

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

STR	8			open doors 1-2 bars/gates 1%	MOVEMENT	9"			SAVING THROWS  Paralyzation, Poison, Death Magic 12 Petrifacation, Polymorph 11 Rod, Staff, Wand 12 Breath Weapon 15 Spells 13  Modifiers: +3 to all saves (cloak of protection). +2 vs. dodgeable.
INT	14				ARMOR CLASS	3	(5 rear)		
WIS	14				HIT POINTS	33			
DEX	16	defensive adjustment	-2	reaction & attack adjustment	+1				
CON	12	system shock survival	80%	resurrection survival	85%				
CHA	6	reaction adjustment	-10%	loyalty base	-15%				

Languages: common, elvish, gnome, halfling, goblin, hobgoblin, orcish, gnoll, thieves’ cant  
Weapon Proficiencies: long sword, sling, club  
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  
Back stab +4 to hit, x3 damage

MONEY & TREASURE

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
long sword	spd 5		+2	+1	0	0	0	0	0	-1	-2	-3	-4	1-8/1-12	
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

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

THIEF ABILITIES

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

STR	13	attack/dmg +0/+0 weight allw. +100	open doors 1-2 bars/gates 4%
INT	15	chance to learn spell	65%
WIS	11		
DEX	12		
CON	10	system shock survival	70% resurrection survival 75%
CHA	14	reaction adjustment	+10% loyalty base +5%
MOVEMENT 12"			
ARMOR CLASS 10			
HIT POINTS 17			
SAVING THROWS			
Paralyzation, Poison, Death Magic 13			
Petrifacation, Polymorph 11			
Rod, Staff, Wand 9			
Breath Weapon 13			
Spells 10			
Modifiers: none.			

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

Weapon Proficiencies: quarter staff, dart

+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.

Magic-User Spells (4/3/2/1)

MONEY & TREASURE

50 pp

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
quarter staff	spd 4		+1	+1	+1	0	0	-1	-3	-5	-7	-8	-9	1-6	
6 darts	rof 3, rng 1 1/2/3/4 1/2		+1	0	+1	0	-1	-2	-3	-4	-5	-6	-7	1-3/1-2	

EQUIPMENT

carpet of flying (5'x7', 3 persons, 30" move; enc 150)

wand of paralyzation (3 charges, command word 'ystal')

potion of healing (2d4+2)

potion of water breathing

backpack (capacity 300 enc)

large belt pouch (capacity 50 enc)

large belt pouch (capacity 50 enc)

holy water vials: 2

MAGIC-USER SPELLS (default selection)

1st: dancing lights  
magic missile  
magic missile  
sleep

2nd: esp  
knock  
scare

3rd: fireball  
phantasmal force

4th: polymorph other

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

STR	13	attack/dmg +0/+0	open doors 1-2
		weight allw. +100	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
Petrifacation, 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	-5		

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	0	-1	-2	-3	-4	1-8/1-12	+1*
* more vs. reptiles															
ranseur	spd 8		+1	0	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

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

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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

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	-5

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	0	-1	-2	-3	-4	1-8/1-12	+1*
* more vs. reptiles															
ranseur	spd 8		+1	0	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

STR	17	attack/dmg +1/+1 weight allw. +500	open doors 1-3 bars/gates 13%
INT	14		
WIS	17	magical attack adjustment +3	
DEX	11		
CON	8	system shock survival 60%	resurrection survival 65%
CHA	13	reaction adjustment +5%	
MOVEMENT 12"			
ARMOR CLASS 3 (2 w/shield)			
HIT POINTS 33			
SAVING THROWS			
Paralyzation, Poison, Death Magic			7
Petrifacation, Polymorph			10
Rod, Staff, Wand			11
Breath Weapon			13
Spells			12
Modifiers: +2 from armor as applicable. +3 vs. mental/will. +3 vs. poison.			

Languages: common, dwarvish, 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

COMBAT TABLE

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		to hit	10	9	8	7	6	5	4	3	2	1	0	damage	mod
footman’s flail	spd 7	+1	-1	+1	+1	+1	+1	+2	+1	+2	+2	+3	+3	2-7/2-8	+1
hammer	spd 4	+1	0	0	0	0	0	+1	0	+1	0	0	0	2-5/1-4	+1
thrown	rng 1/2/3		+1	0	0	0	0	0	0	-1	-2	-3	-4	2-5/1-4	

EQUIPMENT	CLERIC SPELLS (default selection)
chain mail +2 (AC 3)	1st: cure light wounds
large shield (+1 AC thrice/round)	cure light wounds
cloak of elvenkind	light
periapt of proof against poison +3 (enc 1)	resist cold
silver holy symbol (enc 5)	sanctuary
backpack (capacity 300 enc)	2nd: augury
large belt pouch (capacity 50 enc)	find traps
large sack (capacity 400 enc)	hold person
iron rations: 1 week	resist fire
wineskin	silence 15’ radius
holy water vials: 2	3rd: continual light
small silver mirror	cure disease
	dispel magic
	4th: cure serious wounds

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

Languages: common

Weapon Proficiencies: halberd, light crossbow, dagger  
+3 damage when attacking with weapons

Open hand attacks (see weapon/attack section)

Dodge non-magical missiles with petrifacation save

Successful saves for 1/2 damage results in no damage instead

Only 24% chance of being surprised

Takes no damage from 30’ falls when wall is within 4’

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

MONEY & TREASURE

(must bestow most wealth to non-player organizations)

5 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
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

ring of protection +1

boots of levitation

backpack (capacity 300 enc)

iron rations: 1 week

waterskin

torches (40’ r.): 3

tinder box

thieves’ picks and tools

THIEF ABILITIES

Open Locks 47%

Find/Remove Traps 45%

Move Silently 47%

Hide in Shadows 37%

Hear Noise 20%

Climb Walls 92%



STR	10			open doors 1-2 bars/gates 2%
INT	17	chance to learn spell	75%	
WIS	10			
DEX	17	defensive adjustment	-3	reaction & attack adjustment +2
CON	13	system shock survival	80%	resurrection survival 85%
CHA	15	reaction adjustment	-10%	loyalty base -15%
MOVEMENT 9"				
ARMOR CLASS 2 (5 rear)				
HIT POINTS 16				
SAVING THROWS				
Paralyzation, Poison, Death Magic				13
Petrifacation, Polymorph				11
Rod, Staff, Wand				9
Breath Weapon				13
Spells				10
Modifiers: +1 to all saves (ring of protection). +3 vs. dodgeable.				

Languages: common, blue dragon, goblin, hobgoblin, kobold, orcish, ogrish

Weapon Proficiencies: dagger

Illusionist Spells (4/3/1)

MONEY & TREASURE

flawed garnets (75 gp & enc 1 ea.): 6

30 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
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	+3	+1	0	0	-1	-1	-2	-3	-4	-5	-6	-7	1-4/1-3	+1
3 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	+2	+1	0	0	-1	-1	-2	-3	-4	-5	-6	-7	1-4/1-3	

EQUIPMENT

- bracers of defense AC 6
- ring of protection +1
- illusionist scroll (detect invisibility)
- potion of diminution
- potion of healing (2d4+2)
- backpack (capacity 300 enc)
- leather map/scroll case
- large belt pouch (capacity 50 enc)
- large belt pouch (capacity 50 enc)
- large sack (capacity 400 enc)
- large sack (capacity 400 enc)
- torches (40' r.): 6
- tinder box
- holy water vials: 1
- flasks of oil: 1

ILLUSIONIST SPELLS (default selection)

- 1st: hypnotism
    - phantasmal force
    - phantasmal force
    - wall of fog
  - 2nd: hypnotic pattern
    - improved phantasmal force
    - mirror image
  - 3rd: invisibility 10' radius
- Spell book: 1st–darkness, gaze reflection, hypnotism, phantasmal force, wall of fog; 2nd–hypnotic pattern, improved phantasmal force, mirror image; 3rd–illusionary script, invisibility 10' radius, rope trick.

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	Petrifacation, Polymorph	11
DEX	13				Rod, Staff, Wand	9
CON	16	system shock survival 95%			Breath Weapon	13
CHA	11	resurrection survival 96%			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

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
quarter staff	spd 4		+1	+1	+1	0	0	-1	-3	-5	-7	-8	-9	1-6
dagger*	spd 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.)

STR	15	attack/dmg +0/+0	open doors 1-2	MOVEMENT	9”	SAVING THROWS	
INT	8	weight allw. +200	bars/gates 7%	ARMOR CLASS	1	Paralyzation, Poison, Death Magic	11
WIS	13			HIT POINTS	54	Petrifacation, Polymorph	12
DEX	10					Rod, Staff, Wand	13
CON	18	system shock survival	99%			Breath Weapon	13
CHA	10	resurrection survival	100%			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

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

STR	14	attack/dmg +0/+0 weight allw. +200	open doors 1-2 bars/gates 7%
INT	15		
WIS	15	magical attack adjustment +1	
DEX	15	defensive adjustment -1	
CON	16	system shock survival 95%	resurrection survival 96%
CHA	6	reaction adjustment -10%	loyalty base -15%

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

SAVING THROWS	
Paralyzation, Poison, Death Magic	11
Petrifacation, 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

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

STR	10			open doors 1-2 bars/gates 2%	MOVEMENT	9"	SAVING THROWS  Paralyzation, Poison, Death Magic 9 Petrifacation, Polymorph 12 Rod, Staff, Wand 13 Breath Weapon 15 Spells 14  Modifiers: +1 to all saves (ring of protection). +2 vs. fire & electricity. +1 vs. mental/will.
INT	8				ARMOR CLASS	7 (6 w/shield)	
WIS	15	magical attack adjustment +1			HIT POINTS	31	
DEX	8						
CON	10	system shock survival 70%	resurrection survival 75%				
CHA	16	reaction adjustment +25%	loyalty base +20%				

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	DRUID SPELLS (default selection)
ring of protection +1	1st: animal friendship
leather armor (AC 8)	detect magic
small wooden shield (+1 AC once/round)	detect snares & pits
potion of diminution	entangle
potion of flying	faerie fire
mistletoe	speak with animals
backpack (capacity 300 enc)	2nd: charm person or mammal
large belt pouch (capacity 50 enc)	cure light wounds
large sack (capacity 400 enc)	heat metal
iron rations: 1 week	warp wood
wineskin	3rd: neutralize poison
wax candle	stone shape
tinder box	4th: cure serious wounds
belladonna sprigs (enc 1 ea.): 3	
wolfsbane sprigs (enc 1 ea.): 3	
garlic buds (enc 1 ea.): 3	

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 91%	resurrection survival 94%
CHA	12		

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

SAVING THROWS	
Paralyzation, Poison, Death Magic	12
Petrifacation, 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	THIEF ABILITIES
leather armor +1 (AC 7)	Pick Pockets 55%
scroll of protection from magic	Open Locks 52%
magic-user scroll (detect evil)	Find/Remove Traps 45%
potion of healing (2d4+2)	Move Silently 50%
backpack (capacity 300 enc)	Hide in Shadows 46%
bone map/scroll case	Hear Noise 20%
small belt pouch (capacity 25 enc)	Climb Walls 75%
small sack (capacity 100 enc)	Read Languages 20%
iron rations: 1 week	
waterskin	
thieves’ picks and tools	
empty vials (enc 5 ea.): 2	

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 91%	resurrection survival 94%
CHA	12		
MOVEMENT 12"			
ARMOR CLASS 5 (7 rear)			
HIT POINTS 24			
SAVING THROWS			
Paralyzation, Poison, Death Magic 12			
Petrifacation, 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	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	THIEF ABILITIES
leather armor +1 (AC 7)	Pick Pockets 55%
scroll of protection from magic	Open Locks 52%
magic-user scroll (detect evil)	Find/Remove Traps 45%
potion of healing (2d4+2)	Move Silently 50%
backpack (capacity 300 enc)	Hide in Shadows 46%
bone map/scroll case	Hear Noise 20%
small belt pouch (capacity 25 enc)	Climb Walls 75%
small sack (capacity 100 enc)	Read Languages 20%
iron rations: 1 week	
waterskin	
thieves' picks and tools	
empty vials (enc 5 ea.): 2	

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
Petrifacation, 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	-1	-2	-3	-4	-5	1-6/1-8	+3
long bow	rof 2, rng 7/14/21		+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  
grapnel  
chalk (enc 2)



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
Petrifacation, 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	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
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	THIEF ABILITIES
leather armor (AC 8)	Pick Pockets 50%
ring of feather falling	Open Locks 52%
bag of holding (capacity 5000 enc)	Find/Remove Traps 55%
potion of healing (2d4+2)	Move Silently 40%
backpack (capacity 300 enc)	Hide in Shadows 31%
iron rations: 6 weeks	Hear Noise 20%
waterskin: 6	Climb Walls 80%
300' rope	Read Languages 20%
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.)

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 12"		
ARMOR CLASS 8		
HIT POINTS 22		
SAVING THROWS		
Paralyzation, Poison, Death Magic		12
Petrifacation, 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	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
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	THIEF ABILITIES
leather armor (AC 8)	Pick Pockets 50%
ring of feather falling	Open Locks 52%
bag of holding (capacity 5000 enc)	Find/Remove Traps 55%
potion of healing (2d4+2)	Move Silently 40%
backpack (capacity 300 enc)	Hide in Shadows 31%
iron rations: 6 weeks	Hear Noise 20%
waterskins: 6	Climb Walls 80%
300' rope	Read Languages 20%
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.)

STR	14	attack/dmg +0/+0 weight allw. +200	open doors 1-2 bars/gates 7%
INT	6		
WIS	16	magical attack adjustment +2	
DEX	7		
CON	14	system shock survival 88%	resurrection survival 92%
CHA	13	reaction adjustment +5%	
MOVEMENT 9"			
ARMOR CLASS 4 (3 w/shield)			
HIT POINTS 23			
SAVING THROWS			
Paralyzation, Poison, Death Magic			9
Petrifacation, Polymorph			12
Rod, Staff, Wand			13
Breath Weapon			15
Spells			14
Modifiers: +2 vs. mental/will.			

Languages: common
Weapon Proficiencies: horseman's flail, footman's mace, hammer
Turn Undead
Clerical Spells (5/5/1)

MONEY & TREASURE
amethysts (150 gp & enc 2 ea.): 3
19 pp

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
horseman's flail	spd 6		0	+1	+1	+1	0	0	0	0	0	0	0	2-5	
hammer	spd 4		0	0	0	0	0	+1	0	+1	0	0	0	2-5/1-4	
thrown	rng 1/2/3		+1	0	0	0	0	0	0	-1	-2	-3	-4	2-5/1-4	

EQUIPMENT	CLERIC SPELLS (default selection)
banded mail (AC 4, move 9")	1st: cure light wounds
small shield (+1 AC once/round)	cure light wounds
clerical scroll (protection from evil)	cure light wounds
potion of clairvoyance	detect magic
potion of healing (2d4+2)	sanctuary
silver holy symbol (enc 5)	2nd: augury
backpack (capacity 300 enc)	hold person
leather map/scroll case	hold person
large belt pouch (capacity 50 enc)	silence 15' radius
small belt pouch (capacity 25 enc)	spiritual hammer
large sack (capacity 400 enc)	3rd: dispel magic
wineskin	
10' pole	
holy water vials: 2	
small silver mirror	

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% resurrection survival 94%
CHA	12		
MOVEMENT 12"			
ARMOR CLASS 4 (3 w/shield)			
HIT POINTS 20			
SAVING THROWS			
Paralyzation, Poison, Death Magic 13			
Petrifacation, 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	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	-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
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		MAGIC-USER SPELLS (default selection)	
chain mail +1 (AC 4)		1st: feather fall	
large shield (+1 AC thrice/round)		magic missile	
magic-user scroll (water breathing)		magic missile	
backpack (capacity 300 enc)		2nd: knock	
leather map/scroll case		strength	
large belt pouch (capacity 50 enc)			
large sack (capacity 400 enc)		Spell book: 1st—affect normal fires, feather fall, identify,	
small silver mirror		magic missile, read magic; 2nd—knock, strength.	
holy water vials: 1			

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	Petrifacation, Polymorph	12
DEX	18	defensive adjustment	-4			Rod, Staff, Wand	14
CON	10	system shock survival	70%			Breath Weapon	16
CHA	13	reaction adjustment	+5%			Spells	15
				Modifiers: +2 vs. magic. +2 vs. mental/will. +3 vs. dodgeable.			

Languages: common, dwarvish, 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		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	0	-1	-2	-3	-4	1-8/1-12	
sling															
large pouch w/20 bullets	rng 5/10/20	+3	+3	+1	+2	0	0	0	-1	-2	-2	-3	-3	2-5/2-7	

EQUIPMENT					THIEF ABILITIES				
leather armor (AC 8)					Pick Pockets	55%			
backpack (capacity 300 enc)					Open Locks	57%			
waterskin					Find/Remove Traps	50%			
thieves' picks and tools					Move Silently	48%			
small silver mirror					Hide in Shadows	40%			
chalk (enc 2)					Hear Noise	25%			
					Climb Walls	73%			
					Read Languages	20%			

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	Petrifacation, Polymorph	12
DEX	18	defensive adjustment	-4			Rod, Staff, Wand	14
CON	10	system shock survival	70%			Breath Weapon	16
CHA	13	reaction adjustment	+5%			Spells	15
				Modifiers: +2 vs. magic. +2 vs. mental/will. +3 vs. dodgeable.			

Languages: common, dwarvish, 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		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	0	-1	-2	-3	-4	1-8/1-12	
sling															
large pouch w/20 bullets	rng 5/10/20	+3	+3	+1	+2	0	0	0	-1	-2	-2	-3	-3	2-5/2-7	

- EQUIPMENT

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

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

STR 17	attack/dmg +1/+1 weight allw. +500	open doors 1-3 bars/gates 13%	MOVEMENT 6”	SAVING THROWS
INT 6			ARMOR CLASS 3 (2 w/shield)	Paralyzation, Poison, Death Magic 13
WIS 10			HIT POINTS 23	Petrifacation, Polymorph 14
DEX 10				Rod, Staff, Wand 15
CON 13	system shock survival 85%	resurrection survival 90%		Breath Weapon 16
CHA 8		loyalty base -5%		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	0	-1	-2	-3	-4	1-8/1-12	+1
morning star	spd 7	+1	+2	+2	+1	+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	-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

STR	10		open doors 1-2 bars/gates 2%
INT	12	chance to learn spell	45%
WIS	14		
DEX	13		
CON	7	system shock survival	55% resurrection survival 60%
CHA	12		
MOVEMENT	6”		
ARMOR CLASS	3		
HIT POINTS	14		
SAVING THROWS			
		Paralyzation, Poison, Death Magic	9
		Petrifacation, Polymorph	12
		Rod, Staff, Wand	11
		Breath Weapon	15
		Spells	12
		Modifiers: none.	

Languages: common, elvish, gnome, halfling, goblin, hobgoblin, orcish, gnoll  
Weapon Proficiencies: footman’s mace, dagger  
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  
Turn Undead  
Clerical Spells (5/2)  
Magic-User Spells (3/2)

**MONEY & TREASURE**  
jade stones (100 gp & enc 3 ea.): 6  
20 gp

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
footman’s mace	spd 7		-1	+1	0	0	0	0	0	+1	+1	+2	+2	2-7/1-6	
5 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**  
plate mail (AC 3, move 6”)  
**ring of free action**  
**magic-user scroll** (fireball) (cast at 6th level)  
silver holy symbol (enc 5)  
backpack (capacity 300 enc)  
leather map/scroll case  
large sack (capacity 400 enc)  
large belt pouch (capacity 50 enc)  
iron spikes: 3  
small hammer (enc 20)

**CLERIC SPELLS** (default selection)  
1st: cure light wounds  
cure light wounds  
cure light wounds  
detect magic  
protection from evil  
2nd: find traps  
hold person

**MAGIC-USER SPELLS** (default selection)  
1st: magic missile  
push  
spider climb  
2nd: detect invisibility  
invisibility

Spell book: 1st–magic missile, mending, push, read magic, spider climb; 2nd–detect invisibility, invisibility. (Unable to learn ESP, web, wizard lock.)



STR	16	attack/dmg +0/+1 weight allw. +350	open doors 1-3 bars/gates 10%
INT	10		
WIS	9		
DEX	17	defensive adjustment -3	reaction & attack adjustment +2
CON	15	system shock survival 91%	resurrection survival 94%
CHA	11		

MOVEMENT	9”
ARMOR CLASS	1 (4 rear)
HIT POINTS	17

SAVING THROWS	
Paralyzation, Poison, Death Magic	13
Petrifacation, Polymorph	14
Rod, Staff, Wand	15
Breath Weapon	16
Spells	16
Modifiers: +3 vs. dodgeable.	

Languages: common, dwarvish, hobgoblin  
Weapon Proficiencies: hand axe, long bow, long sword, spetum  
3 melee attacks per round vs. creatures with less than 1 full hit die

MONEY & TREASURE  
35 gp

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	0	-1	-2	-3	-4	1-8/1-12	+1
hand axe	spd 4		+1	+1	+1	0	0	-1	-2	-2	-3	-4	-5	1-6/1-4	+1
thrown	rng 1/2/3	+2	+1	0	0	0	-1	-1	-2	-3	-4	-5	-6	1-6/1-4	
spetum	spd 8		+2	+1	0	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

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
Petrifacation, 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	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  
finder box  
holy water vials: 3

STR	11	open doors 1-2 bars/gates 2%
INT	9	
WIS	13	
DEX	15	defensive adjustment -1
CON	9	system shock survival 65% resurrection survival 70%
CHA	9	
MOVEMENT	9"	
ARMOR CLASS	4	(3 w/shield) (5 rear)
HIT POINTS	13	
SAVING THROWS		
Paralyzation, Poison, Death Magic	10	
Petrifacation, Polymorph	13	
Rod, Staff, Wand	14	
Breath Weapon	16	
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 + mods10111213141516171819202020202020
	AC hit109876543210-1-2-3-4-5

WEAPON/ATTACK	to hit	10	9	8	7	6	5	4	3	2	1	0	damage	mod
horseman's flail	spd 6	0	+1	+1	+1	0	0	0	0	0	0	0	2-5	

EQUIPMENT	CLERIC SPELLS (default selection)
chain mail (AC 5, move 9")	1st: cure light wounds
large shield (+1 AC thrice/round)	cure light wounds
wooden holy symbol (enc 5)	protection from evil
backpack (capacity 300 enc)	2nd: silence 15' radius
large sack (capacity 400 enc)	
large belt pouch (capacity 50 enc)	
iron rations: 1 week	
waterskin	
iron spikes: 5	
small hammer (enc 20)	