

# pre-generated characters: vol. 1

Characters of 2<sup>nd</sup> or 3<sup>rd</sup> level for OSRIC™ compatible adventures

By M. W. Poort



16 pre-generated characters of 2<sup>nd</sup> or 3<sup>rd</sup> level for use with OSRIC™ compatible adventures at conventions or pick-up games, or whenever time is of the essence.

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## FOREWORD

Here in the Ivory Tower I've been hard at work putting together a set of pre-generated characters for use with OSRIC™ compatible adventures, and now that it is complete I wonder why I didn't do this a few years ago. It never occurred to me that something like this might be useful until I saw someone (sorry, but I don't remember whom) suggest the idea in a post on the Knights & Knaves Alehouse. I then realized that a set of pre-generated characters could be used at conventions when the Game Master (GM) didn't want to create his own (or needed a non-player character), or for a casual pick-up game at a convention or game store, or when gaming occurred on the fly so to speak. In other words, when time is of the essence and better spent playing than creating characters.

At first glance I didn't think the project would take very long and set aside work on *The Brigand Lord's Bolt-hole* (the first module in the Wilderness Adventures series) in order to release another product on the heels of *The Shrine of Hecate*. My logic seemed sound. The characters already existed, and had been used several times over the past few years at our annual Game Day BBQ and other summer one-shot games. I already had all the artwork I needed in the Elmore Clip Art & Color Customizing Studio. And I already had the basics of a template for both the release and the character sheets. How long could it take to assemble 16 characters, write a foreword, and create a cover?

A lot longer than one might think. Templates didn't match and had to be reworked. Artwork had to be replaced, which changed the layout. Numerous typographical errors and issues with converting to OSRIC™ were found after several rounds of proofreading. And of course after a few weeks I ran out of oomph as usual and had to spend a few nights reading some original text R. E. Howard for inspiration. But after several weeks of editing, proofreading, layout and general grinding it out, the project finally came together.

Two more versions, *Pre-Generated Characters: Vol. 2* and *Pre-Generated Characters: Vol. 3*, will follow this one. Both will include the same characters, advanced in experience with additional levels (and everything that comes with that) and items for use with higher level adventures. And of course I'm not expecting that either will take all that long to create. After all, how long could it take to level 16 characters, add a few new magic items, and write a new foreword for each release?

Oh, wait.....

M. W. Poort

## CREDITS

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## PRINTING

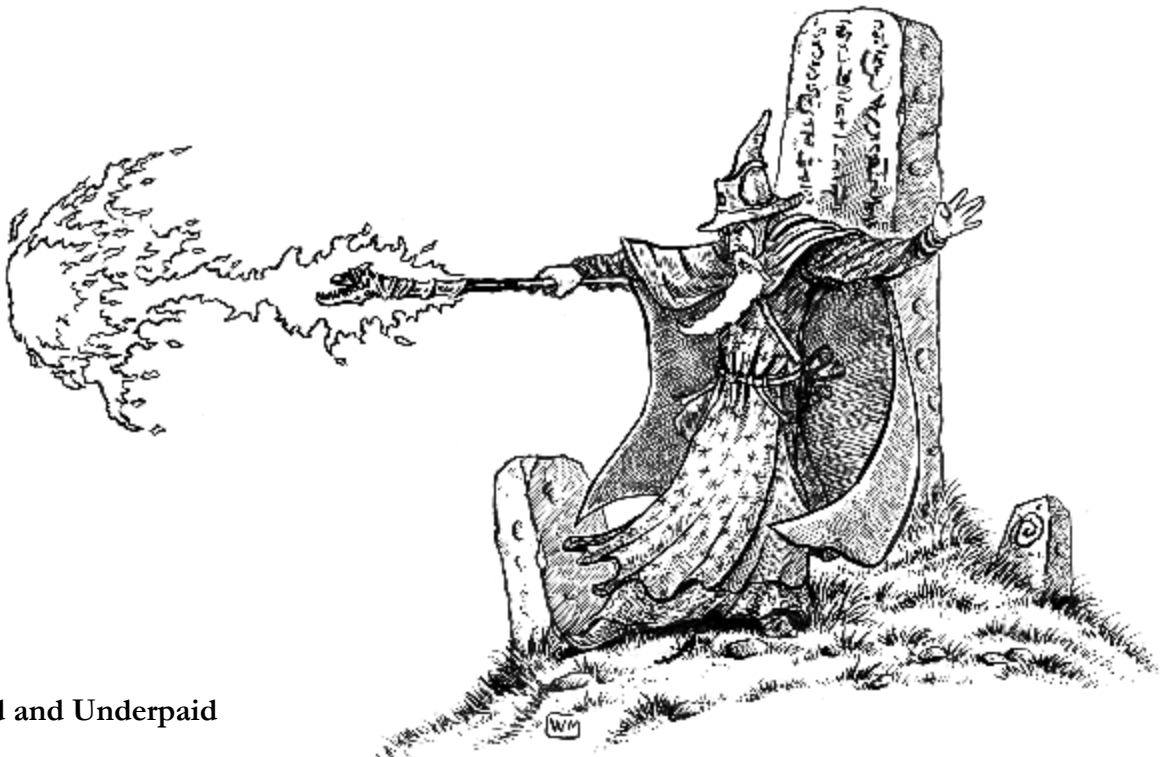
Some people have reported printing issues with the PDF, particularly images with all-grey backgrounds or overlays. This does not occur if you use the Print as Image option when printing the PDF.

## The Ivory Tower



## The Roster

Name	Class	Level	Race	Sex	Alignment
Vali, Son of Fain	Fighter	F2	Dwarf	Male	Lawful Good
Einar Eriksson	Fighter	F2	Human	Male	Chaotic Good
Bredan mac Brus	Fighter	F2	Human	Male	Chaotic Good
Camden of the Green	Ranger	R2	Human	Male	Lawful Good
Lurgha the Destroyer	Fighter / Cleric	F2 / C2	Half-Orc	Female	Neutral Evil
Raedwulf of Berghoff	Fighter / Thief	F2 / T2	Half-Elf	Male	Neutral Evil
Râna of the Gilfaeli	Fighter / Magic User	F1 / M2	Elf	Female	Chaotic Good
Timothe the Enchanter	Magic User	M3	Human	Male	Chaotic Good
The Sorceress Lorella	Magic User	M3	Human	Female	Chaotic Neutral
Giselle of Löxwych	Illusionist	I3	Human	Female	Neutral Good
Danthâlion the Seeker	Magic User / Thief	M2 / T3	Elf	Male	Lawful Neutral
Oswald "Ozzy" Sly-Foot	Thief	T3	Halfling	Male	Neutral Good
Dag Olafsson	Thief	T3	Human	Male	Chaotic Neutral
Burke of Beligshire	Cleric	C3	Human	Male	Lawful Good
Ligeia of Peleos	Cleric	C3	Human	Female	Chaotic Good
Kerraigh mac Cullen	Druid	D3	Human	Male	Neutral



**Overcharged and Underpaid**



# vali, son of fain

STR:	18/68	+2 to hit, +3 dam.	Class:	Fighter
DEX:	11	n/a	Level:	F 2
CON:	17	+3 HP / Level	Experience Pts:	3,500
INT:	10	1 Extra Language	Armor Class:	3
WIS:	10	n/a	Hit Points:	21
CHR:	8	n/a	THACO:	19
Alignment:	Lawful Good		Race:	Dwarf
			Sex:	Male

## Weapons

Bastard Sword*	2d4 / 2d8
2 Daggers*	1d4 / 1d3
+1 Hand Axe*	1d6 / 1d4
Light Crossbow*	
12 Quarrels	1d4+1

\* Proficient

ENC 23

## Equipment

Leather Backpack / Bedroll  
 Long Tunic / Belt / Soft Boots  
 Waterskin / 6 Days Trail Rations  
 50' Hemp Rope w/ Grapnel  
 Hammer / 12 Iron Spikes  
 Chalk / Crowbar / 4 Lg Sacks

ENC 50

## Notes

Vali receives +2 to hit and +3 to damage with hand-held weapons due to his high STR. He does not receive this bonus with his crossbow. When using his magical hand axe, Vali receives an additional +1 to hit and to damage due to its dweomer.

Vali receives an additional +3 HP per level due to his high CON. This is already included in his HP total.

Vali's current maximum movement rate is 60 ft due to his armor type (plate mail).

Vali receives +4 on the d20 roll for all Saves vs Poison due to his Dwarvish nature and high CON. This has NOT been included in the saving throw stat.

Vali receives +4 on the d20 roll for all Saves vs Aimed Magic Items and Spells due to his Dwarvish nature and high CON. This has been included in the saving throw stat.

Vali receives +1 to hit against orcs, half-orcs, goblins and hobgoblins.

Ogres, ogre magi, trolls, giants and titans receive a -4 penalty on all d20 attack rolls against Vali.

## Armor

Plate Mail

ENC 45

## Dwarf Abilities

Infravision: 60'  
 Detect Grade/Slope: 75%  
 Detect New Construction: 75%  
 Detect Shift/Slide Room: 66%  
 Detect Stonework Traps: 50%  
 Determine Depth: 50%

## Magic Items

## Languages

Common  
 Dwarvish  
 Lawful Good  
 Orcish

## Saving Throws

Aimed Magic Items	12
Breath Weapons	17
Death, Paralysis, Poison	14
Petrification, Polymorph	15
Spells / Magical Effects	13



# EINAR ERIKSSON

STR:	16	+0 to hit, +1 dam.	Class:	Fighter
DEX:	12	n/a	Level:	F 2
CON:	13	n/a	Experience Pts:	3,500
INT:	9	1 Extra Language	Armor Class:	3
WIS:	10	n/a	Hit Points:	14
CHR:	11	n/a	THACO:	19
Alignment:	Chaotic Good		Race:	Human
			Sex:	Male

## Weapons

Broadsword*	2d4 / 1d6+1
Battle Axe*	1d8 / 1d8
Spear*	1d6 / 1d8
2 Daggers*	1d4 / 1d3

\* Proficient

ENC: 22

## Equipment

Leather Backpack  
 Bedroll  
 Long Woolen Tunic  
 Soft Boots - Belt - Gloves  
 Hooded Cloak  
 Lg Belt Pouch  
 4 Lg Sacks  
 4 Torches  
 Hooded Lantern  
 2 Pints Lamp Oil  
 Tinderbox w/ Flint & Steel  
 Whetstone  
 6 Days Trail Rations  
 2 Waterskins

ENC: 42

## Languages

Common  
 Chaotic Good  
 Dwarvish

## Notes

Einar adds +1 to all damage caused by hand-held weapons (swords, spears, thrown axes, etc) due to his high Strength. He does not receive a bonus for damage caused by missile weapons such as a short bow.

Einar's current maximum movement rate is 90 ft due to both encumbrance and armor type (mail hauberk).

## Armor

Mail Hauberk (chain)  
 +1 Shield (medium, round)

ENC: 38

## Magic Items

ENC: n/a

## Saving Throws

Aimed Magic Items	16
Breath Weapons	17
Death, Paralysis, Poison	14
Petrification, Polymorph	15
Spells / Magical Effects	17



# BREDAN MAC BRUS

<b>STR:</b> 16	+0 to hit, +1 dam.	<b>Class:</b>	Fighter
<b>DEX:</b> 15	-1 AC	<b>Level:</b>	F 2
<b>CON:</b> 15	+1 HP / Level	<b>Experience Pts:</b>	3,500
<b>INT:</b> 12	3 Extra Languages	<b>Armor Class:</b>	5
<b>WIS:</b> 10	n/a	<b>Hit Points:</b>	16
<b>CHR:</b> 11	n/a	<b>THACO:</b>	19
<b>Alignment:</b> Chaotic Good		<b>Race:</b> Human	<b>Sex:</b> Male

## Weapons

Longsword*	1d8 / 1d12
+1 Spear*	1d6 / 1d8
Dagger*	1d4 / 1d3
Sling*	
12 Stones	1d4 / 1d4

\* Proficient

ENC: 17

## Equipment

Long Belted Tunic / Soft Boots  
 Woolen Blanket  
 Lg Belt Pouch / 4 Lg Sacks  
 Tinderbox w/ Flint & Steel  
 4 Torches  
 Whetstone  
 2 Waterskins  
 6 Days Trail Rations  
 2 Leather Flasks (wine)

ENC: 28

## Languages

Common  
 Chaotic Good  
 Elven  
 Halfling

## Notes

Bredan adds +1 to all damage caused by hand-held weapons (swords, spears, thrown axes, etc) due to his high STR. He does not receive a bonus for damage caused by missile weapons such as a short bow.

Bredan receives a -1 bonus to AC due to his high DEX. This has been added to his Armor Class.

Bredan receives +1 HP per level due to his high CON. This has been added to his hit points.

Bredan's current max. movement rate is 90 ft due to both encumbrance and armor type (studded leather).

## Armor

Studded Leather  
 Shield (large, oval)

ENC: 30

## Magic Items

ENC: n/a

## Saving Throws

Aimed Magic Items	16
Breath Weapons	17
Death, Paralysis, Poison	14
Petrification, Polymorph	15
Spells / Magical Effects	17



## camden of the green

STR:	14	n/a	Class:	Ranger
DEX:	12	n/a	Level:	R 2
CON:	14	n/a	Experience Pts:	3,500
INT:	13	3 Extra Languages	Armor Class:	5
WIS:	14	n/a	Hit Points:	16
CHR:	10	n/a	THACO:	19
Alignment:	Lawful Good		Race:	Human
			Sex:	Male

### Weapons

Longsword*	1d8 / 1d12
Dagger*	1d4 / 1d3
Long Bow*	
24 Arrows	1d6 / 1d6

\* Proficient

ENC 28

### Equipment

Bedroll / Woolen Blanket  
 Long Tunic / Belt / Soft Boots  
 Hooded Cloak / Gloves  
 Tinderbox w/ Flint & Steel  
 Waterskin / 6 Days Trail Rations  
 Leather Flask (wine)  
 2 Lg Sacks / Lg Belt Pouch  
 Hatchet (tool)

### Armor

Mail Hauberk (chain)

ENC 35

### Magic Items

Potion - Speed

ENC 1

ENC 25

### Languages

Common  
 Lawful Good  
 Elven  
 Dwarvish  
 Orcish

### Saving Throws

Aimed Magic Items	16
Breath Weapons	17
Death, Paralysis, Poison	14
Petrification, Polymorph	15
Spells / Magical Effects	17

### Notes

Due to his Ranger training, Camden can be Surprised only on 1 in 1d6, and Surprises others on 1-3 in 1d6.

In melee combat, Camden adds +1 damage per level per attack against evil humanoids, giants and giant-kin (orcs, goblins, ogres, trolls, giants, etc). Thus, when attacking a gnoll, Camden adds 2 points of damage to each successful attack because he is a 2nd level Ranger.

Camden is able to track creatures in all environments with the following chances of success: 90% rural, 65% urban or dungeon (GM may modify, taking local conditions into account).

Camden's current maximum movement rate is 90 ft due to encumbrance and his armor type (mail hauberk).



# LURGHA the Destroyer

<b>STR:</b> 17	+1 to hit, +1 dam.	<b>Class:</b>	Fighter / Cleric
<b>DEX:</b> 10	n/a	<b>Level:</b>	F 2 / C 2
<b>CON:</b> 15	+1 HP / Level	<b>Experience Pts:</b>	2,000 each
<b>INT:</b> 10	2 Extra Languages	<b>Armor Class:</b>	3
<b>WIS:</b> 13	n/a	<b>Hit Points:</b>	15
<b>CHR:</b> 8	-5 loyalty	<b>THACO:</b>	19
<b>Alignment:</b> Neutral Evil		<b>Race:</b> Half-Orc	<b>Sex:</b> Female

## Weapons

Morning Star\* 2d4 / 1d6+1  
 Short Sword\* 1d6 / 1d8  
 Dagger\* 1d4 / 1d3

\* Proficient

ENC: 16

## Armor

Plate Mail

ENC: 45

## Magic Items

Potion - Fire Resistance

ENC: 1

## Languages

Common  
 Neutral Evil  
 Orcish  
 Ogrish

## Equipment

Long Belted Tunic / Soft Boots  
 Hooded Cloak  
 Bone Holy Symbol (Death)  
 Woolen Blanket  
 Satchel / Lg Sack  
 Tinderbox w/ Flint & Steel  
 Hooded Lantern  
 4 Pints Lamp Oil  
 Whetstone  
 Waterskin  
 5 Days Trail Rations

ENC: 23

## Saving Throws

Aimed Magic Items	14
Breath Weapons	16
Death, Paralysis, Poison	10
Petrification, Polymorph	13
Spells / Magical Effects	15

## Spells

1st Level (Choose 3)  
 Bless (or Curse)  
 Command  
 Cure (or Cause) Light Wounds  
 Detect Evil (or Good)  
 Detect Magic  
 Protection From Evil (or Good)  
 Remove (or Cause) Fear  
 Resist Cold

## Half-Orc Abilities

Infravision: 60'

## Notes

When using hand-held weapons, Lurgha receives +1 to hit and +1 to damage due to her high STR.

Lurgha receives +1 HP per level due to her high CON. This has already been included in her hit points.

Lurgha's current max. movement rate is 60 ft due to armor type (plate).

Lurgha is a priestess of the Death deity.



# raedwulf of BERGHoff

STR:	14	n/a	Class:	Fighter / Thief
DEX:	15	-1 AC	Level:	F 2 / T 2
CON:	15	+1 HP / Level	Experience Pts:	2,000 each
INT:	11	2 Extra Languages	Armor Class:	5
WIS:	10	n/a	Hit Points:	12
CHR:	10	n/a	THACO:	19
Alignment:	Neutral Evil		Race:	Half-Elf
			Sex:	Male

## Weapons

Longsword\* 1d8 / 1d12  
 +1 Dagger\* 1d4 / 1d3  
 12 Darts\* 1d3 / 1d2

\* Proficient

ENC: 12

## Armor

Studded Leather  
 Shield (small, round)

ENC: 25

## Magic Items

## Languages

Common  
 Thieves' Cant  
 Neutral Evil  
 Elven

## Equipment

Long Belted Tunic / Soft Boots  
 Hooded Cloak  
 Woolen Blanket  
 2 Lg Sacks / Lg Belt Pouch  
 Tinderbox w/ Flint & Steel  
 2 Torches / Woolen Blanket  
 Thieves Tools / Crowbar  
 Hammer (tool) / 12 Iron Spikes  
 50 ft Hemp Rope w/ Grapnel  
 Waterskin / 5 Days Trail Rations

ENC: 35

## Saving Throws

Aimed Magic Items	14
Breath Weapons	16
Death, Paralysis, Poison	13
Petrification, Polymorph	12
Spells / Magical Effects	15

## Thief Abilities

Climb Walls: 82%  
 Find Traps: 29%  
 Hear Noise: 13%  
 Hide in Shadows: 30%  
 Move Quietly: 25%  
 Open Locks / Disarm Traps: 34%  
 Pick Pockets: 49%  
 Read Languages: 5%

## Notes

Raedwulf receives a -1 bonus to AC due to his high DEX. This has already been added to his Armor Class.

Raedwulf receives +1 HP per level due to his high CON. This has already been added to his hit points.

Raedwulf adds +4 to hit when using his Backstab ability. Backstab damage is x2 (double damage).

Raedwulf's current maximum movement rate is 90 ft due to encumbrance and armor type (leather).

## Half-Elf Abilities

Infravision: 60'  
 30% resistant to Charm/Sleep



# râna of the gilfaeli

<b>STR:</b>	12	n/a	<b>Class:</b>	Fighter / Magic User
<b>DEX:</b>	16	+1 missile, -2 AC	<b>Level:</b>	F 2 / M 1
<b>CON:</b>	11	n/a	<b>Experience Pts:</b>	2,000 each
<b>INT:</b>	14	4 Extra Languages	<b>Armor Class:</b>	5
<b>WIS:</b>	11	n/a	<b>Hit Points:</b>	9
<b>CHR:</b>	13	+5 reaction	<b>THACO:</b>	19
<b>Alignment:</b>	Chaotic Good		<b>Race:</b>	Elf
			<b>Sex:</b>	Female

## Weapons

Short Sword\* 1d6 / 1d8  
 Dagger\* 1d4 / 1d3  
 Short Bow\* n/a  
 24 Arrows 1d6 / 1d6

\* Proficient

ENC: 20

## Equipment

Long Belted Tunic / Soft Boots  
 Hooded Cloak  
 Satchel / Sm Sack  
 2 Beeswax Candles  
 Tinderbox w/ Flint & Steel  
 2 Scrollcases (bone)  
 3 Vellum / Ink / 2 Quills  
 Waterskin / 5 Days Trail Rations  
 Leather Bracer / Quiver

ENC: 22

## Spells

1st Level (Choose 1)  
 Comprehend Languages  
 Feather Fall  
 Read Magic  
 Shocking Grasp  
 Sleep  
 Spider Climb

## Armor

Studded Leather

ENC: 20

## Magic Items

Scroll - Feather Fall, Spider Climb

## Elf Abilities

Infravision: 60'  
 90% resistant to Charm/Sleep  
 Surprise Others: 1-4 on d6  
 Detect Secret Doors: 1 on d6 if within 10', 1-2 on d6 if search

## Notes

Râna receives +1 to hit when using missile weapons and a -2 bonus to AC due to her high DEX.

Râna receives +1 to hit when using a longsword, short sword or any pulled bow due to her Elven nature.

Râna's current maximum movement rate is 90 ft due to encumbrance and armor type (studded).

## Languages

Common  
 Chaotic Good  
 Elven  
 Halfling  
 Orcish

## Saving Throws

Aimed Magic Items	11
Breath Weapons	15
Death, Paralysis, Poison	14
Petrification, Polymorph	13
Spells / Magical Effects	12



# timothe the enchanter

<b>STR:</b>	13	n/a	<b>Class:</b>	Magic User
<b>DEX:</b>	15	-1 AC	<b>Level:</b>	M 3
<b>CON:</b>	15	+1 HP / Level	<b>Experience Pts:</b>	5,000
<b>INT:</b>	14	4 Extra Languages	<b>Armor Class:</b>	8
<b>WIS:</b>	11	n/a	<b>Hit Points:</b>	11
<b>CHR:</b>	10	n/a	<b>THACO:</b>	20
<b>Alignment:</b>		Chaotic Good	<b>Race:</b>	Human
			<b>Sex:</b>	Male

**Weapons**

Staff\*                    1d6 / 1d6

\* Proficient

ENC: 5

**Magic Items**

Ring of Protection +1  
 Scroll - Detect Magic, Shield  
 Wand of Magic Missiles (8)  
 Continual Light on Staff

ENC: 1

**Languages**

Common  
 Chaotic Good  
 Dwarvish  
 Elven  
 Halfling  
 Orcish

**Equipment**

Silk Robe / Noble Shoes  
 Satchel / Lg Sack  
 2 Beeswax Candles  
 Tinderbox w/ Flint & Steel  
 Pint Lamp Oil  
 2 Scrollcases (bone)  
 3 Vellum / Ink / 2 Quills  
 2 Sm Bottles (glass, corked)  
 Waterskin  
 Leather Flask / Pint Wine  
 5 Days Trail Rations

ENC: 23

**Saving Throws**

Aimed Magic Items	11
Breath Weapons	15
Death, Paralysis, Poison	14
Petrification, Polymorph	13
Spells / Magical Effects	12

**Spells**

**1st Level (Choose 2)**

Burning Hands  
 Detect Magic  
 Magic Missile  
 Read Magic  
 Shield  
 Shocking Grasp  
 Sleep

**2nd Level (Choose 1)**

Continual Light  
 Knock  
 Mirror Image  
 Web

**Notes**

Timothe receives a -1 bonus to AC due to his high DEX.

Timothe receives +1 HP per level due to his high CON. This has already been added to his hit points.

Timothe's current max. movement rate is 120 ft due to encumbrance and armor type (no armor).

Timothe receives +1 on d20 rolls for all saving throws due to his Ring of Protection. This bonus has NOT been included in the stat on the chart.



# the sorceress lorella

STR:	9	n/a	Class:	Magic User
DEX:	16	+1 missile, -2 AC	Level:	M 3
CON:	11	n/a	Experience Pts:	5,000
INT:	16	5 Extra Languages	Armor Class:	6
WIS:	12	n/a	Hit Points:	7
CHR:	17	+30 loyal, +30 react	THACO:	20

Alignment: Chaotic Neutral      Race: Human      Sex: Female

**Weapons**

6 Darts\*      1d3 / 1d2

\* Proficient

ENC: 3

**Magic Items**

Bracers of Armor +2  
 Scroll - Read Magic, Shield  
 Potion - Healing (2d4+2)  
 Magic Dust (Charm Person x3)

ENC: 2

**Languages**

Common  
 Chaotic Neutral  
 Elven  
 Gnomish  
 Goblin  
 Hobgoblin  
 Orcish

**Equipment**

Silk Gown / Noble Shoes  
 Satchel / Sm Sack  
 2 Beeswax Candles  
 Tinderbox w/ Flint & Steel  
 2 Scrollcases (bone)  
 3 Vellum / Ink / 2 Quills  
 2 Sm Bottles (glass, corked)  
 Waterskin  
 Leather Flask / Pint Wine  
 5 Days Trail Rations  
 Pint Lamp Oil

ENC: 20

**Saving Throws**

Aimed Magic Items	11
Breath Weapons	15
Death, Paralysis, Poison	14
Petrification, Polymorph	13
Spells / Magical Effects	12

**Spells**

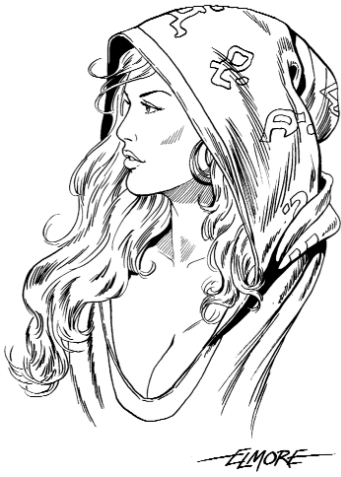
1st Level (Choose 2)  
 Charm Person  
 Detect Magic  
 Friends  
 Magic Aura  
 Read Magic  
 Shield  
 Sleep

2nd Level (Choose 1)  
 Forget  
 Invisibility  
 Levitate  
 Mirror Image

**Notes**

Lorella receives +1 to hit when using missile weapons due to her high DEX. She also receives a -2 bonus to AC due to her high DEX.

Lorella's current max. movement rate is 120 ft due to encumbrance and armor type (no armor).



# giselle of löxwych

<b>STR:</b>	9	n/a	<b>Class:</b>	Illusionist
<b>DEX:</b>	16	+1 missile, -2 AC	<b>Level:</b>	13
<b>CON:</b>	15	+1 HP / Level	<b>Experience Pts:</b>	5,000
<b>INT:</b>	15	4 Extra Languages	<b>Armor Class:</b>	7
<b>WIS:</b>	12	n/a	<b>Hit Points:</b>	10
<b>CHR:</b>	13	+5 reaction	<b>THACO:</b>	20

**Alignment:** Neutral Good    **Race:** Human    **Sex:** Female

**Weapons**

6 Darts\*            1d3 / 1d2

\* Proficient

ENC: 3

**Magic Items**

Ring of Protection +1  
 Scroll - Light, Mirror Image  
 Potion - Healing (2d4+2)

ENC: 2

**Languages**

Common  
 Chaotic Neutral  
 Elven  
 Gnomish  
 Goblin  
 Hobgoblin  
 Orcish

**Equipment**

Linen Gown / Common Shoes  
 Hooded Cloak  
 Satchel / Sm Sack  
 2 Beeswax Candles  
 Tinderbox w/ Flint & Steel  
 Pint Lamp Oil  
 Mirror (small, steel)  
 Wooden Flute  
 2 Scrollcases (bone)  
 3 Vellum / Ink / 2 Quills  
 Waterskin  
 5 Days Trail Rations

ENC: 23

**Saving Throws**

Aimed Magic Items	11
Breath Weapons	15
Death, Paralysis, Poison	14
Petrification, Polymorph	13
Spells / Magical Effects	12

**Spells**

1st Level (Choose 2)

Change Self  
 Color Spray  
 Detect Invisibility  
 Hypnotism  
 Light  
 Phantasmal Force  
 Wall of Fog

2nd Level (Choose 1)

Blindness  
 Improved Phantasmal Force  
 Invisibility  
 Mirror Image

**Notes**

Giselle receives +1 to hit when using missile weapons and a -2 bonus to AC due to her high DEX.

Giselle receives +1 on d20 rolls for all saving throws due to her Ring of Protection. This bonus has NOT been included in the stat on the chart.

Giselle's current maximum movement rate is 120 ft due to encumbrance and armor type (no armor).



# Danthâlion the Seeker

<b>STR:</b>	10	n/a	<b>Class:</b>	Magic User / Thief
<b>DEX:</b>	16	+1 missile, -2 AC	<b>Level:</b>	M 2 T 3
<b>CON:</b>	9	n/a	<b>Experience Pts:</b>	2,600 each
<b>INT:</b>	15	4 Extra Languages	<b>Armor Class:</b>	6
<b>WIS:</b>	11	n/a	<b>Hit Points:</b>	10
<b>CHR:</b>	13	+5 reaction	<b>THACO:</b>	20
<b>Alignment:</b>	Neutral Good		<b>Race:</b>	Elf
			<b>Sex:</b>	Male

## Weapons

Short Sword\* 1d6 / 1d8

Dagger\* 1d4 / 1d3

\* Proficient

ENC: 4

## Equipment

Long Belted Tunic / Soft Boots

Hooded Cloak / Lg Belt Pouch

2 Lg Sacks / Thieves' Tools

Waterskin / 3 Days Trail Rations

ENC: 10

## Thief Abilities

Climb Walls: 79%

Find Traps: 38%

Hear Noise: 21%

Hide in Shadows: 40%

Move Quietly: 35%

Open Locks / Disarm Traps: 38%

Pick Pockets: 48%

Read Languages: 20%

## Armor

Leather Armor

ENC: 15

## Notes

Danthâlion receives +1 to hit when using missile weapons and a -2 bonus to AC due to his high DEX.

Due to his Elven nature, Danthâlion receives +1 to hit when using a longsword or short sword.

Danthâlion's current max. movement rate is 120 ft due to encumbrance and armor type (leather).

Danthâlion adds +4 to hit when using his Backstab ability. Backstab damage is x2 (double damage).

## Magic Items

Potion - Gaseous Form

ENC: 1

## Spells

1st Level (Choose 2)

Comprehend Languages

Feather Fall

Jump

Read Magic

Spider Climb

## Elf Abilities

Infravision: 60'

Surprise Others: 1-4 on d6

Detect Secret Doors: 1 on d6 if within 10', 1-2 on d6 if searching.

## Saving Throws

Aimed Magic Items 11

Breath Weapons 15

Death, Paralysis, Poison 13

Petrification, Polymorph 12

Spells / Magical Effects 12

## Languages

Common

Neutral Good

Elven

Thieves' Cant

Kobold

Lizard Man

# oswald (ozzy) sly-fellow



STR:	10	n/a	Class:	Thief
DEX:	16	+1 missile, -2 AC	Level:	T 3
CON:	12	n/a	Experience Pts:	3,500
INT:	15	3 Extra Languages	Armor Class:	6
WIS:	10	n/a	Hit Points:	10
CHR:	11	n/a	THACO:	20
Alignment:	Neutral Good		Race:	Halfling
			Sex:	Male

## Weapons

Short Sword\* 1d6 / 1d8  
 Sling\*  
 12 Bullets 1d4+1 / 1d6+1  
 \* Proficient

ENC: 7

## Armor

Padded Gambeson

ENC: 10

## Magic Items

Potion - Invisibility

ENC: 1

## Languages

Common  
 Halfling  
 Neutral Good  
 Thieves' Cant  
 Dwarvish  
 Goblin

## Equipment

Long Belted Tunic / Soft Boots  
 Hooded Cloak  
 Satchel / Lg Belt Pouch  
 Woolen Blanket / 2 Lg Sacks  
 Tinderbox w/ Flint & Steel  
 2 Torches  
 Thieves' Tools  
 50 ft Silk Rope  
 Waterskin  
 5 Days Trail Rations

ENC: 27

## Halfling Abilities

Infravision: 60'  
 Surprise Others: 1-4 on d6

## Saving Throws

Aimed Magic Items	11
Breath Weapons	16
Death, Paralysis, Poison	13
Petrification, Polymorph	12
Spells / Magical Effects	12

## Thief Abilities

Climb Walls: 69%  
 Find Traps: 33%  
 Hear Noise: 21%  
 Hide in Shadows: 45%  
 Move Quietly: 45%  
 Open Locks / Disarm Traps: 43%  
 Pick Pockets: 48%  
 Read Languages: 5%

## Notes

Ozzy adds +3 on the d20 roll for all saves vs aimed magic items and spells due to his Halfling nature and CON. This is included in the saving throws stat.

Ozzy adds +3 on the d20 roll for all saves vs poison due to his Halfling nature and CON. This has NOT been included in the saving throws stat.

Ozzy adds +1 to attacks with missile weapons and a -2 bonus to AC due to his high DEX.

Due to his Halfling nature, Ozzy adds +3 to attack rolls when using a sling.

Ozzy adds +4 to attack rolls when using his Backstab ability. Backstab damage is x2 (double damage).

Ozzy's current maximum movement rate is 90 ft due to racial limits.



# ðag olafsson

STR:	13	n/a	Class:	Thief
DEX:	17	+2 missile, -3 AC	Level:	T 3
CON:	15	+1 HP / Level	Experience Pts:	3,500
INT:	12	3 Extra Languages	Armor Class:	4
WIS:	10	n/a	Hit Points:	13
CHR:	10	n/a	THACO:	20
Alignment:	Chaotic Neutral		Race:	Human
			Sex:	Male

## Weapons

+1 Dagger\* 1d4 / 1d3  
 Dagger\* 1d4 / 1d3  
 12 Darts\* 1d3 / 1d2

\* Proficient

ENC: 7

## Armor

Studded Leather

ENC: 20

## Magic Items

## Languages

Common  
 Thieves Cant  
 Chaotic Neutral  
 Dwarvish  
 Halfling

## Equipment

Long Belted Tunic / Soft Boots  
 Hooded Cloak  
 2 Lg Sacks / Lg Belt Pouch  
 Tinderbox w/ Flint & Steel  
 2 Torches  
 Woolen Blanket  
 Thieves Tools / Crowbar  
 Hammer (tool) / 12 Iron Spikes  
 50 ft Hemp Rope w/ Grapnel  
 Waterskin  
 5 Days Trail Rations

ENC: 39

## Saving Throws

Aimed Magic Items 14  
 Breath Weapons 16  
 Death, Paralysis, Poison 13  
 Petrification, Polymorph 12  
 Spells / Magical Effects 15

## Thief Abilities

Climb Walls: 84%  
 Find Traps: 38%  
 Hear Noise: 16%  
 Hide in Shadows: 35%  
 Move Quietly: 35%  
 Open Locks / Disarm Traps: 48%  
 Pick Pockets: 43%  
 Read Languages: 10%

## Notes

Dag receives a +2 bonus to hit on all missile attacks and a -3 bonus to AC due to his high DEX.

Dag receives +1 HP per level due to his high CON. This has already been added to his hit points.

Dag adds +4 to hit when using his Backstab ability. Backstab damage is x2 (double damage).

Dag's current maximum movement rate is 90 ft due to encumbrance and armor type (leather).



# BURKE OF BELIGSHIRE

STR:	12	n/a	Class:	Cleric
DEX:	11	n/a	Level:	C 3
CON:	16	+2 HP / Level	Experience Pts:	3,500
INT:	12	3 Extra Languages	Armor Class:	4
WIS:	15	Extra Spells: 2100	Hit Points:	20
CHR:	14	+5 loyal, +10 react	THACO:	20
Alignment:	Lawful Good		Race:	Human
			Sex:	Male

## Weapons

Heavy Mace\* 1d6+1 / 1d6  
 War Hammer\* 1d4+1 / 1d4

\* Proficient

ENC: 8

## Armor

Mail Hauberk (chain)  
 Shield (medium, round)

ENC: 38

## Magic Items

Potion - Healing (2d4+2)

ENC: 1

## Languages

Common  
 Lawful Good  
 Dwarvish  
 Elven  
 Halfling

## Equipment

Long Belted Tunic / Soft Boots  
 Wooden Holy Symbol (War)  
 Leather Backpack - Bedroll  
 Tinderbox w/ Flint & Steel  
 Hooded Lantern  
 2 Pints Lamp Oil  
 Lg Belt Pouch / 2 Lg Sacks  
 Vial - Holy Water  
 Waterskin  
 5 Days Trail Rations  
 2 Leather Flasks (ale)

ENC: 23

## Saving Throws

Aimed Magic Items	14
Breath Weapons	16
Death, Paralysis, Poison	10
Petrification, Polymorph	13
Spells / Magical Effects	15

## Spells

### 1st Level (Choose 4)

Bless  
 Command  
 Cure Light Wounds  
 Detect Evil  
 Protection From Evil  
 Remove Fear

### 2nd Level (Choose 2)

Hold Person  
 Silence 15' Radius  
 Slow Poison  
 Spiritual Weapon

## Notes

Burke is a priest of the War deity.

Burke receives +2 HP per level due to his high CON. This has already been added to his hit points.

Burke receives +1 on all saves vs mind-affecting magic due to his high WIS.

Burke's current maximum movement rate is 90 ft due to encumbrance and armor type (mail hauberk).

Burke receives additional spells due to his high WIS.



# Ligeia of Peleos

STR:	11	n/a	Class:	Cleric
DEX:	12	n/a	Level:	C 3
CON:	12	n/a	Experience Pts:	3,500
INT:	12	3 Extra Languages	Armor Class:	8
WIS:	15	Extra Spells: 2100	Hit Points:	13
CHR:	14	+5 loyal, +10 react	THACO:	20
Alignment:	Chaotic Good	Race:	Human	Sex: Female

Weapons	
Club*	d4 / d3
Staff*	d6 / d6
* Proficient	
ENC: 8	

Armor

Magic Items
Bracers of Armor +2
Scroll - Cure Light Wounds x 3
Potion - Clairvoyance
ENC: 2

Equipment
Linen Robe / Common Shoes
Pewter Holy Symbol (Lunar)
Satchel - Large Belt Pouch
2 Beeswax Candles
Tinderbox w/ Flint & Steel
Blanket, Woolen
Large Sack
Waterskin
5 Days Trail Rations
2 Scrollcases (bone)
3 Vellum / Ink / Quill
ENC: 21

Spells
1st Level (Choose 4)
Bless
Cure Light Wounds
Detect Magic
Light
Remove Fear
Resist Cold
Sanctuary
2nd Level (Choose 2)
Augury
Detect Charm
Hold Person
Silence 15' Radius

Languages
Common
Chaotic Good
Elven
Halfling
Orcish

Saving Throws	
Aimed Magic Items	14
Breath Weapons	16
Death, Paralysis, Poison	10
Petrification, Polymorph	13
Spells / Magical Effects	15

Notes
Ligeia is a priestess of the Moon deity.
Ligeia receives +1 on all saves vs mind-affecting magic due to her high WIS.
Ligeia receives additional spells due to her high WIS.
Ligeia's current maximum movement rate is 120 ft due to encumbrance and armor type (no armor).



# kerraigh mac cullen

<b>STR:</b> 12	n/a	<b>Class:</b>	Druid
<b>DEX:</b> 10	n/a	<b>Level:</b>	D 3
<b>CON:</b> 12	n/a	<b>Experience Pts:</b>	5,000
<b>INT:</b> 14	4 Extra Languages	<b>Armor Class:</b>	8
<b>WIS:</b> 17	Extra Spells: 2210	<b>Hit Points:</b>	14
<b>CHR:</b> 15	+15 loyal, +15 react	<b>THACO:</b>	20
<b>Alignment:</b> Neutral		<b>Race:</b> Human	<b>Sex:</b> Male

Weapons	
Staff*	1d6 / 1d6
6 Darts*	1d3 / 1d2
* Proficient	
ENC: 8	

Armor	
Leather Armor	
ENC: 15	

Magic Items	
Potion - Sweet Water	
ENC: 1	

**Notes**

Kerraigh is able to identify all plants/animals and determine if water is pure and safe to drink.

Kerraigh receives +2 on d20 for all saves vs fire and lightning.

Kerraigh is able to move through natural undergrowth at full speed without evidence of passage.

Kerraigh's current maximum movement rate is 120 ft.

Equipment	
Belted Linen Robe / Soft Boots	
Woolen Blanket	
2 Lg Belt Pouches / Candle	
Tinderbox w/ Flint & Steel	
Sickle (tool) / Mistletoe	
2 Waterskins	
6 Days Trail Rations	
ENC: 20	

Languages	
Common	
Neutral	
Druids' Cant	
Elven	
Fey Tongue	
Orcish	

Saving Throws	
Aimed Magic Items	14
Breath Weapons	16
Death, Paralysis, Poison	10
Petrification, Polymorph	13
Spells / Magical Effects	15

Spells	
<b>1st Level (Choose 5)</b>	
Detect Magic	
Detect Snares & Pits	
Entangle	
Faerie Fire	
Pass Without Trace	
Purify Water	
Shillelagh	
Speak With Animals	
<b>2nd Level (Choose 4)</b>	
Barkskin	
Charm Person or Mammal	
Create Water	
Cure Light Wounds	
Feign Death	
Heat Metal	
Obscurement	
Warp Wood	
<b>3rd Level (Choose 2)</b>	
Call Lightning	
Cure Disease	
Neutralize Poison	
Protection From Fire	
Summon Insects	
Water Breathing	

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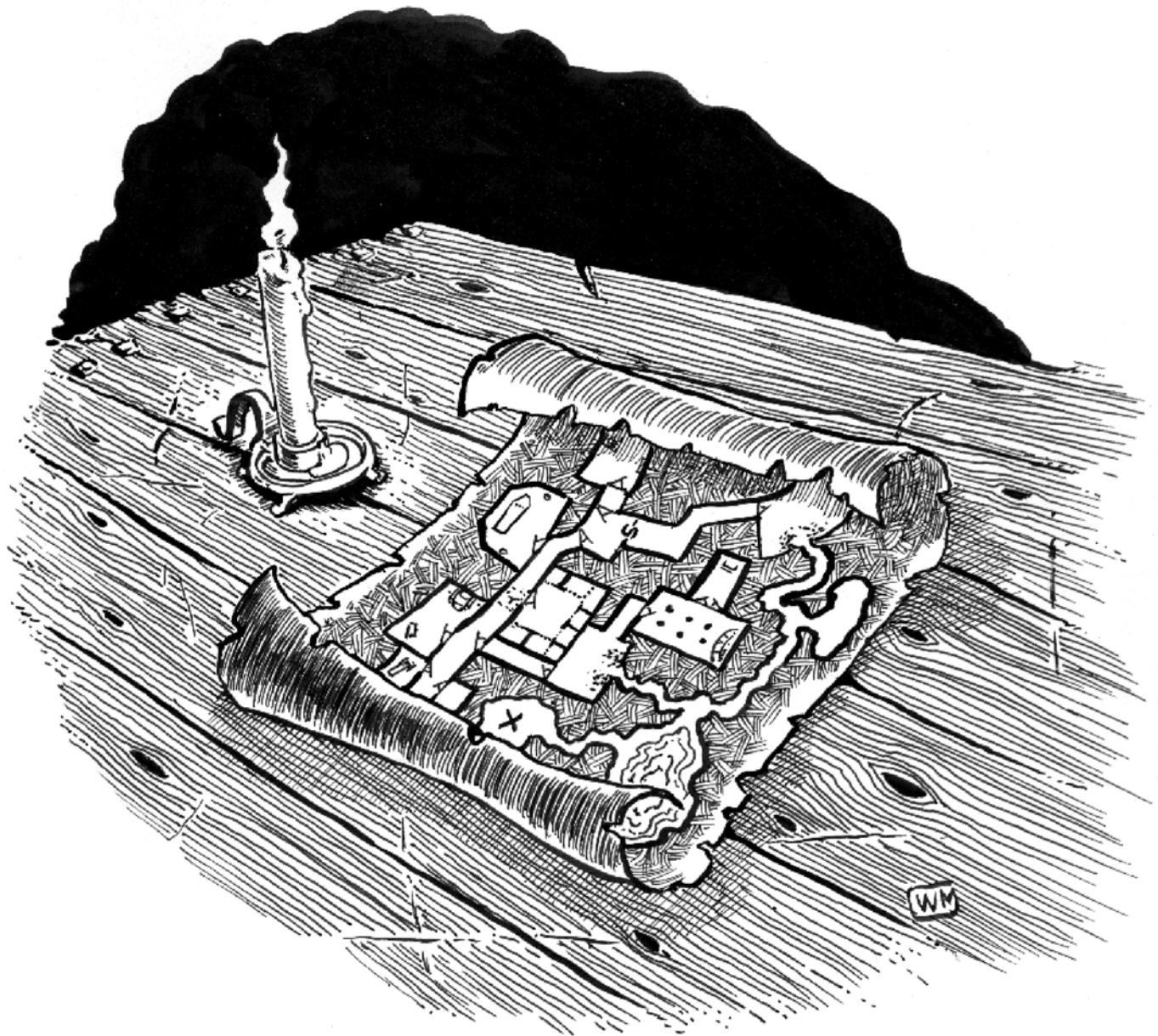
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