

Level

Character: Greybold Grimbeard

Player:

Class: Dwarf

Origin:

Alignment: Neutral

Height: 1.52m

Weight: 85 kg

Sex: Male

Age: 54

Hair: Light brown

Eyes: Black

Marks:

CHARACTERISTICS

Score		Modifiers	
15	Strength	+1	To melee attacks/damage and tear down doors
13	Dexterity	-1/+1	AC and ranged attacks
16	Constitution	+2	To hit points
13	Intelligence	+1	To read and write languages
15	Wisdom	+1	To ST against magical attacks
7	Charisma	+1/6	To reactions and morale of the followers

ARMOR CLASS

Base / Armor	AC		
<i>Scalemail armor</i>	6		
Shield	AC		
Surprised	AC	Others modifiers	AC
<i>Without Dexterity or Shield</i>	6		

SAVING THROWS

D20 to beat		Modifiers
8	Poison or Death	+2
9	Rod, Staff or Wand	+1
10	Petrification or Paralysis	+2
13	Breath Weapon	+1
12	Spell and Magic Weapons	+1

HIT POINTS AND WOUNDS

Wounds

Hit Points

Die

8

9

WEAPONS AND COMBAT

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

			Total	STR/DEX	Magic		Base	Strength Modifier	Magic	Special
Weapon	Battleaxe	Attack	+1	= +1	+	Damage	1D8	+1	+	
Weapon	Dagger	Attack	+1	= +1	+	Damage	1D4	+1	+	
Weapon	Heavy crossbow	Attack	+1	= +1	+	Damage	1D8	N/A	+	
Weapon		Attack		=	+	Damage	D	+	+	
Weapon		Attack		=	+	Damage	D	+	+	

INITIATIVE

Total $\boxed{+ /}$ = $\boxed{+ /}^{\text{Dex}}$ + $\boxed{}^{\text{Misc}}$

AMMO OR MUNITIONS

x	x	x	x	x	x	x	x	x	x					
x	x	x	x	x	x	x	x	x	x					

SPELLS

1	2	3	4	5	6	7	8	9

MOVEMENT

Base	In combat	Running	Encumbered
20m	7m	40m	10m

Elves: 40m / 13m / 80m / 20m
 Dwarves & Halflings: 20m / 7m / 40m / 10m
 Humans: 30m / 10m / 60m / 15m

EQUIPMENT

Scalemail armor	20kg
Heavy crossbow	2kg
Dagger	0.5kg
Battleaxe	3kg
Rope (50m)	5kg
Bolts (20)	1kg
Backpack	1kg
Blanket	1kg
Food ration (2)	1kg
Tinder and flint	0kg
Water skin	2kg
Spikes (3)	0.5kg
Hammer	1kg
Wine (2 liters)	2kg
Pouch	2kg
Small sack	0.5kg
Big sack	0.5kg

ABILITIES

Base	In Id6	
1-2	<u>1-2</u>	Surprise
1	<u>/</u>	Hear noises
1-2	<u>1-3</u>	Tear down doors
Sp	<u>1-2</u>	Detect secret doors
1	<u>1-2</u>	Detect traps and pits
Sp	<u>-</u>	Track in wilderness
Sp	<u>-</u>	Track in interiors
Sp	<u>-</u>	Hide

0%	Open locks
0%	Find and disarm traps
0%	Steal
0%	Move silently
0%	Climb walls
0%	Hiding in the shadows
0%	Comprehend languages
0%	Use scrolls

SPECIAL ABILITIES

Basic communication with goblins, kobolds, gnomes and orcs

Infravision (20m)

	Max load:	Total
Elves & Halflings:	30 kg	43kg
Humans:	40 kg	
Dwarves:	50 kg	

Treasure

Gems	Platinum:	0
	Gold:	10
	Electro:	0
	Silver:	2
	Copper:	0

X ^P	0	NEC	2000
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Level

Character: *Jaem the Warder*Class: *Explorer*

Origin:

Height: *1.70m*Weight: *53kg*Hair: *Black*Eyes: *Brown*

Player:

Alignment: *Lawful*Sex: *Male*Age: *21*

Marks:

CHARACTERISTICS

Score		Modifiers	
14	Strength	+1	To melee attacks/damage and tear down doors
15	Dexterity	-1/+1	AC and ranged attacks
8	Constitution	-1	To hit points
14	Intelligence	+1	To read and write languages
12	Wisdom	+0	To ST against magical attacks
10	Charisma	+0/7	To reactions and morale of the followers

ARMOR CLASS

Base / Armor	AC		
Studded leather	6		
Shield	AC		
Surprised	AC	Others modifiers	AC
Without Dexterity or Shield	6		

SAVING THROWS

D20 to beat		Modifiers
12	Poison or Death	-1
13	Rod, Staff or Wand	+1
14	Petrification or Paralysis	-1
15	Breath Weapon	+1
16	Spell and Magic Weapons	+0

HIT POINTS AND WOUNDS

Wounds	Hit Points
	Die 8

MOVEMENT

Base	In combat	Running	Encumbered
30m	10m	60m	15m
Elves: 40m / 13m / 80m / 20m			
Dwarves & Halflings: 20m / 7m / 40m / 10m			
Humans: 30m / 10m / 60m / 15m			

EQUIPMENT

Studded leather armor	10kg
Heavy crossbow	2kg
Heavy whip	5kg
Backpack	1kg
Blanket	1kg
Torches (2)	1kg
Water skin	2kg
Bolts (20)	1kg
Food ration (4)	2kg
Tinder and flint	0kg

ABILITIES

Base	In 1d6	
1-2	1-3	Surprise
1	1	Hear noises
1-2	1-3	Tear down doors
Sp	-	Detect secret doors
1	1	Detect traps and pits
Sp	1-5	Track in wilderness
Sp	1-4	Track in interiors
Sp	-	Hide

0%	Open locks
0%	Find and disarm traps
0%	Steal
0%	Move silently
0%	Climb walls
0%	Hiding in the shadows
0%	Comprehend languages
0%	Use scrolls

SPECIAL ABILITIES

+1 to AT per level against goblinoid/giants
Only surprised with 1 in 1d6

WEAPONS AND COMBAT	AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20

Weapon	Attack	Total	STR/DEX	Magic	Base	Strength Modifier	Magic	Special
Heavy crossbow	Attack	+1	= +1		1D8	+ N/A		
Heavy whip	Attack	+1	= +1		1D8	+ +1		
Weapon	Attack		=		D			
Weapon	Attack		=		D			
Weapon	Attack		=		D			

Max load:
Elves & Halflings: 30 kg
Humans: 40 kg
Dwarves: 50 kg

Total

25kg

Treasure

Gems	Platinum: 0
	Gold: 29
	Electro: 0
	Silver: 9
	Copper: 0

INITIATIVE

Total	Dex	Misc
+1	= +1	

AMMO OR MUNITIONS

XXXXXX	XXXXXX	XXXXXX
XXXXXX	XXXXXX	XXXXXX

SPELLS

1	2	3	4	5	6	7	8	9

XP

0

NEC

2000



Level

1

Character: KaelaClass: MageHeight: 1.65mHair: Light brown

Origin:

Weight: 50kgEyes: Green

Player:

Alignment: NeutralSex: FemaleAge: 22

Marks:

CHARACTERISTICS

Score		Modifiers	
9	Strength	+0	To melee attacks/damage and tear down doors
15	Dexterity	-2/+2	AC and ranged attacks
10	Constitution	+0	To hit points
16	Intelligence	+2	To read and write languages
11	Wisdom	+0	To ST against magical attacks
13	Charisma	-1/8	To reactions and morale of the followers

ARMOR CLASS

Base / Armor	AC		
No armor	9		
Shield	AC		
Surprised	AC	Others modifiers	AC
Without Dexterity or Shield	9		

SAVING THROWS

D20 to beat		Modifiers
13	Poison or Death	+0
13	Rod, Staff or Wand	+2
13	Petrification or Paralysis	+0
16	Breath Weapon	+2
14	Spell and Magic Weapons	+0

HIT POINTS AND WOUNDS

Wounds	Hit Points
	Die 4

MOVEMENT

Base	In combat	Running	Encumbered
30m	10m	60m	15m
Elves: 40m / 13m / 80m / 20m			
Dwarves & Halflings: 20m / 7m / 40m / 10m			
Humans: 30m / 10m / 60m / 15m			

EQUIPMENT

Feather	0kg
Staff	8kg
Dagger	0.5kg
Sling	0kg
Grimoire	1kg
Torch	0.5kg
Small sack	0.5kg
Kit (map, parchment)	0.5kg
Food ration (3)	1.5kg
Ink (vial)	0kg
Tinder and flint	0kg
Water skin	2kg

ABILITIES

Base	In	Id6	
1-2	1-2		Surprise
1	1		Hear noises
1-2	1-2		Tear down doors
Sp	-		Detect secret doors
1	1		Detect traps and pits
Sp	-		Track in wilderness
Sp	-		Track in interiors
Sp	-		Hide

0%	Open locks
0%	Find and disarm traps
0%	Steal
0%	Move silently
0%	Climb walls
0%	Hiding in the shadows
0%	Comprehend languages
0%	Use scrolls

SPECIAL ABILITIES

WEAPONS AND COMBAT	AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
		10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20

Weapon	Attack	Total	STR/DEX	Magic	Base	Strength Modifier	Magic	Special
Staff	Attack	+0	= +0		1D8	+ +0		
Dagger	Attack	+0	= +0		1D4	+ +0		
Sling	Attack	+2	= +2		1D6	+ N/A		
	Attack		=		D	+ +		
	Attack		=		D	+ +		

Max load:
Elves & Halflings: 30 kg
Humans: 40 kg
Dwarves: 50 kg

Total

14.5kg

Treasure

Gems	Platinum:	0
	Gold:	13
	Electro:	0
	Silver:	6
	Copper:	0

INITIATIVE

Total	Dex	Misc
+2	= +2	

AMMO OR MUNITIONS

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SPELLS

1	2	3	4	5	6	7	8	9
1								

Written in her grimoire:
Read Magic, Shield and Magic Missile

XP 0 NEC 2500



Level

1

Character: Khedron DahlClass: ClericOrigin: Ungoloz

Player:

Alignment: ChaoticHeight: 2mWeight: 85kgSex: MaleAge: 24Hair: Slicked blackEyes: Hard grey

Marks:

CHARACTERISTICS

Score		Modifiers	
13	Strength	+1	To melee attacks/damage and tear down doors
13	Dexterity	-1/+1	AC and ranged attacks
15	Constitution	+1	To hit points
11	Intelligence	+0	To read and write languages
14	Wisdom	+1	To ST against magical attacks
12	Charisma	+0/7	To reactions and morale of the followers

ARMOR CLASS

Base / Armor	AC		
Scalemail	6		
Shield	AC		
Shield	-1		
Surprised	AC	Others modifiers	AC
Without Dexterity or Shield	6		

WEAPONS AND COMBAT

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

Weapon	Attack	Total	STR/DEX	Magic	Base	Strength Modifier	Magic	Special
Mace		+1	= +1		1D6	+1		
Weapon	Attack		=		D			
Weapon	Attack		=		D			
Weapon	Attack		=		D			
Weapon	Attack		=		D			

INITIATIVE

Total	Dex	Misc
+1	= +1	

AMMO OR MUNITIONS

□ □ □ □	□ □ □ □	□ □ □ □
□ □ □ □	□ □ □ □	□ □ □ □

SPELLS

1	2	3	4	5	6	7	8	9
□	□	□	□	□	□	□	□	□

SAVING THROWS

D20 to beat		Modifiers
12	Poison or Death	+1
13	Rod, Staff or Wand	+1
14	Petrification or Paralysis	+1
15	Breath Weapon	+1
16	Spell and Magic Weapons	+1

HIT POINTS AND WOUNDS

Wounds	Hit Points
	Die 6

MOVEMENT

Base	In combat	Running	Encumbered
30m	10m	60m	15m
Elves: 40m / 13m / 80m / 20m Dwarves & Halflings: 20m / 7m / 40m / 10m Humans: 30m / 10m / 60m / 15m			

EQUIPMENT

Scalemail	20kg
Mace	2kg
Water skin	5kg
Backpack	1kg
Blanket	1kg
Hammer	1kg
Candles (10)	0kg
Stakes (3)	0.5kg
Food ration (3)	1.5kg
Tinder and flint	0kg
Animal food (3 days)	1.5kg
Pouch	2kg
Small sack	0.5kg
Holy symbol, silver	0kg

ABILITIES

Base	In Id6	
1-2	1-2	Surprise
1	1	Hear noises
1-2	1-3	Tear down doors
Sp	-	Detect secret doors
1	1	Detect traps and pits
Sp	-	Track in wilderness
Sp	-	Track in interiors
Sp	-	Hide

0%	Open locks
0%	Find and disarm traps
0%	Steal
0%	Move silently
0%	Climb walls
0%	Hiding in the shadows
0%	Comprehend languages
0%	Use scrolls

SPECIAL ABILITIES

Guard dog (Mastiff named Skinner)
Turn undead (see table)

Max load:
Elves & Halflings: 30 kg
Humans: 40 kg
Dwarves: 50 kg

Total

36kg

Treasure

Gems	Platinum: 0
	Gold: 12
	Electro: 0
	Silver: 3
	Copper: 0

XP 0 NEC 1500

Level

Character: Landiel "the Doe of Boceret" Player:

Class: Elf

Origin: High elf

Alignment: Neutral

Height: 1.59m

Weight: 55 kg

Sex: Female

Age: 34

Hair: Black

Eyes: Black

Marks:

CHARACTERISTICS

Score		Modifiers	
9	Strength	+0	To melee attacks/damage and tear down doors
13	Dexterity	-1/+1	AC and ranged attacks
14	Constitution	+1	To hit points
12	Intelligence	+0	To read and write languages
13	Wisdom	+1	To ST against magical attacks
14	Charisma	-1/8	To reactions and morale of the followers

ARMOR CLASS

Base / Armor	AC		
Leather armor	7		
Shield	AC		
Surprised	AC	Others modifiers	AC
Without Dexterity or Shield	7		

WEAPONS AND COMBAT

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

			Total	STR/DEX	Magic		Base	Strength Modifier	Magic	Special
Weapon	Heavy crossbow	Attack	+1	= +1	+		Damage 1D8	+ N/A	+	
Weapon	Dagger	Attack	+0	= +0	+		Damage 1D4	+ +0	+	
Weapon		Attack		=	+		Damage D	+	+	
Weapon		Attack		=	+		Damage D	+	+	
Weapon		Attack		=	+		Damage D	+	+	

INITIATIVE

		Dex	Misc
Total	$+ /$	$+ /$	

AMMO OR MUNITIONS

x	x	x	x	x	x	x	x	x	x					
x	x	x	x	x	x	x	x	x	x					

SPELLS

1	2	3	4	5	6	7	8	9
/								

Written in her grimoire:
Read Magic, Detect Magic, Open

SAVING THROWS

D20 to beat		Modifiers
12	Poison or Death	+1
13	Rod, Staff or Wand	+1
13	Petrification or Paralysis	+1
15	Breath Weapon	+1
15	Spell and Magic Weapons	+1

HIT POINTS AND WOUNDS

MOVEMENT

Base	In combat	Running	Encumbered
40m	13m	80m	20m

Elves: 40m / 13m / 80m / 20m
Dwarves & Halflings: 20m / 7m / 40m / 10m
Humans: 30m / 10m / 60m / 15m

EQUIPMENT

Leather armor	8kg
Heavy crossbow	2kg
Dagger	0.5kg
Grimoire	1kg
Rope	5kg
Bolts (20)	1kg
Backpack	1kg
Blanket	1kg
Food ration (5)	2.5kg
Tinder and flint	0kg
Water skin	2kg

ABILITIES

Base	In Id6	
1-2	$\frac{1}{-2}$	Surprise
1	$\frac{1}{-}$	Hear noises
1-2	$\frac{1}{-2}$	Tear down doors
Sp	$\frac{1}{-2}$	Detect secret doors
1	$\frac{1}{-}$	Detect traps and pits
Sp	$\frac{-}{-}$	Track in wilderness
Sp	$\frac{-}{-}$	Track in interiors
Sp	$\frac{-}{-}$	Hide

0%	Open locks
0%	Find and disarm traps
0%	Steal
0%	Move silently
0%	Climb walls
0%	Hiding in the shadows
0%	Comprehend languages
0%	Use scrolls

SPECIAL ABILITIES

Immune to paralysis
Infravision (20m)

Max load.
Elves & Halflings: 30 kg
Humans: 40 kg
Dwarves: 50 kg

Total

24kg

Treasure

Gems	Platinum:	0
	Gold:	5
	Electro:	0
	Silver:	25
	Copper:	0

X^P	0	N_{EC}	4000
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Level

1

Character: Marvesh "no luck"Class: Thief

Origin:

Height: 1.65mWeight: 45kgHair: BrownEyes: Brown

Player:

Alignment: NeutralSex: MaleAge: 20

Marks:

CHARACTERISTICS

Score		Modifiers	
12	Strength	+0	To melee attacks/damage and tear down doors
17	Dexterity	-2/+2	AC and ranged attacks
10	Constitution	+0	To hit points
10	Intelligence	+0	To read and write languages
7	Wisdom	-1	To ST against magical attacks
12	Charisma	+0/7	To reactions and morale of the followers

ARMOR CLASS

Base / Armor	AC		
Leather armor	7		
Shield	AC		
Surprised	AC	Others modifiers	AC
Without Dexterity or Shield	7		

WEAPONS AND COMBAT

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

Weapon	Attack	Total	STR/DEX	Magic	Base	Strength Modifier	Magic	Special
Short sword	Attack	+0	= +0		1D6	+0		
Dagger	Attack	+0	= +0		1D4	+0		
Short bow	Attack	+2	= +2		1D6	N/A		
	Attack		=		D			
	Attack		=		D			

INITIATIVE

Total	Dex	Misc
+2	= +2	

AMMO OR MUNITIONS

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x x x x x	□ □ □ □ □	□ □ □ □ □

SPELLS

1	2	3	4	5	6	7	8	9
□	□	□	□	□	□	□	□	□

SAVING THROWS

D20 to beat		Modifiers
16	Poison or Death	+0
15	Rod, Staff or Wand	+2
13	Petrification or Paralysis	+0
16	Breath Weapon	+2
14	Spell and Magic Weapons	-1

HIT POINTS AND WOUNDS

Wounds	Hit Points
	Die 6

MOVEMENT

Base	In combat	Running	Encumbered
30m	10m	60m	15m
Elves: 40m / 13m / 80m / 20m Dwarves & Halflings: 20m / 7m / 40m / 10m Humans: 30m / 10m / 60m / 15m			

EQUIPMENT

Leather armor	8kg
Short sword	1kg
Dagger	0.5kg
Short bow	1.5kg
Picks (12)	4kg
Torch	0.5kg
Small sack	0.5kg
Thieves kit (tools)	1kg
Food ration (3)	1.5kg

ABILITIES

Base	In	Id6	
1-2	1-2		Surprise
1	1-2		Hear noises
1-2	1-2		Tear down doors
Sp	-		Detect secret doors
1	1		Detect traps and pits
Sp	-		Track in wilderness
Sp	-		Track in interiors
Sp	-		Hide

17%	Open locks
14%	Find and disarm traps
23%	Steal
23%	Move silently
87%	Climb walls
13%	Hiding in the shadows
0%	Comprehend languages
0%	Use scrolls

SPECIAL ABILITIES

Max load:	Total
Elves & Halflings: 30 kg Humans: 40 kg Dwarves: 50 kg	18.5kg

Treasure

Gems	Platinum: 0
	Gold: 46
	Electro: 0
	Silver: 6
	Copper: 0

XP 0 NEC 1200



Level

1

Character: Maya

Class: Warrior

Height: 1.75m

Hair: Black

Origin: Robleda

Weight: 67kg

Eyes: Green

Player:

Alignment: Lawful

Sex: Female

Age: 18

Marks:

CHARACTERISTICS

Score		Modifiers	
17	Strength	+2	To melee attacks/damage and tear down doors
15	Dexterity	-1/+1	AC and ranged attacks
15	Constitution	+1	To hit points
11	Intelligence	+0	To read and write languages
10	Wisdom	+0	To ST against magical attacks
12	Charisma	+0/7	To reactions and morale of the followers

ARMOR CLASS

Base / Armor	AC		
Chainmail	5		
Shield	AC		
Tarja	-1		
Surprised	AC	Others modifiers	AC
Without Dexterity or Shield	5		

SAVING THROWS

D20 to beat		Modifiers
12	Poison or Death	+1
13	Rod, Staff or Wand	+1
14	Petrification or Paralysis	+1
15	Breath Weapon	+1
16	Spell and Magic Weapons	+0

HIT POINTS AND WOUNDS

Wounds	Hit Points
	Die 10

MOVEMENT

Base	In combat	Running	Encumbered
30m	10m	60m	15m
Elves: 40m / 13m / 80m / 20m			
Dwarves & Halflings: 20m / 7m / 40m / 10m			
Humans: 30m / 10m / 60m / 15m			

EQUIPMENT

Chainmail armor	15kg
Bastard sword	3kg
Dagger	0.5kg
Shield	5kg
Light crossbow	1kg
Bolts (20)	1kg
Backpack	1kg
Blanket	1kg
Food ration (3)	1.5kg
Tinder and flint	0kg
Torch (2)	1kg

ABILITIES

Base	In Id6	
1-2	1-2	Surprise
1	1	Hear noises
1-2	1-4	Tear down doors
Sp	-	Detect secret doors
1	1	Detect traps and pits
Sp	-	Track in wilderness
Sp	-	Track in interiors
Sp	-	Hide

0%	Open locks
0%	Find and disarm traps
0%	Steal
0%	Move silently
0%	Climb walls
0%	Hiding in the shadows
0%	Comprehend languages
0%	Use scrolls

SPECIAL ABILITIES

WEAPONS AND COMBAT

	AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Weapon	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20
Weapon	Bastard sword	Attack	+2	= +2	+ Magic	Damage	2D4	+ +2	+ Magic	Special							
Weapon	Dagger	Attack	+2	= +2	+ Magic	Damage	1D4	+ +2	+ Magic	Special							
Weapon	Light crossbow	Attack	+1	= +1	+ Magic	Damage	1D6	+ N/A	+ Magic	Special							
Weapon		Attack		=	+ Magic	Damage	D	+ Magic	+ Magic	Special							
Weapon		Attack		=	+ Magic	Damage	D	+ Magic	+ Magic	Special							

INITIATIVE

Total	Dex	Misc
+1	+1	

AMMO OR MUNITIONS

XXXXXX	XXXXXX	XXXXXX
XXXXXX	XXXXXX	XXXXXX

SPELLS

1	2	3	4	5	6	7	8	9

Max load:
Elves & Halflings: 30 kg
Humans: 40 kg
Dwarves: 50 kg

Total

30kg

Treasure

Gems	Platinum: 0
	Gold: 52
	Electro: 0
	Silver: 3
	Copper: 2

XP

0

NEC

2000



Level

1

Character: Saddin KónninClass: PaladinOrigin: Ôsman

Player:

Alignment: LawfulHeight: 1.95mWeight: 135kgSex: MaleAge: 22Hair: BlackEyes: BlackMarks: two deep scars on his back

CHARACTERISTICS

Score		Modifiers	
16	Strength	+2	To melee attacks/damage and tear down doors
16	Dexterity	-2/+2	AC and ranged attacks
16	Constitution	+2	To hit points
13	Intelligence	+1	To read and write languages
12	Wisdom	+0	To ST against magical attacks
13	Charisma	-1/8	To reactions and morale of the followers

ARMOR CLASS

Base / Armor	AC		
Chainmail	5		
Shield	AC		
Tarja	-1		
Surprised	AC	Others modifiers	AC
Without Dexterity or Shield	5		

SAVING THROWS

D20 to beat		Modifiers
12	Poison or Death	+4
13	Rod, Staff or Wand	+4
14	Petrification or Paralysis	+4
15	Breath Weapon	+4
16	Spell and Magic Weapons	+2

HIT POINTS AND WOUNDS

Wounds	Hit Points
	Die 8

MOVEMENT

Base	In combat	Running	Encumbered
30m	10m	60m	15m
Elves: 40m / 13m / 80m / 20m			
Dwarves & Halflings: 20m / 7m / 40m / 10m			
Humans: 30m / 10m / 60m / 15m			

EQUIPMENT

Chainmail	15kg
Sword, Bastard	3kg
Dagger	0.5kg
Crossbow, Light	1kg
Shield	5kg
Torch	0.5kg
Small sack	0.5kg
Rope (30m)	3kg
Food ration (3)	1.5kg
Tinder and flint	0kg
Bolts (10)	0.5kg

ABILITIES

Base	In Id6	
1-2	1-2	Surprise
1	1	Hear noises
1-2	1-4	Tear down doors
Sp	-	Detect secret doors
1	1	Detect traps and pits
Sp	-	Track in wilderness
Sp	-	Track in interiors
Sp	-	Hide

0 %	Open locks
0 %	Find and disarm traps
0 %	Steal
0 %	Move silently
0 %	Climb walls
0 %	Hiding in the shadows
0 %	Comprehend languages
0 %	Use scrolls

SPECIAL ABILITIES

Laying on hands (2 hit / level)
Immune to conventional and magical diseases
Protection against evil, aura (3m radius)

WEAPONS AND COMBAT

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

Weapon	Attack	Total	STR/DEX	Magic	Base	Strength Modifier	Magic	Special
Sword, Bastard	Attack	+2	= +2		2D4	+2		
Dagger	Attack	+2	= +2		1D4	+2		
Crossbow, light	Attack	+2	= +2		1D6	N/A		
	Attack		=		D			
	Attack		=		D			

INITIATIVE

Total	Dex	Misc
+1	= +1	

AMMO OR MUNITIONS

XXXXXX	XXXXXX	XXXXXX
XXXXXX	XXXXXX	XXXXXX

SPELLS

1	2	3	4	5	6	7	8	9

Max load:
Elves & Halflings: 30 kg
Humans: 40 kg
Dwarves: 50 kg

Total

30.5kg

Treasure

Gems	Platinum: 0
	Gold: 0
	Electro: 0
	Silver: 42
	Copper: 0

XP

0

NEC

2500



Level

1

Character: Wein Everlast

Class: Halfling

Origin:

Height: 0.85m

Weight: 32kg

Hair: Honey

Eyes: Amber

Player:

Alignment: Neutral

Sex: Female

Age: 42

Marks:

CHARACTERISTICS

Score		Modifiers	
13	Strength	+1	To melee attacks/damage and tear down doors
17	Dexterity	-2/+2	AC and ranged attacks
13	Constitution	+1	To hit points
10	Intelligence	+0	To read and write languages
9	Wisdom	+0	To ST against magical attacks
8	Charisma	+1/6	To reactions and morale of the followers

ARMOR CLASS

Base / Armor	AC			Others modifiers	AC
Studded leather	6			Big size	2
Shield					
Surprised					
Without Dexterity or Shield	6				

WEAPONS AND COMBAT

AC	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
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Weapon	Attack	Total	STR/DEX	Magic	Damage	Base	Strength Modifier	Magic	Special
Hatchet		+1	= +1			1D6	+1		
Dagger		+1	= +1			1D4	+1		
Sling		+3	= +2	+1		1D4	N/A		
						D			
						D			

INITIATIVE

Total	Dex	Misc
+3	= +2	+1

AMMO OR MUNITIONS

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□□□□	□□□□	□□□□

SPELLS

1	2	3	4	5	6	7	8	9
□	□	□	□	□	□	□	□	□

SAVING THROWS

D20 to beat		Modifiers
8	Poison or Death	+1
9	Rod, Staff or Wand	+2
10	Petrification or Paralysis	+1
13	Breath Weapon	+2
12	Spell and Magic Weapons	+0

HIT POINTS AND WOUNDS

Wounds	Hit Points
	Die 6

MOVEMENT

Base	In combat	Running	Encumbered
20m	7m	40m	10m
Elves: 40m / 13m / 80m / 20m			
Dwarves & Halflings: 20m / 7m / 40m / 10m			
Humans: 30m / 10m / 60m / 15m			

EQUIPMENT

Studded leather armor	10kg
Hatchet x2	4kg
Dagger	0.5kg
Sling	0kg
Tinder and flint	0kg
Torch	0.5kg
Small sack	0.5kg
Skin (water)	2kg
Food ration (3)	1.5kg

ABILITIES

Base	In Id6	
1-2	1-2	Surprise
1	1	Hear noises
1-2	1-2	Tear down doors
Sp	-	Detect secret doors
1	1	Detect traps and pits
Sp	-	Track in wilderness
Sp	-	Track in interiors
Sp	1-4	Hide

0%	Open locks
0%	Find and disarm traps
0%	Steal
0%	Move silently
0%	Climb walls
0%	Hiding in the shadows
0%	Comprehend languages
0%	Use scrolls

SPECIAL ABILITIES

+1 to ranged attack rolls

-2 to AC if attacked by creatures larger than humans

+1 to initiative

Max load:
Elves & Halflings: 30 kg
Humans: 40 kg
Dwarves: 50 kg

Total

19kg

Treasure

Gems	Platinum: 0
	Gold: 37
	Electro: 0
	Silver: 6
	Copper: 0

XP 0 NEC 2000

