

OLD-SCHOOL ESSENTIALS

CLASSIC FANTASY



Rogues Gallery I

OLD-SCHOOL ESSENTIALS

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Rogues Gallery I v0.3

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ABOUT THIS BOOK

What's in this Book?

This book contains a set of 21 pre-generated 1st level characters. 21 may seem like a rather odd number to choose; why not 20? The reason for there being precisely 21 characters is that there is one of each alignment (i.e. lawful, neutral, chaotic) and each character class in *Classic Fantasy: Genre Rules* (i.e. cleric, dwarf, elf, fighter, halfling, magic-user, thief). Three times seven.

Pre-Generated Characters for Players

When selecting a character from the set presented in this book, a common instinct is to pay primary attention to the characters' ability scores. A high score in one ability or another may look extremely appealing, on the surface.

It is worth remembering, however, that ability scores have relatively little impact in *Old-School Essentials*. Instead, players are encouraged to pick a character whose illustration, background, and equipment they find appealing, rather than focusing on the characters' numerical stats.

Experience shows that player skill and pure luck have a much greater influence on the survival rate of a 1st level PC than do high or low ability scores.

Pre-Generated Characters for Referees

A set of pre-generated characters is also a highly valuable resource for referees. The two most obvious uses are as follows.

Potential Retainers

When player characters look for retainers to join them on an adventure, the referee may wish to present the player with a selection of one or more of the characters in this book as applicants. It is recommended that each character request a flat fee of 1d4gp per day of service, plus a half share of treasure. (See *Retainers* in *Core Rules* for full details on hiring and paying retainers.)

Rival Adventurers

A referee who needs a quickly generated and yet fully detailed party of NPC adventurers can simply select a few of the characters in this book. The absolutely quickest method of selecting characters for an adventuring party is by alignment: a party consisting of seven lawful, neutral, or chaotic NPCs, one of each character class.

How These Characters Were Created

Certified 3d6-in-Order

The ability scores of the characters in this book were generated strictly using the standard character creation rules presented in *Old-School Essentials Core Rules*. Ability scores were generated by rolling 3d6 for each stat, in order, then points were reassigned to increase the prime requisite, as applicable.

This procedure results in a wide spread of ability scores, with some characters naturally fitter than others.

Hit Points

Hit points were rolled using the standard Hit Die of the appropriate class, modified by CON as usual. The optional rule of re-rolling 1s and 2s was used, ensuring that all characters have at least a moderate chance of surviving damage.

Equipment Selection

Conversely, the characters' equipment was *not* selected by the standard procedure (i.e. rolling 3d6 × 10 for gold and buying equipment from the lists in *Classic Fantasy: Genre Rules*). Instead, equipment was assigned to the characters purely on the basis of what seemed fitting and flavourful.

Minor Magical Trinkets

In addition to standard armour, weapons, and adventuring gear, each character possesses an odd item of some minor magical potency. These range from highly useful one-shot items (e.g. holy water) to minor charms (e.g. granting a small bonus to a saving throw) to objects of miscellaneous and strange power. Players are encouraged to find creative uses for objects of the latter sort.

ABILITY SCORES

STR	9	DEX	13
INT	9	CON	15
WIS	18	CHA	5

Ability check:
Roll under or equal on 1d20

COMBAT

HP	6	<i>Hit points</i>
AC	1 [18]	<i>Armour Class</i>
Mel	+0	<i>STR modifier to melee att./damage</i>
Mis	+1	<i>DEX modifier to missile attacks</i>

BONESMITH

Lawful 1st level Cleric



SAVING THROWS

D	11	<i>Death, poison</i>
W	12	<i>Magic wands</i>
P	14	<i>Paralysis, petrification</i>
B	16	<i>Breath attacks</i>
S	15	<i>Spells, magic rods, magic staves</i>
±	+3	<i>WIS modifier to saves vs magic</i>

Saving throw:
Roll over or equal on 1d20

ENCOUNTERS

Init	+1	<i>DEX modifier to initiative (optional)</i>
±	-1	<i>CHA modifier to reaction rolls</i>
Mv	20'	<i>Movement rate per round</i>

You are an indentured servant of The Black Alderman—grimacing god of skulls, dentistry, and organ dirges. Born to a family of phaunt-herders in the temple districts of Micmar, you were sold into religious service by your penny-pinching father. Despite these reluctant beginnings, you have taken to the life of wandering monastic, bone-setter, and general spiritual know-it-all. Bonesmith is a religious title; your true name is a closely guarded secret. You adventure to enhance your collection of pristine monster skulls and dream of founding a shrine in which to display them for the edification of the public (and to sell your home-made, low-sugar licorice). You recently received a letter from your father pleading with you to return home for a mysterious matter of great urgency.

ABILITIES

Use armour: All plus shields	Listen at door: 1-in-6
Use weapons: Blunt	Open stuck door: 2-in-6
	Find secret door: 1-in-6
Turning the undead:	Find room trap: 1-in-6
1HD: 7, 2HD: 9, 2*HD: 11	Languages: Common, Lawful
Use scrolls: Of cleric spells	Literacy: Read and write
Use divine magic items	

EQUIPMENT

Plate mail: Dented	Cowl: Black wool, trimmed with white wolf fur
Shield: Rim of human teeth	Bone mask: Teeth filed into points
Mace: Skull-shaped	Chirurgeon's tools: Bone saw, pliers, silver hammer
Battle axe: Just for show	Green bottle: Strong booze
	Paper bag: Licorice
Backpack: Black leather	Bone flute: Human thigh-bone
Holy symbol: Silver skull	Belt pouch: 25gp
Iron rations: 5 days	
Torches: 6	Holy water: Three vials
Tinder box	

ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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Attack roll: Look up attack roll in matrix to determine hit Armour Class

**OLD-SCHOOL
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RETRO ADVENTURE GAME

ABILITY SCORES

STR	6	DEX	7
INT	14	CON	10
WIS	10	CHA	9

Ability check:
Roll under or equal on 1d20

COMBAT

HP	4	Hit points
AC	4 [15]	Armour Class
Mel	-1	STR modifier to melee att./damage
Mis	-1	DEX modifier to missile attacks



Do lady dwarves have beards? You decide!

SAVING THROWS

D	8	Death, poison
W	9	Magic wands
P	10	Paralysis, petrification
B	13	Breath attacks
S	12	Spells, magic rods, magic staves
±	+0	WIS modifier to saves vs magic

Saving throw:
Roll over or equal on 1d20

ENCOUNTERS

Init	-1	DEX modifier to initiative (optional)
±	+0	CHA modifier to reaction rolls
Mv	20'	Movement rate per round

You hail from the fortress-city of Minitol, a member of the sheep-herder clan that proudly wards the hills and downs around the citadel. You are renowned as a dreamer and a layabout, spending your days examining herbs and flowers, rather than helping out with shearing and milking. It is your love of things botanical (and your relative indifference to the life of a shepherd) that spurred you to adventure, travelling far from your home in search of herbal lore.

You dream of opening your own brewery producing beers infused with all manner of weird and wondrous herbs. Your beers will be renowned both for their exotic and unique flavours and for their potent healing capacities!

ABILITIES

Use armour: All plus shields	Listen at door: 2-in-6
Use weapons: Small or normal sized	Open stuck door: 1-in-6
	Find secret door: 1-in-6
	Find room trap: 2-in-6
Detect construction tricks: 2-in-6	Languages: Common, Lawful, Dwarvish, Gnome, Goblin, Kobold, Bugbear
Infravision: 60'	Literacy: Read and write

EQUIPMENT

Plate mail: Lovingly oiled, ram-horn shoulder plates	Coat: Fluffy sheepskin
Battle axe: Meticulously honed	Woolly hat: Red, long tail
2 hand axes: On belt hooks	Books: Collection of beautifully illustrated botanical guides
Crossbow: 20 quarrels	Magnifying glass: Blue crystal
	Belt pouch: 17gp
Backpack: Brown suede	
Tinder box	Magic dwarf lantern: Lights or extinguishes on your com- mand (up to 10' away)
Oil flasks: 4	
Crowbar	
Iron rations: 4 days (dried mutton)	

ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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Attack roll: Look up attack roll in matrix to determine hit Armour Class

OLD-SCHOOL
ESSENTIALS
RETRO ADVENTURE GAME

ABILITY SCORES

STR 11	DEX 11
INT 15	CON 11
WIS 8	CHA 8

Ability check:

Roll under or equal on 1d20

COMBAT

HP 4	Hit points
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AC 4 [15]	Armour Class
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Mel +0	STR modifier to melee att./damage
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Mis +0	DEX modifier to missile attacks
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SAVING THROWS

D 12	Death, poison
W 13	Magic wands
P 13	Paralysis, petrification
B 15	Breath attacks
S 15	Spells, magic rods, magic staves
± -1	WIS modifier to saves vs magic

Saving throw:

Roll over or equal on 1d20

ENCOUNTERS

Init +0	DEX modifier to initiative (optional)
± -1	CHA modifier to reaction rolls
Mv 20'	Movement rate per round

You are a member of the famed order of night-hunters, servants of the elf-queen who rules over the Forest of Gong. Among your order, your special role is the capture and tending of the rare and noble birds that are abroad at night.

Your people are reclusive, secretive, and highly suspicious of other races, but a vision in the smoke-crystals of an augur set you upon a path that has led you beyond the dark borders of your ancestral home and into the wide world.

You seek rumour of the lost city of Toril, said to be submerged beneath the waves of some far sea. You believe that your destiny lies there and that you will become the ruler of an outpost of your people, restoring the sunken city to splendour.

In the meantime, you aim to collect jewels, fine cosmetics, and exquisite perfumes to prepare for your regal destiny.

ABILITIES

Use armour: All plus shields
Use weapons: All

Infravision: 60'

Immune to ghoulish paralysis

Use scrolls: Of magic-user
spells

Use arcane magic items

Spell: *Protection from evil*

Listen at door: 2-in-6

Open stuck door: 2-in-6

Find secret door: 2-in-6

Find room trap: 1-in-6

Languages: Common, Lawful,
Elvish, Gnoll, Hobgoblin,
Orcish

Literacy: Read and write

EQUIPMENT

Chain mail: Slight iridescence

Shield: Leaf-shaped

Sword: Elvish moon script—
your full poem-name

4 daggers: On belt across chest

Longbow: 20 arrows

Backpack: Woven leaves

Tinder box

Lantern: Pink glass

Oil flasks: 3

50' rope: Silvery elf-hair

Iron rations: 6 days

Hooded cloak: Green wool,
trimmed with owl feathers

Snuff box: Silver, studded with
fake pearls

Jar of unguent: Elf-quality skin
moisturiser

Embroidered wallet: 19gp

Wooden bird whistle: Calls a
normal bird within 60' to land
on your shoulder

ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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Attack roll: Look up attack roll in matrix to determine hit Armour Class

**OLD-SCHOOL
ESSENTIALS**
RETRO ADVENTURE GAME

ABILITY SCORES

STR 10	DEX 6
INT 9	CON 6
WIS 14	CHA 12

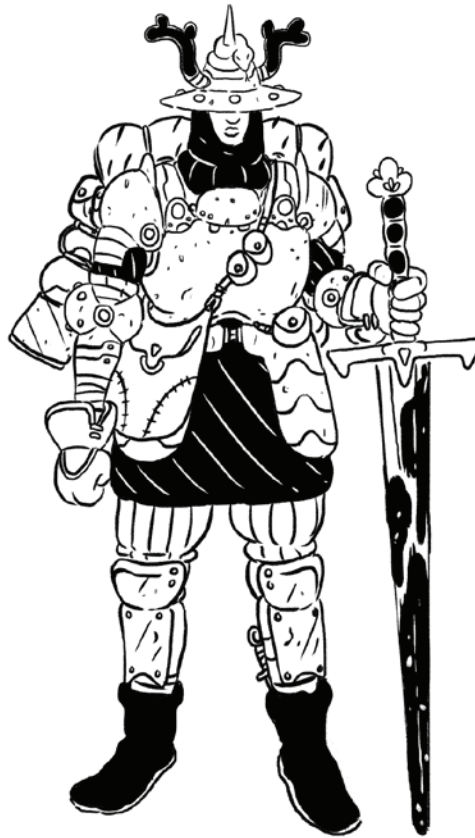
Ability check:
Roll under or equal on 1d20

COMBAT

HP 7	Hit points
AC 4 [15]	Armour Class
Mel +0	STR modifier to melee att./damage
Mis -1	DEX modifier to missile attacks

SARGE

Lawful 1st level Fighter



SAVING THROWS

D 12	Death, poison
W 13	Magic wands
P 14	Paralysis, petrification
B 15	Breath attacks
S 16	Spells, magic rods, magic staves
± +1	WIS modifier to saves vs magic

Saving throw:
Roll over or equal on 1d20

ENCOUNTERS

Init -1	DEX modifier to initiative (optional)
± +0	CHA modifier to reaction rolls
Mv 20'	Movement rate per round

You are a professional soldier, a proud member of the Imperial 17th Infantry, renowned for your stoicism and tactical savvy. You may have kept a personal name at some point in the past; now you are just Sarge.

You are the sole survivor of a recent battle with an army of rabid porcines. It is your belief that your regiment was knowingly sacrificed as a tactical pawn in a larger play. This troubles you and you now question your loyalties. You wander from town to town seeking inspiration. Return to Sracka and report to your superiors or live as a mercenary?

You dream of one day being reunited with your true love and having sufficient wealth and stature to sway the family.

ABILITIES

Use armour: All plus shields	Listen at door: 1-in-6
Use weapons: All	Open stuck door: 2-in-6
	Find secret door: 1-in-6
	Find room trap: 1-in-6
	Languages: Common, Lawful
	Literacy: Read and write

EQUIPMENT

Plate mail: Rusty and battered	Helmet: Topped with a stag and snake insignia
Two-handed sword: Blood- stained (you never wash it)	Woollen cloak: Ragged
Dagger: Hidden in boot	Quill and ink: Blood red
Crossbow: 20 quarrels	Battle diary: Names of enemies slain and companions lost
Backpack: Military issue	Hidden locket: Portrait of your true love, now far away
Tinder box	Grimy leather pouch: 21gp
Lantern: Watertight	
Oil flasks: 5	Seashell box: Speak a word into it; the next time it's opened, the word escapes
50' rope: With grappling hook	
Iron rations: 4 days	

ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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Attack roll: Look up attack roll in matrix to determine hit Armour Class

ABILITY SCORES

STR 10	DEX 9
INT 7	CON 11
WIS 7	CHA 14

Ability check:
Roll under or equal on 1d20

COMBAT

HP 5	Hit points
AC 5 [14]	Armour Class
Mel +0	STR modifier to melee att./damage
Mis +1	DEX modifier to missile attacks

CHERRY

Lawful 1st level Halfling



SAVING THROWS

D 8	Death, poison
W 9	Magic wands
P 10	Paralysis, petrification
B 13	Breath attacks
S 12	Spells, magic rods, magic staves
± -1	WIS modifier to saves vs magic

Saving throw:
Roll over or equal on 1d20

ENCOUNTERS

Init +1	DEX modifier to initiative (optional)
± +1	CHA modifier to reaction rolls
Mv 20'	Movement rate per round

You are a professional wanderer, explorer, and recounter of tall tales. Your memory is vague at best and you have difficulty distinguishing between fact and fiction. You've forgotten where you came from, but assume it was a long way away.

Your most recent misadventure saw you imprisoned by wicked pirates. On the up-side, you've now seen much of the world through a porthole and have made friends with an odd, blue-haired giantess who slew your captors and released you. It's not entirely clear what her parting words of "I shall expect my recompense in the form of souls" implied.

Apart from an insatiable wanderlust, you adventure to find the ultimate pie. Could it be that you would marry the cook of such a culinary wonder or build your home beside the establishment that sold it?

ABILITIES

Use armour: All plus shields	Listen at door: 2-in-6
Use weapons: Appropriate to size	Open stuck door: 2-in-6
	Find secret door: 1-in-6
	Find room trap: 1-in-6
Defensive bonus: +2 AC bonus vs larger than human foes	Languages: Common, Lawful, Halfling
Hiding: In woods or undergrowth: 90%; in dungeons: 2-in-6 (must remain static)	Literacy: Basic

EQUIPMENT

Chain mail: Tarnished with salt	Tricorn hat: Human sized
Cutlass (short sword): Pommel in the shape of an apple	Black cape: Skull and cross-bones insignia
Sling: 12 stones	Gourd pipe: Highly polished
2 daggers: In the belt	Pouch of pipe weed: Stringy and pungent
Backpack: Bulging at the seams	Lucky monkey paw: Soft and fluffy; hung from ear
Tinder box	Leather wallet: 31gp
Waterskin: Full of wine	
Hammer and iron spikes: 12	Pirate's hook: Rubbing the hook makes everyone (including yourself) within 10' shiver
Standard rations: 7 days (pies, apples, tomatoes, and bacon)	

ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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Attack roll: Look up attack roll in matrix to determine hit Armour Class

OLD-SCHOOL ESSENTIALS

RETRO ADVENTURE GAME

ABILITY SCORES

STR	9	DEX	11
INT	13	CON	10
WIS	10	CHA	9

Ability check:
Roll under or equal on 1d20

COMBAT

HP	4	Hit points
AC	9 [10]	Armour Class
Mel	+0	STR modifier to melee att./damage
Mis	+0	DEX modifier to missile attacks



Lawful 1st level Magic-User

SAVING THROWS

D	13	Death, poison
W	14	Magic wands
P	13	Paralysis, petrification
B	16	Breath attacks
S	15	Spells, magic rods, magic staves
±	+0	WIS modifier to saves vs magic

Saving throw:
Roll over or equal on 1d20

ENCOUNTERS

Init	+0	DEX modifier to initiative (optional)
±	+0	CHA modifier to reaction rolls
Mv	40'	Movement rate per round

You are an astrologer and moongazer (one who reads oracles by interpreting the face of the moon). A native of the town of Ling, famed for its seven singing shrines, you grew up amid a hubbub of prophets, seers, and haruspexes. It was inevitable that your natural distaste for the earthly and inclination toward the cosmic would be nurtured.

You served as tower-dwelling apprentice to the revered Master Hogwhale. That is until the master caught you playing with a deck of cards and cast you out into the night. This has been a rather rude awakening, as you know little of the world. A run of successful gambling (aided by your consultation of the planets) has given you means to support yourself for a time.

You dream of travelling to the moon, a feat which is rumoured to be within the power of the Emperor's great magic.

ABILITIES

Use armour: None	Listen at door: 1-in-6
Use weapons: Dagger only	Open stuck door: 2-in-6
Use scrolls: Of magic-user spells	Find secret door: 1-in-6
Use arcane magic items	Find room trap: 1-in-6
Spell: Ventriloquism	Languages: Common, Lawful, Elvish
	Literacy: Read and write

EQUIPMENT

Bronze dagger: Sun face hilt	Woollen cloak: Soft brown, lined with lambswool
Silver dagger: Moon face hilt	Silk robes: Black with gold trim
Backpack: Pristine brown leather	Pointy hat: Black, squashed
Tinder box	Astrological almanac: Bound in purple fish-skin
Lantern: Rainbow panes	Deck of cards: Exotic design
Oil flasks: 4	6 candles: Black and red
Waterskin: Sparkling water	Blue silk pouch: 7gp
	Smoky quartz disk: In dark- ness, shows the face of the moon, illuminating a 5' radius

ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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Attack roll: Look up attack roll in matrix to determine hit Armour Class

**OLD-SCHOOL
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RETRO ADVENTURE GAME

ABILITY SCORES

STR	4	DEX	9
INT	8	CON	8
WIS	8	CHA	8

Ability check:
Roll under or equal on 1d20

COMBAT

HP	3	Hit points
AC	7 [12]	Armour Class
Mel	-2	STR modifier to melee att./damage
Mis	+0	DEX modifier to missile attacks

LUCKY

Lawful 1st level Thief



SAVING THROWS

D	13	Death, poison
W	14	Magic wands
P	13	Paralysis, petrification
B	16	Breath attacks
S	15	Spells, magic rods, magic staves
±	-1	WIS modifier to saves vs magic

Saving throw:
Roll over or equal on 1d20

ENCOUNTERS

Init	+0	DEX modifier to initiative (optional)
±	-1	CHA modifier to reaction rolls
Mv	30'	Movement rate per round

You are a professional beggar, lurking in the criminal underworld and betraying their secrets to the authorities. You were born to a family of sewer-dredgers in the slums of Meechem, in the undercity of Sracka, living a life of wretched hardship as the youngest, smallest, and feeblest of seventeen siblings. Despite these hard beginnings, you grew to an unnatural height and earned your nickname "Lucky", as you seemingly have the ability to survive all adversity. Your aim in life is to transcend your wretched origins and set up an orchard, bringing the shockingly undervalued delights of the Sracka Sewer Sweet apple (your childhood favourite) and other subterranean fruits to the masses. You also seek to uncover the identity of the necromancer who stole your sister's soul, leaving her a drooling husk of a girl.

ABILITIES

Use armour: Leather	Listen at door: 2-in-6
Use weapons: All	Open stuck door: 1-in-6
Back-stab: +4 to hit and double damage attacking unaware foe	Find secret door: 1-in-6
Climb sheer surfaces: 87%	Find room trap: 1-in-6
Find/remove treasure traps: 10%	Languages: Common, Lawful
Hear noise: 2-in-6	Literacy: Basic
Hide in shadows: 10%	
Move silently: 20%	
Open locks: 15%	
Pick pockets: 20%	

EQUIPMENT

Leather armour: Battered but well cared for	Peasant's tunic: Stinking
Shortbow: 20 arrows	Striped pantaloons: Massive flares
Shortsword: Antique	Straw hat: Way too big
Club: Gnarled and well-oiled	Wig: Long, grey, curly
Backpack: Patched up	Hidden pocket: 23gp
Thieves' tools: In pockets	Glass eye necklace: +2 bonus to saves versus spells
Crowbar	
50' rope: Knotted every 5'	
Tinder box	
Lantern: Blacks out when shut	
Oil flasks: 2	

ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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Attack roll: Look up attack roll in matrix to determine hit Armour Class

ABILITY SCORES

STR	9	DEX	8
INT	6	CON	14
WIS	15	CHA	15

Ability check:
Roll under or equal on 1d20

COMBAT

HP	7	Hit points
AC	4	Armour Class
Mel	+0	STR modifier to melee att./damage
Mis	-1	DEX modifier to missile attacks

HOLLOW ONE

Chaotic 1st level Cleric



SAVING THROWS

D	11	Death, poison
W	12	Magic wands
P	14	Paralysis, petrification
B	16	Breath attacks
S	15	Spells, magic rods, magic staves
±	+1	WIS modifier to saves vs magic

Saving throw:
Roll over or equal on 1d20

ENCOUNTERS

Init	-1	DEX modifier to initiative (optional)
±	+1	CHA modifier to reaction rolls
Mv	20'	Movement rate per round

You are a void-eyed disciple of Yag-Mannon, god of howling nothingness and psychedelic transcendence. Your role within the cult is that of treasure-finder—you provide the funds required to bring your god's apocalyptic schemes to fruition.

Born into a wealthy merchant family in the trade-town of Micmar, you shunned your familial duties and inheritance after being seduced by a serpent priestess and fed hallucinogenic brews. Her plans backfired as the elixirs revealed not the scaled visage of her deity, but the formless blackness of Yag-Mannon. You were an accidental convert.

While you strive daily to bring about the destruction of the multiverse, you practice the arts of grooming and vanity in your spare time, spending countless hours adorning yourself and maintaining your long, lustrous hair in peak condition.

ABILITIES

Use armour: All plus shields	Listen at door: 1-in-6
Use weapons: Blunt	Open stuck door: 2-in-6
	Find secret door: 1-in-6
Turning the undead:	Find room trap: 1-in-6
1HD: 7, 2HD: 9, 2*HD: 11	Languages: Common, Chaotic
Use scrolls: Of cleric spells	Literacy: Basic
Use divine magic items	

EQUIPMENT

Plate mail: Spiral engraving	Helmet: Eye of Yag-Mannon
Shield: Howling imp face	Quilted jacket: Padded shoulders, many pockets
Mace: Spiked chaos-star	Suede knapsack: Stuffed with psychedelic herbs (holy sacrament)
Backpack: Oiled black leather	Mirror: Lovingly polished
Holy symbol: Obsidian triangle with a glaring red eye	Ivory comb: Worth 25gp
Iron rations: 7 days	Velvet pouch: 10gp
Torches: 4	
Tinder box	Void sack: Placed over a person's head, magically negates all external stimuli
50' rope: Ragged but strong	

ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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Attack roll: Look up attack roll in matrix to determine hit Armour Class

**OLD-SCHOOL
ESSENTIALS**
RETRO ADVENTURE GAME

ABILITY SCORES

STR	5	DEX	8
INT	9	CON	14
WIS	9	CHA	6

Ability check:

Roll under or equal on 1d20

COMBAT

HP	5	Hit points
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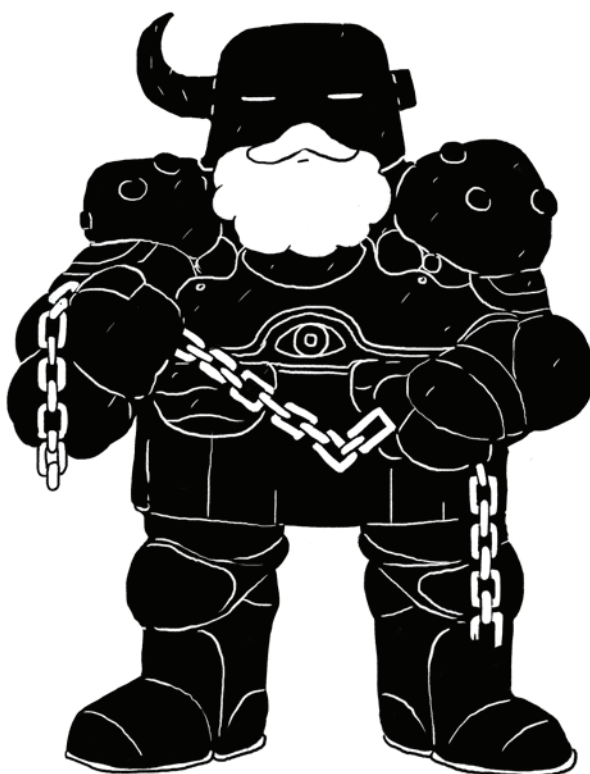
AC	3	Armour Class
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Mel	-2	STR modifier to melee att./damage
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Mis	-1	DEX modifier to missile attacks
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MIN

Chaotic 1st level Dwarf



Do lady dwarves have beards? You decide!

SAVING THROWS

D	8	Death, poison
W	9	Magic wands
P	10	Paralysis, petrification
B	13	Breath attacks
S	12	Spells, magic rods, magic staves
±	+0	WIS modifier to saves vs magic

Saving throw:

Roll over or equal on 1d20

ENCOUNTERS

Init	-1	DEX modifier to initiative (optional)
±	-1	CHA modifier to reaction rolls
Mv	20'	Movement rate per round

You are a slaver from the dwarf fortress of Minitol, tasked with capturing criminals and bringing them work in the mines and forges beneath the citadel. Your pleasure in this work leads you to gleefully enslave even those you know are innocent.

In addition to slavery, you have two main passions in life: music and the deeps of the earth. Musically, your tastes are highly experimental—you perceive beauty in the grinding and shrieking of mine engines and the cacophony of the smithy. You belong to that strata of dwarf society that rues your ancestors' coming to the surface and seeks to return to the deeps.

You aim to amass wealth by any means, found a network of slaver caravans, and retire to a subterranean fastness riddled with traps and treasure vaults.

ABILITIES

Use armour: All plus shields
Use weapons: Small or normal sized

Detect construction tricks:
2-in-6

Infravision: 60'

Listen at door: 2-in-6
Open stuck door: 1-in-6
Find secret door: 1-in-6
Find room trap: 2-in-6
Languages: Common, Chaotic, Dwarvish, Gnome, Goblin, Kobold
Literacy: Read and write

EQUIPMENT

Plate mail: Soot black
Helmet: With one horn
Shield: Wooden, iron-bands
Warhammer: Two spheres
2 daggers: Sheathed at belt

Backpack: Dozens of straps
Iron rations: 7 days (smoked mutton and liver)
50' rope: With grappling hook
Hammer and iron spikes: 12
Crowbar
Tinder box

Cowl: Red-streaked hessian
Manacles: Currently empty
Rusty chain: 10' length
Seal of Minitol: Grants you legal permission to enslave criminals
Bagpipes: Subtly detuned (for maddening effect)
Belt pouch: 17gp
Violet quill feather: Can engrave in metal

ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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Attack roll: Look up attack roll in matrix to determine hit Armour Class

**OLD-SCHOOL
ESSENTIALS**
RETRO ADVENTURE GAME

ABILITY SCORES

STR 14	DEX 12
INT 13	CON 4
WIS 12	CHA 6

Ability check:
Roll under or equal on 1d20

COMBAT

HP 3	Hit points
AC 3	Armour Class
Mel +1	STR modifier to melee att./damage
Mis +0	DEX modifier to missile attacks

SNIFE

Chaotic 1st level Elf



SAVING THROWS

D 12	Death, poison
W 13	Magic wands
P 13	Paralysis, petrification
B 15	Breath attacks
S 15	Spells, magic rods, magic staves
± +0	WIS modifier to saves vs magic

Saving throw:
Roll over or equal on 1d20

ENCOUNTERS

Init +0	DEX modifier to initiative (optional)
± -1	CHA modifier to reaction rolls
Mv 20'	Movement rate per round

You are a wandering epicurean, trickster, and opportunist, recently escaped from centuries of imprisonment in the kitchen-dungeons of the Ja (mysterious fey entities of mist and shadow). Incarcerated for such an extended period, you have no memory of your origins or the reason for your enslavement. You are however enjoying your newfound freedom to the full! Since escaping captivity and fleeing the forest realm of the Ja, you've warmed to the wilful, urgent nature of humans and enjoy causing the merry havoc on which they seem to thrive. Companies of adventurers are especially fun to be around. You crave material wealth just as much as the next bon vivant, but above all you love magic. You dream of one day building your own enchanted kitchen/laboratory and delving into the long-neglected arts of magical baking.

ABILITIES

Use armour: All plus shields	Listen at door: 2-in-6
Use weapons: All	Open stuck door: 3-in-6
Infravision: 60'	Find secret door: 2-in-6
Immune to ghoulish paralysis	Find room trap: 1-in-6
Use scrolls: Of magic-user spells	Languages: Common, Chaotic, Elvish, Gnoll, Hobgoblin, Orcish, Dragon
Use arcane magic items	Literacy: Read and write
Spell: <i>Floating disc</i>	

EQUIPMENT

Plate mail: Hammered out of pots and pans	Chef's apron: Spattered with fish blood
Shield: Orc clan sigil (stolen)	Leather satchel: Cooking pots and baking implements
Sword: Slender fey weapon	Bag of flour: Leaks everywhere
3 daggers: Shards of ice	Fairy chess: Fiendishly complex—you are no master!
Backpack: Woven of gossamer	Muslin bag: 12gp
50' rope: Soaked in cooking oil	Fairy cookbook: Contains the perfect recipe for every occasion
Crowbar	
Lantern: Chunky cast iron	
Oil flasks: 4	
Tinderbox	

ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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Attack roll: Look up attack roll in matrix to determine hit Armour Class

BRAN "THE WOLF"

Chaotic 1st level Fighter

ABILITY SCORES

STR 16	DEX 11
INT 10	CON 16
WIS 4	CHA 9

Ability check:

Roll under or equal on 1d20

COMBAT

HP 9	Hit points
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AC 5	Armour Class
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Mel +2	STR modifier to melee att./damage
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Mis +0	DEX modifier to missile attacks
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SAVING THROWS

D 12	Death, poison
W 13	Magic wands
P 14	Paralysis, petrification
B 15	Breath attacks
S 16	Spells, magic rods, magic staves
± -2	WIS modifier to saves vs magic

Saving throw:

Roll over or equal on 1d20

ENCOUNTERS

Init +0	DEX modifier to initiative (optional)
± +0	CHA modifier to reaction rolls
Mv 20'	Movement rate per round

As a native of austere Grame, which stands within sight of the fabled Cliffs of Madness, a sense of the impending apocalypse was instilled in you from a young age. Your father trained you to hunt with the dogs and you earned your nickname by slaying a white wolf, whose pelt you still wear.

When your family was slain by imperial guards for harbouring a renegade prismist (your uncle), your mind was shattered and the spirit of the wolf took hold. You now roam the borderlands as a sellsword, plotting the Emperor's doom.

In your wanderings, you have come to value three things above all else: the company of skilled warriors, excellent ales in massive, massive quantites, and relaxing herbal soaks.

ABILITIES

Use armour: All plus shields
Use weapons: All

Listen at door: 1-in-6
Open stuck door: 4-in-6
Find secret door: 1-in-6
Find room trap: 1-in-6
Languages: Common, Chaotic
Literacy: Read and write

EQUIPMENT

Chainmail: Ragged
Two-handed sword: Jagged
2 hand axes: At the belt
Backpack: Oily
Tinderbox
Torches: 8
50' rope: Rough and tarry
Iron rations: 7 days

White fur cloak: Wolf pelt
Quill and ink: Scratchy
Scrappy notebook: Where you
record your schemes to slay
the Emperor
Vial: Herbal bath essence
Hip flask: Strong liquor
Fur pouch: 5gp

Rainbow crystal: Once per
day, when rubbed, projects
rainbow light in a 10' radius
for 1 turn

ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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Attack roll: Look up attack roll in matrix to determine hit Armour Class

**OLD-SCHOOL
ESSENTIALS**
RETRO ADVENTURE GAME

ABILITY SCORES

STR	6	DEX	9
INT	9	CON	11
WIS	8	CHA	11

Ability check:
Roll under or equal on 1d20

COMBAT

HP	3	Hit points
AC	?	Armour Class
Mel	-1	STR modifier to melee att./damage
Mis	+1	DEX modifier to missile attacks



SAVING THROWS

D	8	Death, poison
W	9	Magic wands
P	10	Paralysis, petrification
B	13	Breath attacks
S	12	Spells, magic rods, magic staves
±	-1	WIS modifier to saves vs magic

Saving throw:
Roll over or equal on 1d20

ENCOUNTERS

Init	+1	DEX modifier to initiative (optional)
±	+0	CHA modifier to reaction rolls
Mv	20'	Movement rate per round

You are a butcher, gourmand, and ruthless cannibal, a devotee of the cult of Yagagphoros, goddess of flaying and anthropophagy. Raised in a burrow in the desolate wilds of the Crawback Hills, you ran away to the big city of Sracka as a child and never found your way back home. You sometimes dream of returning and of how you would cook your childhood enemies.

It is partly your lust for tasting new, delectable humanoid meats and partly your love of swordplay that drive you to adventure. The promise of riches is a secondary (but welcome!) benefit. The leader of your local cult branch has promised you that donations of sufficient magnitude will ensure your place in the eternal slaughterhouse of your goddess.

ABILITIES

Use armour: All plus shields	Listen at door: 2-in-6
Use weapons: Appropriate to size	Open stuck door: 1-in-6
	Find secret door: 1-in-6
	Find room trap: 1-in-6
Defensive bonus: +2 AC bonus vs larger than human foes	Languages: Common, Chaotic, Halfling
Hiding: In woods or undergrowth: 90%; in dungeons: 2-in-6 (must remain static)	Literacy: Read and write

EQUIPMENT

Plate mail: Blood daubed	Pointy wizard hat: Stolen
Shield: Emblazoned with a mermaid	Bag of dried ears: From all sorts of different humanoids
Short sword: Meat cleaver	Battered tome: "Fine Meats of Old Aalia"
Dagger: Boning knife	Bag of marbles: Many colours
	Silk wallet: 12gp
Backpack: Burnished leather	
Tinder box	
Lantern: Casts a creepy, wavering light	Pâté of wizard liver: Cures 1d4 hit points of damage if eaten on bread. 2 doses
Oil flasks: 2	
Iron rations: 6 days (strips of questionable dried meat)	

ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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Attack roll: Look up attack roll in matrix to determine hit Armour Class

ABILITY SCORES

STR	7	DEX	9
INT	15	CON	5
WIS	5	CHA	12

Ability check:
Roll under or equal on 1d20

COMBAT

HP	1	Hit points
AC	9	Armour Class
Mel	-1	STR modifier to melee att./damage
Mis	+0	DEX modifier to missile attacks

GORDO

Chaotic 1st level Magic-User



SAVING THROWS

D	13	Death, poison
W	14	Magic wands
P	13	Paralysis, petrification
B	16	Breath attacks
S	15	Spells, magic rods, magic staves
±	-2	WIS modifier to saves vs magic

Saving throw:
Roll over or equal on 1d20

ENCOUNTERS

Init	+0	DEX modifier to initiative (optional)
±	+0	CHA modifier to reaction rolls
Mv	40'	Movement rate per round

You are an itinerant collector of occult lore and unwitting servant of the frog demon Habzarg the Relentless. You came under your infernal master's sway after somewhat over-eagerly practicing the summoning magicks in a stolen, frogskin grimoire that came into your possession. Still, the demon's demands mesh well with your own wicked inclinations.

Your skin and eyes have begun to betray your affiliation to the amphibious, causing you to hide away from other humans (except for those obsequious and obliging friends you have beguiled with your magic).

You scheme to establish a lair in an isolated bog where you can continue your research in peace, away from the prying eyes of civilisation. You'll first just need to amass a certain level of wealth and a suitably impressive occult library...

ABILITIES

Use armour: None	Listen at door: 1-in-6
Use weapons: Dagger only	Open stuck door: 1-in-6
Use scrolls: Of magic-user spells	Find secret door: 1-in-6
Use arcane magic items	Find room trap: 1-in-6
Spell: Charm person	Languages: Common, Chaotic, Ogre
	Literacy: Read and write

EQUIPMENT

Sacrificial dagger: Wavy edges	Hessian robe: Beggarly
Backpack: Sheathed in mail	Conical hat: Eye motifs
Tinderbox	Walking staff: Tipped with silver bands
Torches: 6	Fishing net: Slimy
Waterskin: Delicious fermented swamp water	Brass goblet: Bloodstained, embossed with imps
	Greasy pouch: 19gp
	Frog-eye ring: Binds you to your master, grants infravision to 20'

ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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Attack roll: Look up attack roll in matrix to determine hit Armour Class

ABILITY SCORES

STR	6	DEX	13
INT	10	CON	7
WIS	8	CHA	14

Ability check:

Roll under or equal on 1d20

COMBAT

HP	3	Hit points
AC	6	Armour Class
Mel	-1	STR modifier to melee att./damage
Mis	+1	DEX modifier to missile attacks

NEEM

Chaotic 1st level Thief



SAVING THROWS

D	13	Death, poison
W	14	Magic wands
P	13	Paralysis, petrification
B	16	Breath attacks
S	15	Spells, magic rods, magic staves
±	-1	WIS modifier to saves vs magic

Saving throw:

Roll over or equal on 1d20

ENCOUNTERS

Init	+1	DEX modifier to initiative (optional)
±	+1	CHA modifier to reaction rolls
Mv	30'	Movement rate per round

You are an assassin and infiltrator-for-hire, working in the maze-like mercantile quarters of Sracka's middle city. Your favoured modus operandi is to draw people into your confidence with your charm and good looks before stabbing them in the back. While you prefer urban commissions, you are not averse to venturing underground when the pay is good.

With the spoils of your trade, you live to the highest standard possible, relishing luxury, debauchery, and finery of all kinds. Years of hard drinking have gifted you with a remarkably cool head, even after copious indulgence. You seldom think of the future, being content to spend what wealth you have and revel in the moment.

Despite your hedonistic lifestyle, against your better instincts you dream of true love and of raising children.

ABILITIES

Use armour: Leather	Listen at door: 2-in-6
Use weapons: All	Open stuck door: 1-in-6
Back-stab: +4 to hit and double damage attacking unaware foe	Find secret door: 1-in-6
Climb sheer surfaces: 87%	Find room trap: 1-in-6
Find/remove treasure traps: 10%	Languages: Common, Chaotic
Hear noise: 2-in-6	Literacy: Read and write
Hide in shadows: 10%	
Move silently: 20%	
Open locks: 15%	
Pick pockets: 20%	

EQUIPMENT

Leather: Immaculate	Silk cape: Black, eminently fashionable
Shortsword: Slender and quick	Jewelled rings: Look very valu- able, actually just glass
3 daggers: One hidden in boot	Cigarette holder: Long and elegant
Crossbow: 20 quarrels	Clay flask: Heady wine
Backpack: Lightweight silk	Appointments book: Written in a private code
50' rope: With grappling hook	Pouch of silver dust: Cast into the air, renders you invisible for 3 rounds
Lantern: Engraved with scenes of carnal pleasure	
Oil flasks: 3	
Tinderbox	

ATTACK VALUE MATRIX

9	10	8	11	7	12	6	13	5	14	4	15	3	16	2	17	1	18	0	19
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Attack roll: Look up attack roll in matrix to determine hit Armour Class

OLD-SCHOOL ESSENTIALS

CLASSIC FANTASY

Rogues Gallery I



NECROTIC
GNOME