd 4		+3	+1	+1	0	0	-1	-2	-2	-3	-3	-4	1-8	
dagger +1 (10' r. light)	spd 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
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	

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)

1st: 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

ENCUMBRANCE 611

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

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%
INT 13		
WIS 4	magical attack -2 adjustment	
DEX 16	defensive -2 adjustment	reaction & attack +1 adjustment
CON 15	system shock survival	91% resurrection survival 94%
CHA 12		

MOVEMENT	9"
ARMOR CLASS	5 (7 rear)
HIT POINTS	24

SAVING THROWS

Paralyzation, Poison, Death Magic	12
Petrification, Polymorph	11
Rod, Staff, Wand	12
Breath Weapon	15
Spells	13

Modifiers: +1 from armor as applicable.
+4 vs. magic & poison. -2 vs. mental/will.
+2 vs. dodgeable.

Languages: common, dwarvish, elvish, gnome, goblin, halfling, orcish, thieves' cant
Weapon Proficiencies: short sword, sling, dagger
Infravision 60'
75% chance to detect up/down grade of a passage
50% chance to determine direction of a passage
1-4 chance to surprise enemies when in a party composed only of elves & halflings in non-metal armor, so long as no door must be opened.
Back stab +4 to hit, x3 damage

MONEY & TREASURE

small diamond (1000 gp, enc 1)
blue quartz gems (10 gp & enc 1 ea.): 5
10 gp

COMBAT TABLE

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/ATTACK

		to hit	10	9	8	7	6	5	4	3	2	1	0	damage	mod
short sword	spd 3		+2	0	+1	0	0	0	-1	-2	-3	-4	-5	1-6/1-8	
silver dagger	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	+1	0	0	-1	-1	-2	-3	-4	-5	-6	-7	1-4/1-3	
sling															
large pouch w/20 bullets	rng 5/10/20	+1	+3	+1	+2	0	0	0	-1	-2	-2	-3	-3	2-5/2-7	

EQUIPMENT

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

THIEF ABILITIES

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%

ENCUMBRANCE 351

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

(Sheet Version A — assumes halflings have 9" base move)

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%
INT	13		
WIS	4	magical attack adjustment -2	
DEX	16	defensive adjustment -2	reaction & attack adjustment +1
CON	15	system shock survival	resurrection survival 94%
CHA	12		

MOVEMENT	12"
ARMOR CLASS	5 (7 rear)
HIT POINTS	24

SAVING THROWS

Paralyzation, Poison, Death Magic	12
Petrification, Polymorph	11
Rod, Staff, Wand	12
Breath Weapon	15
Spells	13

Modifiers: +1 from armor as applicable.
+4 vs. magic & poison. -2 vs. mental/will.
+2 vs. dodgeable.

Languages: common, dwarvish, elvish, gnome, goblin, halfling, orcish, thieves' cant
Weapon Proficiencies: short sword, sling, dagger
Infravision 60'
75% chance to detect up/down grade of a passage
50% chance to determine direction of a passage
1-4 chance to surprise enemies when in a party composed only of elves & halflings in non-metal armor, so long as no door must be opened.
Back stab +4 to hit, x3 damage

MONEY & TREASURE

small diamond (1000 gp, enc 1)
blue quartz gems (10 gp & enc 1 ea.): 5
10 gp

COMBAT TABLE

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/ATTACK

		to hit	10	9	8	7	6	5	4	3	2	1	0	damage	mod
short sword	spd 3		+2	0	+1	0	0	0	-1	-2	-3	-4	-5	1-6/1-8	
silver dagger	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	+1	0	0	-1	-1	-2	-3	-4	-5	-6	-7	1-4/1-3	
sling															
large pouch w/20 bullets	rng 5/10/20	+1	+3	+1	+2	0	0	0	-1	-2	-2	-3	-3	2-5/2-7	

EQUIPMENT

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

THIEF ABILITIES

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%

ENCUMBRANCE 351

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

(Sheet Version B — assumes halflings have 12" base move)

EVOLLIAN – Elf Fighter 5 – Male – 4'8" – 98 lbs. – age 170**Neutral Good**

STR	18/47	attack/dmg +1/+3 weight allw. +1000	open doors 1-3 bars/gates 20%
INT	14		
WIS	8		
DEX	13		
CON	9	system shock survival 65%	resurrection survival 70%
CHA	16	reaction adjustment +20%	loyalty base +25%

MOVEMENT	12"
ARMOR CLASS	3 (2 w/shield)
HIT POINTS	33

SAVING THROWS	
Paralyzation, Poison, Death Magic	11
Petrification, Polymorph	12
Rod, Staff, Wand	13
Breath Weapon	13
Spells	14

Modifiers: +1 from armor as applicable.

Languages: common, elvish, gnome, goblin, halfling, hobgoblin, orcish, gnoll
Weapon Proficiencies: long sword, short sword, long bow, morning star, spear
+1 to hit with short swords, long swords, and bows (except crossbows)
90% resistant to sleep and charm spells
Infravision 60'
1 in 6 or 2 in 6 to detect secret doors; 3 in 6 for concealed doors
1-4 chance to surprise enemies when in a party composed only of elves & halflings in non-metal armor, so long as no door must be opened.
5 melee attacks per round vs. creatures with less than 1 full hit die

MONEY & TREASURE

electrum plated necklace (250 gp, enc 5)
 pearls (100 gp & enc 1 ea.): 2
 5 gp

COMBAT TABLE

roll + mods	6	7	8	9	10	11	12	13	14	15	16	17	18	19	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	damage	mod
long sword +1 (20' r. light)	spd 5	+3	+2	+1	0	0	0	0	-1	-2	-3	-4	1-8/1-12	+4
short sword	spd 3	+2	+2	0	+1	0	0	0	-1	-2	-3	-4	1-6/1-8	+3
long bow	rof 2, rng 7/14/21		+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	

EQUIPMENT

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
 grapple
 chalk (enc 2)

ENCUMBRANCE 1350

12" up to 1350 9" up to 1700 6" up to 2050 3" up to 2500

GURDANK THE TRAPWRECKER – Dwarf Fighter 4 / Thief 5 – Male – 4'6" – 142 lbs. – age 88
Neutral

STR 12	attack/dmg +0/+0 weight allw. +100	open doors 1-2 bars/gates 4%
INT 10		
WIS 12		
DEX 14		
CON 13	system shock survival 85%	resurrection survival 90%
CHA 13	reaction adjustment +5%	

MOVEMENT	9"
ARMOR CLASS	8
HIT POINTS	22

SAVING THROWS	
Paralyzation, Poison, Death Magic	12
Petrification, Polymorph	11
Rod, Staff, Wand	12
Breath Weapon	15
Spells	13
Modifiers: +3 vs. magic & poison.	

Languages: common, dwarvish, gnome, goblin, kobold, orcish, stone giant, red dragon, thieves' cant
Weapon Proficiencies: bastard sword, hand axe, heavy crossbow, halberd, short bow
Infravision 60'
75% chance to detect grade, slope, and new construction; 2 in 3 chance to detect shifting/sliding rooms; 50% chance to detect pits, falling blocks, and stonework traps; 50% chance to determine depth underground
+1 to attack half-orcs, goblins, hobgoblins, and orcs
-4 to be hit by ogres, trolls, ogre magi, giants, and titans
Back stab +4 to hit, x3 damage
4 melee attacks per round vs. creatures with less than 1 full hit die

MONEY & TREASURE

 420 gp
352 sp

COMBAT TABLE

roll + mods	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
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	damage	mod
bastard sword	spd 6		0	+1	+1	+1	+1	+1	+1	0	0	0	0	2-8/2-16	
one-handed	spd 5		+2	+1	0	0	0	0	0	-1	-2	-3	-4	1-8/1-12	
short bow	rof 2, rng 5/10/15		+2	+2	+2	+1	0	0	-1	-4	-5	-6	-7		
quiver w/20 arrows														1-6	

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

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

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%

ENCUMBRANCE 440

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

(Sheet Version A — assumes dwarves have 9" base move)

GURDANK THE TRAPWRECKER – Dwarf Fighter 4 / Thief 5 – Male – 4'6" – 142 lbs. – age 88
Neutral

STR 12	attack/dmg +0/+0 weight allw. +100	open doors 1-2 bars/gates 4%	MOVEMENT 12"	SAVING THROWS
INT 10			ARMOR CLASS 8	Paralyzation, Poison, Death Magic 12
WIS 12			HIT POINTS 22	Petrification, Polymorph 11
DEX 14				Rod, Staff, Wand 12
CON 13	system shock survival 85%	resurrection survival 90%		Breath Weapon 15
CHA 13	reaction adjustment +5%			Spells 13

Modifiers: +3 vs. magic & poison.

Languages: common, dwarvish, gnome, goblin, kobold, orcish, stone giant, red dragon, thieves' cant	
Weapon Proficiencies: bastard sword, hand axe, heavy crossbow, halberd, short bow	
Infravision 60'	
75% chance to detect grade, slope, and new construction; 2 in 3 chance to detect shifting/sliding rooms; 50% chance to detect pits, falling blocks, and stonework traps; 50% chance to determine depth underground	
+1 to attack half-orcs, goblins, hobgoblins, and orcs	
-4 to be hit by ogres, trolls, ogre magi, giants, and titans	
Back stab +4 to hit, x3 damage	
4 melee attacks per round vs. creatures with less than 1 full hit die	

MONEY & TREASURE

 420 gp
352 sp

COMBAT TABLE

roll + mods	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	mod
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	damage	mod
bastard sword	spd 6		0	+1	+1	+1	+1	+1	+1	0	0	0	0	2-8/2-16	
one-handed	spd 5		+2	+1	0	0	0	0	0	-1	-2	-3	-4	1-8/1-12	
short bow	rof 2, rng 5/10/15		+2	+2	+2	+1	0	0	-1	-4	-5	-6	-7		
quiver w/20 arrows														1-6	

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

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

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%

ENCUMBRANCE 440

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

(Sheet Version B — assumes dwarves have 12" base move)

GARNAL YELLOWFEATHER – Half-Elf Fighter 4 / Magic-User 4 – Male – 5'5" – 117 lbs. – age 46**Neutral**

STR 12	attack/dmg +0/+0 weight allw. +100	open doors 1-2 bars/gates 4%
INT 14	chance to learn spell	55%
WIS 12		
DEX 7		
CON 15	system shock survival	91%
CHA 12	resurrection survival	94%

MOVEMENT	12"
ARMOR CLASS	4 (3 w/shield)
HIT POINTS	20

SAVING THROWS	
Paralyzation, Poison, Death Magic	13
Petrification, Polymorph	13
Rod, Staff, Wand	11
Breath Weapon	15
Spells	12

Modifiers: +1 from armor when applicable.

Languages: common, elvish, gnome, halfling, goblin, hobgoblin, orcish, gnoll
 Weapon Proficiencies: long sword, short bow, spear, dagger, footman's mace
 Infravision 60'
 30% resistant to sleep and charm spells
 1 in 6 or 2 in 6 to detect secret doors; 3 in 6 for concealed doors
 Magic-User Spells (3/2)
 4 melee attacks per round vs. creatures with less than 1 full hit die

MONEY & TREASURE

pearls (100 gp & enc 1 ea.): 4
 50 gp

COMBAT TABLE

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	damage	mod
long sword	spd 5		+2	+1	0	0	0	0	-1	-2	-3	-4	1-8/1-12	
dagger +1 (10' r. light)	spd 2	+1	+3	+1	+1	0	0	-2	-2	-3	-3	-4	1-4/1-3	+1
thrown	rof 2, rng 1/2/3	+1	+1	0	0	-1	-1	-2	-3	-4	-5	-6	1-4/1-3	+1
short bow	rof 2, rng 5/10/15		+2	+2	+2	+1	0	0	-1	-4	-5	-6	-7	
quiver w/20 arrows													1-6	

EQUIPMENT

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

MAGIC-USER SPELLS (default selection)

1st: 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.

ENCUMBRANCE 449

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

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

Neutral

STR 10	open doors 1-2 bars/gates 2%	MOVEMENT 9"	SAVING THROWS
INT 15		ARMOR CLASS 4 (8 rear)	Paralyzation, Poison, Death Magic 13
WIS 16	magical attack adjustment +2	HIT POINTS 12	Petrification, Polymorph 12
DEX 18	defensive adjustment -4		Rod, Staff, Wand 14
	reaction & attack adjustment +3		Breath Weapon 16
CON 10	system shock survival 70%		Spells 15
	resurrection survival 75%		Modifiers: +2 vs. magic. +2 vs. mental/will. +3 vs. dodgeable.
CHA 13	reaction adjustment +5%		

Languages: common, dwarfish, gnome, halfling, goblin, kobold, elvish, dryad, thieves' cant

Weapon Proficiencies: long sword, sling

Infravision 60'

80% chance to detect grade or slope; 70% chance to detect unsafe walls, ceilings, or floors; 60% chance to determine depth underground; 50% chance to determine direction of travel underground

+1 to attack kobolds and goblins

-4 to be hit by gnolls, bugbears, ogres, trolls, ogre magi, giants, and titans

Back stab +4 to hit, x2 damage

MONEY & TREASURE

gold pendant (60 gp, enc 10)
3 gp

COMBAT TABLE

roll + mods	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21
AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5

WEAPON/ATTACK

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%

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

Neutral

STR 10	open doors 1-2 bars/gates 2%	MOVEMENT 12"	SAVING THROWS
INT 15		ARMOR CLASS 4 (8 rear)	Paralyzation, Poison, Death Magic 13
WIS 16	magical attack adjustment +2	HIT POINTS 12	Petrification, Polymorph 12
DEX 18	defensive adjustment -4		Rod, Staff, Wand 14
	reaction & attack adjustment +3		Breath Weapon 16
CON 10	system shock survival 70%		Spells 15
	resurrection survival 75%		Modifiers: +2 vs. magic. +2 vs. mental/will. +3 vs. dodgeable.
CHA 13	reaction adjustment +5%		

Languages: common, dwarfish, gnome, halfling, goblin, kobold, elvish, dryad, thieves' cant

Weapon Proficiencies: long sword, sling

Infravision 60'

80% chance to detect grade or slope; 70% chance to detect unsafe walls, ceilings, or floors; 60% chance to determine depth underground; 50% chance to determine direction of travel underground

+1 to attack kobolds and goblins

-4 to be hit by gnolls, bugbears, ogres, trolls, ogre magi, giants, and titans

Back stab +4 to hit, x2 damage

MONEY & TREASURE

gold pendant (60 gp, enc 10)
3 qp

COMBAT TABLE

roll + mods	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	21
AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5

WEAPON/ATTACK

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%

ENCUMBRANCE 350 12" up to 350 9" up to 700 6" up to 1050 3" up to 1500
(Sheet Version B — assumes gnomes have 12" base move)

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%	resurrection survival 90%
CHA 8		loyalty base -5%

MOVEMENT	6"
ARMOR CLASS	3 (2 w/shield)
HIT POINTS	23

SAVING THROWS	
Paralyzation, Poison, Death Magic	13
Petrification, Polymorph	14
Rod, Staff, Wand	15
Breath Weapon	16
Spells	16
Modifiers: none.	

Languages: common
Weapon Proficiencies: dagger, javelin, long sword, morning star, short bow
4 melee attacks per round vs. creatures with less than 1 full hit die

MONEY & TREASURE

50 gp

COMBAT TABLE

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	damage	mod
long sword	spd 5	+1	+2	+1	0	0	0	0	-1	-2	-3	-4	1-8/1-12	+1
morning star	spd 7	+1	+2	+2	+1	+1	+1	+1	+1	0	0	0	2-8/2-7	+1
dagger	spd 2	+1	+3	+1	+1	0	0	-2	-2	-3	-3	-4	1-4/1-3	+1
thrown	rof 2, rng 1/2/3		+1	0	0	-1	-1	-2	-3	-4	-5	-6	-7	1-4/1-3
short bow	rof 2, rng 5/10/15		+2	+2	+2	+1	0	0	-1	-4	-5	-6	-7	
quiver w/20 arrows													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

ENCUMBRANCE 1252

+2" 6" up to 850 9" 6" up to 1200 6" up to 1550 3" up to 2000

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

STR 16	attack/dmg +0/+1 weight allw. +350	open doors 1-3 bars/gates 10%	MOVEMENT 9"	ARMOR CLASS 1 (4 rear)	HIT POINTS 17	SAVING THROWS
INT 10						Paralyzation, Poison, Death Magic 13
WIS 9						Petrification, Polymorph 14
DEX 17	defensive adjustment -3	reaction & attack adjustment +2				Rod, Staff, Wand 15
CON 15	system shock survival	91%	resurrection survival	94%		Breath Weapon 16
CHA 11						Spells 16
						Modifiers: +3 vs. dodgeable.

Languages: common, dwarvish, hobgoblin

Weapon Proficiencies: hand axe, long bow, long sword, spear
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	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	damage	mod
long sword	spd 5		+2	+1	0	0	0	0	-1	-2	-3	-4	1-8/1-12	+1	
hand axe	spd 4		+1	+1	+1	0	0	-1	-2	-2	-3	-4	1-6/1-4	+1	
thrown	rng 1/2/3	+2	+1	0	0	0	-1	-1	-2	-3	-4	-5	1-6/1-4		
spetum	spd 8		+2	+1	0	0	0	0	-1	-2	-2	-2	2-7/2-12	+1	
long bow	rof 2, rng 7/14/21		+3	+3	+3	+3	+2	+1	0	0	-1	-2	-3		
quiver w/20 arrows		+2											1-6		
quiver 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

ENCUMBRANCE 1022

12" 9" up to 700 9" up to 1050 6" up to 1400 3" up to 1850

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

Chaotic Good

STR 15	attack/dmg +0/+0 weight allw. +200	open doors 1-2 bars/gates 7%
INT 15		
WIS 14		
DEX 16	defensive adjustment -2	reaction & attack adjustment +1
CON 15	system shock survival 91%	resurrection survival 94%
CHA 15	reaction adjustment +15%	loyalty base +15%

MOVEMENT	9"
ARMOR CLASS	2 (1 w/shield) (4 rear)
HIT POINTS	22

SAVING THROWS

Paralyzation, Poison, Death Magic	13
Petrification, Polymorph	14
Rod, Staff, Wand	15
Breath Weapon	16
Spells	16

Modifiers: +2 vs. dodgeable.

Languages: common, elvish, gnome, halfling, goblin, hobgoblin, orcish, gnoll

Weapon Proficiencies: long sword, short bow, spear

Infravision 60'

30% resistant to sleep and charm spells

1 in 6 or 2 in 6 to detect secret doors; 3 in 6 for concealed doors

Tracking

+3 damage in melee vs. various giants and humanoids

3 in 6 chance to surprise enemies

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

MONEY & TREASURE

 4 gp
12 sp

COMBAT TABLE

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	damage	mod
long sword	spd 5		+2	+1	0	0	0	0	-1	-2	-3	-4	1-8/1-12	
short bow	rof 2, rng 5/10/15		+2	+2	+2	+1	0	0	-1	-4	-5	-6	-7	
quiver w/10 arrows +1		+2											1-6	+1
and w/10 arrows		+1											1-6	

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

ENCUMBRANCE 898

12" 9" up to 550 9" up to 900 6" up to 1250 3" up to 1700

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

Lawful Good

STR 11	open doors 1-2 bars/gates 2%	MOVEMENT 9"	SAVING THROWS
INT 9		ARMOR CLASS 4 (3 w/shield) (5 rear)	Paralyzation, Poison, Death Magic 10
WIS 13		HIT POINTS 13	Petrification, Polymorph 13
DEX 15	defensive adjustment -1		Rod, Staff, Wand 14
CON 9	system shock survival 65%		Breath Weapon 16
CHA 9	resurrection survival 70%		Spells 15
			Modifiers: +1 vs. dodgeable.

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	20	20	20	20	
AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5

WEAPON/ATTACK

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)

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