

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

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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%
INT	14		
WIS	14		
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%

MOVEMENT	9”
ARMOR CLASS	3 (5 rear)
HIT POINTS	33

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.	

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
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	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	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												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

ENCUMBRANCE 708	9” up to 450	6” up to 800	3” up to 1150	3” up to 1600
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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	9”
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	-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
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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

- 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

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	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

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	to hit															damage	mod
		10	9	8	7	6	5	4	3	2	1	0	0	-1	-2	-3		
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%
INT	8		
WIS	15	magical attack adjustment +1	
DEX	8		
CON	10	system shock survival 70%	resurrection survival 75%
CHA	16	reaction adjustment +25%	loyalty base +20%

MOVEMENT	9"
ARMOR CLASS	7 (6 w/shield)
HIT POINTS	31

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.	

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

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

WEAPON/ATTACK		to hit															damage	mod
		10	9	8	7	6	5	4	3	2	1	0	0	0	0	0		
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
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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	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	-5	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
- grapnel
- chalk (enc 2)

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
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
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

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

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

ENCUMBRANCE 440	9” up to 450	6” up to 800	3” up to 1150	3” up to 1600
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(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%
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
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
 waterskins: 6
 300’ rope
 10’ pole
 thieves’ picks and tools
 holy water vials: 4
 arrows: 100

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

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

ENCUMBRANCE 440	12” up to 450	9” up to 800	6” up to 1150	3” up to 1600
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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	-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

- 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.

STR	10		open doors 1-2 bars/gates 2%
INT	15		
WIS	16	magical attack adjustment +2	
DEX	18	defensive adjustment -4	reaction & attack adjustment +3
CON	10	system shock survival 70%	resurrection survival 75%
CHA	13	reaction adjustment +5%	

MOVEMENT	9"
ARMOR CLASS	4 (8 rear)
HIT POINTS	12

SAVING THROWS	
Paralyzation, Poison, Death Magic	13
Petrifacation, Polymorph	12
Rod, Staff, Wand	14
Breath Weapon	16
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	21
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	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%
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
Petrifacation, 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													damage	mod
		10	9	8	7	6	5	4	3	2	1	0				
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

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

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	-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	-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

