

ADDITIONAL RACIAL CLASSES FOR BASIC AND EXPERT STYLE GAMES



Want a little more variety for your demi-human? Want to play halfling thieves, elven fighters, or dwarven clerics without having to change systems? This supplement provides descriptions and charts to allow the three classic demi-human races (dwarves, halflings, and elves) to play any of the four major classes (cleric, fighter, magic-user, thief). Pregenerated characters for all the class options are provided. Just print them and use them at your next game. They are compatible with most old school rules systems and retroclones.

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EXPAND YOUR DEMI-HUMANS' OPTIONS!

Old School Basic style games are great. They get you playing quickly and keep the rules overhead light. However, you may want a little more variety for you demi-humans. This supplement provides descriptions and charts to allow the three classic demi-human races (dwarves, halflings, and elves) to play any of the four major classes (cleric, fighter, magic-user, thief). Pregenerated characters for all class options are provided. Give them to the players or use them as a source of quick NPC's. They're compatible with most old school rules systems and retroclones. Inside you'll find:

- *Helpful charts for these classes*
- *A brief description of how the different races approach each class*
- *Pregenerated characters at first and third level. Just print and play (or use as NPC's)*

Gaming looks even sweeter from Sharp Mountain!

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ADDITIONAL RACIAL CLASSES FOR BASIC AND EXPERT STYLE GAMES

INTRODUCTION

Thanks for purchasing this product. On the following pages, you'll find classes designed for use with your favorite old-school ruleset, retroclone, or retro-inspired game. Basic and Expert style games (and their cyclopedic descendents) are great systems to play. Streamlined rules provide quick character generation, and make it easy for GM's to create their adventures. They're a great way to introduce new players to the game. (Obviously I'm a big fan.)

However, some folks want a little more variety for their demi-humans. They want to play a halfling thief, or an elven cleric rather than just a "halfling" or an "elf." This supplement provides descriptions and charts to allow the three classic demi-human races (dwarves, halflings, and elves) to play any of the four major classes (cleric, fighter, magic-user, thief).

My goal in writing this product was to provide the class options *I* wished were there from the beginning. In designing this product, I wanted to provide you with descriptions and charts to make it easy to create these characters. After rolling or assigning your attributes, everything else can be found on one page.

Use whichever of these classes you like at your table. If one doesn't fit in a particular gameworld or cosmology, the GM is free to ignore it. No conversion is 100% accurate, so if you want to change something, go ahead. The nice thing about the classic systems is that they are easy to tweak and hard to break. However, you may want to give the classes a chance as written and see how it goes. Something you thought wouldn't work might be great in play. We've all had it happen.

DESIGNER'S NOTES

Ability Scores: How you generate your ability scores is up to you GM. However, GM's might want to be a little more liberal in allowing players to assign or swap their ability scores as needed to help characters meet the requirements for these new classes. If you are going to allow these new racial class options into your game, give players every chance to experience them. One option is to allow players to assign their scores from a standard score package. One possibility is to use 16, 14, 13, 12, 10, and 8.

Armor Class: If you prefer ascending armor class, an "ATTACK BONUS" is listed for each class. To convert from descending to ascending AC, simply subtract descending armor class from 20. For example, an unarmored man has a descending AC of 9. His ascending armor class is (20-9) or 11.

Levels and Level Limits: All classes are designed to go up to 14th level to provide more value for you, and for the classic feel of 14 levels. Here, the demi-humans special abilities (infra-vision, etc...) are balanced somewhat by the increased experience point (XP) cost needed to level up. I say "somewhat" because ultimately absolute game balance is hard to achieve. It's often more a function of how well a party plays together, and how well a GM tries to involve all the players. The mechanical "balance" is often less important. If a particular GM wishes to impose the lower level limits, that is certainly their prerogative.

Pregenerated Characters: Examples of each race/class combination are provided at both first level and third level. (I like to start at third level for a little more survivability.) You may wish to provide some additional funds for buying equipment at your discretion, or simply handwave it as you go. "Yes, you have a rope (or torch, or spike, or dead lizard, etc...)" can keep things moving along.

Let's get to the classes!

DWARVEN CLERICS

Dwarven clerics are highly valued in their communities. They provide healing for the sick or injured, and moral grounding for dwarven rulers. Often, they are called upon to cast runes to help predict the success or failure of future dwarven mining ventures. While most dwarven clerics remain with their tribes, some do venture out into the world. They may have an adventurous streak, or wish to test their mettle and faith against the trials of the world. Dwarven clerics receive spells at second level, and their prime requisite is WISDOM.

RESTRICTIONS	SPECIAL ABILITIES
<ul style="list-style-type: none"> May not use edged weapons Minimum CONSTITUTION score of 9 	<ul style="list-style-type: none"> TURN UNDEAD (see chart below) INFRAVISION (60' feet) FIND PASSAGES, TRAPS and NEW STONEWORK on a roll of 1 or 2 on a 1d6 roll LANGUAGES – Common, Dwarvish, and the languages of Gnomes, Kobolds, and Goblins.

Level	XP	Hit Dice	Death Ray/Poison	Magic Wands	<u>Saving Throws</u> Paralysis/Turn to Stone	Dragon Breath	Rods, Staves, Spells	Attack Bonus
1	0	1d8	8	9	10	13	12	+1
2	1,650	2d8	8	9	10	13	12	+1
3	3,300	3d8	7	8	9	12	11	+1
4	6,600	4d8	7	8	9	12	11	+1
5	13,200	5d8	6	7	8	10	10	+3
6	27,500	6d8	6	7	8	10	10	+3
7	55,000	7d8	5	6	7	9	9	+3
8	110,000	8d8	5	6	7	9	9	+3
9	220,000	9d8	4	5	6	7	8	+6
10	330,000	9d8+1*	4	5	6	7	8	+6
11	440,000	9d8+2*	3	4	5	6	7	+6
12	550,000	9d8+3*	3	4	5	6	7	+6
13	660,000	9d8+4*	2	3	4	4	6	+8
14	770,000	9d8+5*	2	3	4	4	6	+8

*CONSTITUTION bonus no longer applies

Level	<u>Spells per day</u>					<u>TURN UNDEAD</u>							
	1	2	3	4	5	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire
1	-	-	-	-	-	7	9	11	-	-	-	-	-
2	1	-	-	-	-	T	7	9	11	-	-	-	-
3	2	-	-	-	-	T	T	7	9	11	-	-	-
4	2	1	-	-	-	D	T	T	7	9	11	-	-
5	2	2	-	-	-	D	D	T	T	7	9	11	-
6	2	2	1	1	-	D	D	D	T	T	7	9	11
7	2	2	2	1	1	D	D	D	D	T	T	7	9
8	3	3	2	2	1	D	D	D	D	D	T	T	7
9	3	3	3	2	2	D	D	D	D	D	D	T	T
10	4	4	3	3	1	D	D	D	D	D	D	D	T
11	4	4	4	3	3	D	D	D	D	D	D	D	D
12	5	5	4	4	3	D	D	D	D	D	D	D	D
13	5	5	5	4	4	D	D	D	D	D	D	D	D
14	6	5	5	5	4	D	D	D	D	D	D	D	D

DWARVEN FIGHTERS

Dwarven fighters are the backbone of their civilization. Over the course of history, the dwarves have often had to fight orcs, goblins and giants to keep possession of their lands. Even the most skilled craftsman can wield an axe or sword when it becomes necessary to protect their families and their heritage. It's a matter of pride. Many dwarven fighters go on long quests with other races in hopes of becoming even greater warriors. And if a song or two is written about their deeds along the way, so be it. A dwarven fighter's prime requisite is STRENGTH.

RESTRICTIONS	SPECIAL ABILITIES
<ul style="list-style-type: none"> Minimum CONSTITUTION score of 9 	<ul style="list-style-type: none"> INFRAVISION (60' feet) FIND PASSAGES, TRAPS and NEW STONEWORK on a roll of 1 or 2 on a 1d6 roll LANGUAGES – Common, Dwarvish, and the languages of Gnomes, Kobolds, and Goblins

Level	XP	Hit Dice	Death Ray/Poison	Magic Wands	<u>Saving Throws</u> Paralysis/Turn to Stone	Dragon Breath	Rods, Staves, Spells	Attack Bonus
1	0	1d8	8	9	10	13	12	+1
2	2,200	2d8	8	9	10	13	12	+1
3	4,400	3d8	7	8	9	12	11	+1
4	8,800	4d8	7	8	9	12	11	+3
5	17,600	5d8	6	7	8	10	10	+3
6	35,200	6d8	6	7	8	10	10	+3
7	70,400	7d8	5	6	7	9	9	+6
8	132,000	8d8	5	6	7	9	9	+6
9	264,000	9d8	4	5	6	7	8	+6
10	396,000	9d8+3*	4	5	6	7	8	+8
11	528,000	9d8+6*	3	4	5	6	7	+8
12	660,000	9d8+9*	3	4	5	6	7	+8
13	792,000	9d8+12*	2	3	4	4	6	+9
14	924,000	9d8+15*	2	3	4	4	6	+9

*CONSTITUTION bonus no longer applies

DWARVEN MAGIC USERS

It has long been thought that dwarves are incapable of using magic. Indeed many dwarven communities shun magic entirely. However, some dwarven cultures take a more practical approach. They allow some of their kind to study magic for the benefit of their towns and mining communities. These dwarven magic users provide great assistance in times of battle. Some dwarven magic-users make their way into the wider world, hoping to increase their magical knowledge and eventually return to their own communities. A dwarven magic user's prime requisite is INTELLIGENCE.

RESTRICTIONS

- May not wear armor or use shields
- May only carry a dagger as a weapon
- Minimum CONSTITUTION score of 9

PEECIAL ABILITIES

- INFRAVISION (60' feet)
- FIND PASSAGES, TRAPS and NEW STONWORK on a roll of 1 or 2 on a 1d6 roll
- LANGUAGES – Common, Dwarvish, and the languages of Gnomes, Kobolds, and Goblins

Level	XP	Hit Dice	Death Ray/Poison	Magic Wands	<u>Saving Throws</u> Paralysis/Turn to Stone	Dragon Breath	Rods, Staves, Spells	Attack Bonus
1	0	1d8	8	9	10	13	12	+1
2	2,750	2d8	8	9	10	13	12	+1
3	5,500	3d8	7	8	9	12	11	+1
4	11,000	4d8	7	8	9	12	11	+1
5	22,000	5d8	6	7	8	10	10	+1
6	44,000	6d8	6	7	8	10	10	+3
7	88,000	7d8	5	6	7	9	9	+3
8	165,000	8d8	5	6	7	9	9	+3
9	330,000	9d8	4	5	6	7	8	+3
10	495,000	9d8+1*	4	5	6	7	8	+3
11	660,000	9d8+2*	3	4	5	6	7	+6
12	825,000	9d8+3*	3	4	5	6	7	+6
13	990,000	9d8+4*	2	3	4	4	6	+6
14	1,155,000	9d8+5*	2	3	4	4	6	+6

*CONSTITUTION bonus no longer applies

Level	<u>Spells per day</u>					
	1	2	3	4	5	6
1	1	-	-	-	-	-
2	2	-	-	-	-	-
3	2	1	-	-	-	-
4	2	2	-	-	-	-
5	2	2	1	-	-	-
6	2	2	2	-	-	-
7	3	2	2	1	-	-
8	3	3	2	2	-	-
9	3	3	3	2	1	-
10	3	3	3	3	2	-
11	4	3	3	3	2	1
12	4	4	3	3	3	2
13	4	4	4	3	3	3
14	4	4	4	4	3	3

DWARVEN THIEVES

While most dwarves satisfy their craving for precious metals and gems in a legal fashion, there are always a few who take the other route. They are few in number, as thievery is dealt with harshly in dwarven societies. Punishment is generally banishment, so many dwarven thieves are reluctant to talk about their past. However, like all dwarves, they take a practical, industrious approach to their craft. A dwarven thief will work hard to hone his skills and take pride in them. Some join adventuring parties in search of more gold. Others seek to redeem themselves in the eyes of their fellow dwarves. They ply their skills on noble quests, in hopes of returning home a hero. A dwarven thief's prime requisite is DEXTERITY.

RESTRICTIONS

- May only wear up to leather armor
- May not use shields, long bows, or two-handed swords
- Minimum CONSTITUTION score of 9

SPECIAL ABILITIES

- THIEVE'S ABILITIES (see chart below)
- INFRAVISION (60' feet)
- FIND PASSAGES, TRAPS and NEW STONEWORK on a roll of 1 or 2 on a 1d6 roll
- LANGUAGES – Common, Dwarvish, and the languages of Gnomes, Kobolds, and Goblins.

Level	XP	Hit Dice	Death Ray/Poison	Magic Wands	<u>Saving Throws</u> Paralysis/Turn to Stone	Dragon Breath	Rods, Staves, Spells	Attack Bonus
1	0	1d8	8	9	10	13	12	+1
2	1,320	2d8	8	9	10	13	12	+1
3	2,640	3d8	7	8	9	12	11	+1
4	5,280	4d8	7	8	9	12	11	+1
5	10,560	5d8	6	7	8	10	10	+3
6	22,000	6d8	6	7	8	10	10	+3
7	44,000	7d8	5	6	7	9	9	+3
8	88,000	8d8	5	6	7	9	9	+3
9	176,000	9d8	4	5	6	7	8	+6
10	308,000	9d8+2*	4	5	6	7	8	+6
11	440,000	9d8+4*	3	4	5	6	7	+6
12	572,000	9d8+6*	3	4	5	6	7	+6
13	704,000	9d8+8*	2	3	4	4	6	+8
14	836,000	9d8+10*	2	3	4	4	6	+8

*CONSTITUTION bonus no longer applies

THIEVE'S ABILITIES							
Level	Open Locks	Remove Traps	Pick Pockets*	Move Silently	Climb Sheer Surfaces	Hide in Shadows	Hear Noise
1	15	10	20	20	87	10	33
2	20	15	25	25	88	15	33
3	25	20	30	30	89	20	50
4	30	25	35	35	90	25	50
5	35	30	40	40	91	30	50
6	45	40	45	45	92	36	50
7	55	50	55	55	93	45	67
8	65	60	65	65	94	55	67
9	75	70	75	75	95	65	67
10	85	80	85	85	96	75	67
11	95	90	95	95	97	85	83
12	96	95	105**	96	98	90	83
13	97	97	115**	98	99	95	83
14	99	99	125**	99	99	99	83

*Reduce the chance of success by 5% for every level above 5th the victim is.

**Always a 1% chance of failure

ELVEN CLERICS

Like many cultures, elves have deep beliefs about the powers and personalities that rule the universe. As an elder race, they believe that their views are closest to the true nature of the universe. Elven clerics tend to remain within their own communities, but some do venture into the wider world. They may seek greater knowledge of other religions, or may desire to use their abilities to work towards the good of all races. Their prime requisite is WISDOM.

RESTRICTIONS	SPECIAL ABILITIES
<ul style="list-style-type: none"> May not use edged weapons Minimum INTELLIGENCE score of 9 	<ul style="list-style-type: none"> TURN UNDEAD (see chart below) INFRAVISION (60' feet) FIND SECRET DOORS on a roll of 1 or 2 on a 1d6 roll Immune to ghoul paralysis LANGUAGES – Common, Elvish, and the languages of Orcs, Hobgoblins, and Gnolls.

Level	XP	Hit Dice	Death Ray/Poison	Magic Wands	Saving Throws Paralysis/Turn to Stone	Dragon Breath	Spells	Attack Bonus
1	0	1d6	12	13	13	15	15	+1
2	1,650	2d6	12	13	13	15	15	+1
3	3,300	3d6	11	12	12	14	14	+1
4	6,600	4d6	11	12	12	14	14	+1
5	13,200	5d6	10	11	11	13	12	+3
6	27,500	6d6	10	11	11	13	12	+3
7	55,000	7d6	9	10	10	12	11	+3
8	110,000	8d6	9	10	10	12	11	+3
9	220,000	9d6	8	9	9	10	10	+6
10	330,000	9d6+1*	8	9	9	10	10	+6
11	440,000	9d6+2*	7	8	9	9	9	+6
12	550,000	9d6+3*	7	8	9	9	9	+6
13	660,000	9d6+4*	6	7	8	8	8	+8
14	770,000	9d6+5*	6	7	8	8	8	+8

*CONSTITUTION bonus no longer applies

Level	Spells per day					TURN UNDEAD							
	1	2	3	4	5	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire
1	-	-	-	-	-	7	9	11	-	-	-	-	-
2	1	-	-	-	-	T	7	9	11	-	-	-	-
3	2	-	-	-	-	T	T	7	9	11	-	-	-
4	2	1	-	-	-	D	T	T	7	9	11	-	-
5	2	2	-	-	-	D	D	T	T	7	9	11	-
6	2	2	1	1		D	D	D	T	T	7	9	11
7	2	2	2	1	1	D	D	D	D	T	T	7	9
8	3	3	2	2	1	D	D	D	D	D	T	T	7
9	3	3	3	2	2	D	D	D	D	D	D	T	T
10	4	4	3	3	1	D	D	D	D	D	D	D	T
11	4	4	4	3	3	D	D	D	D	D	D	D	D
12	5	5	4	4	3	D	D	D	D	D	D	D	D
13	5	5	5	4	4	D	D	D	D	D	D	D	D
14	6	5	5	5	4	D	D	D	D	D	D	D	D

ELVEN FIGHTERS

While some disparage elves as weak or frail, nothing could be farther from the truth. Elves cultivate the martial disciplines as much as any other race. They are quite skilled in defending their ancient strongholds deep in the forests and under the mountains. Many elves range through the wild places of the world to keep their communities safe. They often hone their martial skills by adventuring with other races. The prime requisite for an elven fighter is STRENGTH.

RESTRICTIONS	SPECIAL ABILITIES
<ul style="list-style-type: none"> Minimum INTELLIGENCE score of 9 	<ul style="list-style-type: none"> INFRAVISION (60' feet) FIND SECRET DOORS on a roll of 1 or 2 on a 1d6 roll Immune to ghoul paralysis LANGUAGES – Common, Elvish, and the languages of Orcs, Hobgoblins, and Gnolls.

Level	XP	Hit Dice	Death Ray/Poison	Magic Wands	<u>Saving Throws</u> Paralysis/Turn to Stone	Dragon Breath	Rods, Staves, Spells	Attack Bonus
1	0	1d6	12	13	13	15	15	+1
2	2,200	2d6	12	13	13	15	15	+1
3	4,400	3d6	11	12	12	14	14	+1
4	8,800	4d6	11	12	12	14	14	+3
5	17,600	5d6	10	11	11	13	12	+3
6	35,200	6d6	10	11	11	13	12	+3
7	70,400	7d6	9	10	10	12	11	+6
8	132,000	8d6	9	10	10	12	11	+6
9	264,000	9d6	8	9	9	10	10	+6
10	396,000	9d6+2*	8	9	9	10	10	+8
11	528,000	9d6+4*	7	8	9	9	9	+8
12	660,000	9d6+6*	7	8	9	9	9	+8
13	792,000	9d6+8*	6	7	8	8	8	+9
14	924,000	9d6+10*	6	7	8	8	8	+9

*CONSTITUTION bonus no longer applies

ELVEN MAGIC USERS

Elven magic-users are among the legendary names in history. Their long lives make elves ideal practitioners of the magical arts. They can hone their craft over centuries. Some have risen to become great leaders of the elven people and to sit on councils with powerful members of other races. Some younger elven magic-users take to a life of adventure as a way to learn their craft. They may seek to recover great magic items for the good of their people, or to participate in quests to prevent the spread of evil. Their prime requisite is INTELLIGENCE.

RESTRICTIONS	SPECIAL ABILITIES
<ul style="list-style-type: none"> May not wear armor or use shields May only carry a dagger as a weapon Minimum INTELLIGENCE score of 9 	<ul style="list-style-type: none"> INFRAVISION (60' feet) FIND SECRET DOORS on a roll of 1 or 2 on a 1d6 roll Immune to ghoul paralysis LANGUAGES – Common, Elvish, and the languages of Orcs, Hobgoblins, and Gnolls.

Level	XP	Hit Dice	Death Ray/Poison	Magic Wands	<u>Saving Throws</u> Paralysis/Turn to Stone	Dragon Breath	Rods, Staves, Spells	Attack Bonus
1	0	1d6	12	13	13	15	15	+1
2	2,750	2d6	12	13	13	15	15	+1
3	5,500	3d6	11	12	12	14	14	+1
4	11,000	4d6	11	12	12	14	14	+1
5	22,000	5d6	10	11	11	13	12	+1
6	44,000	6d6	10	11	11	13	12	+3
7	88,000	7d6	9	10	10	12	11	+3
8	165,000	8d6	9	10	10	12	11	+3
9	330,000	9d6	8	9	9	10	10	+3
10	495,000	9d6+1*	8	9	9	10	10	+3
11	660,000	9d6+2*	7	8	9	9	9	+6
12	825,000	9d6+3*	7	8	9	9	9	+6
13	990,000	9d6+4*	6	7	8	8	8	+6
14	1,155,000	9d6+5*	6	7	8	8	8	+6

*CONSTITUTION bonus no longer applies

Level	<u>Spells per day</u>					
	1	2	3	4	5	6
1	1	-	-	-	-	-
2	2	-	-	-	-	-
3	2	1	-	-	-	-
4	2	2	-	-	-	-
5	2	2	1	-	-	-
6	2	2	2	-	-	-
7	3	2	2	1	-	-
8	3	3	2	2	-	-
9	3	3	3	2	1	-
10	3	3	3	3	2	-
11	4	3	3	3	2	1
12	4	4	3	3	3	2
13	4	4	4	3	3	3
14	4	4	4	4	3	3

ELVEN THIEVES

Elven thieves are very rare, although not unheard of. In general, elves pride themselves on their honesty and nobility. Those who become thieves often do so only out of necessity. They may have been orphaned due to war or plague, and had to turn to stealing to survive. Some even take up thievery as an art. They are not interested in acquiring riches through larceny, but seek to become better adventurers. An elven thief's prime requisite is DEXTERITY.

RESTRICTIONS	SPECIAL ABILITIES
<ul style="list-style-type: none"> May only wear up to leather armor May not use shields Minimum INTELLIGENCE score of 9 	<ul style="list-style-type: none"> THIEVE'S ABILITIES (see chart below) INFRAVISION (60' feet) FIND SECRET DOORS on a roll of 1 or 2 on a 1d6 roll Immune to ghoul paralysis LANGUAGES – Common, Elvish, and the languages of Orcs, Hobgoblins, and Gnolls.

Level	XP	Hit Dice	Death Ray/Poison	Magic Wands	<u>Saving Throws</u> Paralysis/Turn to Stone	Dragon Breath	Rods, Staves, Spells	Attack Bonus
1	0	1d6	12	13	13	15	15	+1
2	1,320	2d6	12	13	13	15	15	+1
3	2,640	3d6	11	12	12	14	14	+1
4	5,280	4d6	11	12	12	14	14	+1
5	10,560	5d6	10	11	11	13	12	+3
6	22,000	6d6	10	11	11	13	12	+3
7	44,000	7d6	9	10	10	12	11	+3
8	88,000	8d6	9	10	10	12	11	+3
9	176,000	9d6	8	9	9	10	10	+6
10	308,000	9d6+2*	8	9	9	10	10	+6
11	440,000	9d6+4*	7	8	9	9	9	+6
12	572,000	9d6+6*	7	8	9	9	9	+6
13	704,000	9d6+8*	6	7	8	8	8	+8
14	836,000	9d6+10*	6	7	8	8	8	+8

*CONSTITUTION bonus no longer applies

THIEVE'S ABILITIES							
Level	Open Locks	Remove Traps	Pick Pockets*	Move Silently	Climb Sheer Surfaces	Hide in Shadows	Hear Noise
1	15	10	20	20	97	10	33
2	20	15	25	25	88	15	33
3	25	20	30	30	89	20	50
4	30	25	35	35	90	25	50
5	35	30	40	40	91	30	50
6	45	40	45	45	92	36	50
7	55	50	55	55	93	45	67
8	65	60	65	65	94	55	67
9	75	70	75	75	95	65	67
10	85	80	85	85	96	75	67
11	95	90	95	95	97	85	83
12	96	95	105**	96	98	90	83
13	97	97	115**	98	99	95	83
14	99	99	125**	99	99	99	83

*Reduce the chance of success by 5% for every level above 5th the victim is.

**Always a 1% chance of failure

HALFLING CLERICS

Halfling clerics are well-respected members of their communities. They perform birth blessings, marriages, funerals, and provide counsel to their fellow villagers. However, some do make their way beyond the peaceful shires. They may crave a little more adventure than their hometowns can provide. They may also seek to increase their divine powers. They receive spells at second level, and their prime requisite is WISDOM.

RESTRICTIONS	SPECIAL ABILITIES
<ul style="list-style-type: none"> May not use edged weapons or large weapons Minimum CONSTITUTION score of 9 and DEXTERITY score of 9 	<ul style="list-style-type: none"> TURN UNDEAD (see chart below) +1 to all ranged attacks -2 (or +2) to AC against creatures larger than man-sized 90% hide outdoors 33% hide indoors in shadows.

Level	XP	Hit Dice	Death Ray/Poison	Magic Wands	<u>Saving Throws</u> Paralysis/Turn to Stone	Dragon Breath	Spells	Attack Bonus
1	0	1d6	8	9	10	13	12	+1
2	1,650	2d6	8	9	10	13	12	+1
3	3,300	3d6	7	8	9	12	11	+1
4	6,600	4d6	7	8	9	12	11	+1
5	13,200	5d6	6	7	8	10	10	+3
6	27,500	6d6	6	7	8	10	10	+3
7	55,000	7d6	5	6	7	9	9	+3
8	110,000	8d6	5	6	7	9	9	+3
9	220,000	9d6	4	5	6	7	8	+6
10	330,000	9d6+1*	4	5	6	7	8	+6
11	440,000	9d6+2*	3	4	5	6	7	+6
12	550,000	9d6+3*	3	4	5	6	7	+6
13	660,000	9d6+4*	2	3	4	4	6	+8
14	770,000	9d6+5*	2	3	4	4	6	+8

*CONSTITUTION bonus no longer applies

Level	<u>Spells per day</u>					<u>TURN UNDEAD</u>							
	1	2	3	4	5	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire
1	-	-	-	-	-	7	9	11	-	-	-	-	-
2	1	-	-	-	-	T	7	9	11	-	-	-	-
3	2	-	-	-	-	T	T	7	9	11	-	-	-
4	2	1	-	-	-	D	T	T	7	9	11	-	-
5	2	2	-	-	-	D	D	T	T	7	9	11	-
6	2	2	1	1		D	D	D	T	T	7	9	11
7	2	2	2	1	1	D	D	D	D	T	T	7	9
8	3	3	2	2	1	D	D	D	D	D	T	T	7
9	3	3	3	2	2	D	D	D	D	D	D	T	T
10	4	4	3	3	1	D	D	D	D	D	D	D	T
11	4	4	4	3	3	D	D	D	D	D	D	D	D
12	5	5	4	4	3	D	D	D	D	D	D	D	D
13	5	5	5	4	4	D	D	D	D	D	D	D	D
14	6	5	5	5	4	D	D	D	D	D	D	D	D

HALFLING FIGHTERS

It is often said that the things that halflings love most are food, drink, and homey comforts. That is true. What is also true is that they can be fierce warriors when protecting their lands and those they love. Halflings pride themselves on maintaining militias comprised of farmers and craftsmen. Some halflings wish to learn even more, and leave their communities in search of adventure. Fighting alongside elves, dwarves and humans, their exploits have led them to become legends. A halfling fighter's prime requisite is **STRENGTH**.

RESTRICTIONS	SPECIAL ABILITIES
<ul style="list-style-type: none"> • May not use large weapons • Minimum CONSTITUTION score of 9 and DEXTERITY score of 9 	<ul style="list-style-type: none"> • +1 to all ranged attacks • -2 (or +2) to AC against creatures larger than man-sized • 90% hide outdoors • 33% hide indoors in shadows.

Level	XP	Hit Dice	Death Ray/Poison	Magic Wands	<u>Saving Throws</u>	Dragon Breath	Rods, Staves, Spells	Attack Bonus
					Paralysis/Turn to Stone			
1	0	1d6	8	9	10	13	12	+1
2	2,200	2d6	8	9	10	13	12	+1
3	4,400	3d6	7	8	9	12	11	+1
4	8,800	4d6	7	8	9	12	11	+3
5	17,600	5d6	6	7	8	10	10	+3
6	35,200	6d6	6	7	8	10	10	+3
7	70,400	7d6	5	6	7	9	9	+6
8	132,000	8d6	5	6	7	9	9	+6
9	264,000	9d6	4	5	6	7	8	+6
10	396,000	9d6+2*	4	5	6	7	8	+8
11	528,000	9d6+4*	3	4	5	6	7	+8
12	660,000	9d6+6*	3	4	5	6	7	+8
13	792,000	9d6+8*	2	3	4	4	6	+9
14	924,000	9d6+10*	2	3	4	4	6	+9

HALFLING MAGIC USERS

There are no halfling magic-users. At least that's the official story. While halflings are gregarious, they aren't stupid. They keep the existence of their magical training centers hidden under the cover of various farms and trade shops. Young halflings study (and do chores) under the guidance of a single master. However, some eventually choose to leave and adventure in the outside world. They may hope to learn higher level spells, or even to have stories written about their exploits. Their prime requisite is INTELLIGENCE.

RESTRICTIONS	SPECIAL ABILITIES
<ul style="list-style-type: none"> • May not wear armor or use shields • May only carry a dagger as a weapon • Minimum CONSTITUTION score of 9 and DEXTERITY score of 9 	<ul style="list-style-type: none"> • +1 to all ranged attacks • -2 (or +2) to AC against creatures larger than man-sized • 90% hide outdoors • 33% hide indoors in shadows.

Level	XP	Hit Dice	Death Ray/Poison	Magic Wands	<u>Saving Throws</u>	Dragon Breath	Rods, Staves, Spells	Attack Bonus
					Paralysis/Turn to Stone			
1	0	1d6	8	9	10	13	12	+1
2	2,750	2d6	8	9	10	13	12	+1
3	5,500	3d6	7	8	9	12	11	+1
4	11,000	4d6	7	8	9	12	11	+1
5	22,000	5d6	6	7	8	10	10	+1
6	44,000	6d6	6	7	8	10	10	+3
7	88,000	7d6	5	6	7	9	9	+3
8	165,000	8d6	5	6	7	9	9	+3
9	330,000	9d6	4	5	6	7	8	+3
10	495,000	9d6+1*	4	5	6	7	8	+3
11	660,000	9d6+2*	3	4	5	6	7	+6
12	825,000	9d6+3*	3	4	5	6	7	+6
13	990,000	9d6+4*	2	3	4	4	6	+6
14	1,155,000	9d6+5*	2	3	4	4	6	+6

*CONSTITUTION bonus no longer applies

Level	<u>Spells per day</u>					
	1	2	3	4	5	6
1	1	-	-	-	-	-
2	2	-	-	-	-	-
3	2	1	-	-	-	-
4	2	2	-	-	-	-
5	2	2	1	-	-	-
6	2	2	2	-	-	-
7	3	2	2	1	-	-
8	3	3	2	2	-	-
9	3	3	3	2	1	-
10	3	3	3	3	2	-
11	4	3	3	3	2	1
12	4	4	3	3	3	2
13	4	4	4	3	3	3
14	4	4	4	4	3	3

HALFLING THIEVES

It starts with carrots and mushrooms. Many halfling youths pilfer vegetables from their neighbors, and then grow up to laugh about it. But some develop a taste for theft, and it becomes a game for them. They may even return stolen goods after the fact. The game is more important than the loot. Others find it necessary to steal to survive, or fall in with a bad crowd. Some halfling thieves don't consider themselves criminals at all. They claim to be "burglars" who only ply their trade against evil opponents. When caught, these crafty burglars often use riddles and obfuscation to talk their way out of a bad scene (CHARISMA check, anyone?). A halfling thief's prime requisite is DEXTERITY.

RESTRICTIONS	SPECIAL ABILITIES
<ul style="list-style-type: none"> May only wear up to leather armor May not use large weapons Minimum CONSTITUTION score of 9 and DEXTERITY score of 9 	<ul style="list-style-type: none"> THIEVE'S ABILITIES (see chart below) +1 to all ranged attacks -2 (or +2) to AC against creatures larger than man-sized 90% hide outdoors 33% hide indoors in shadows.

Level	XP	Hit Dice	Death Ray/Poison	Magic Wands	<u>Saving Throws</u> Paralysis/Turn to Stone	Dragon Breath	Rods, Staves, Spells	Attack Bonus
1	0	1d6	8	9	10	13	12	+1
2	1,320	2d6	8	9	10	13	12	+1
3	2,640	3d6	7	8	9	12	11	+1
4	5,280	4d6	7	8	9	12	11	+1
5	10,560	5d6	6	7	8	10	10	+3
6	22,000	6d6	6	7	8	10	10	+3
7	44,000	7d6	5	6	7	9	9	+3
8	88,000	8d6	5	6	7	9	9	+3
9	176,000	9d6	4	5	6	7	8	+6
10	308,000	9d6+2*	4	5	6	7	8	+6
11	440,000	9d6+4*	3	4	5	6	7	+6
12	572,000	9d6+6*	3	4	5	6	7	+6
13	704,000	9d6+8*	2	3	4	4	6	+8
14	836,000	9d6+10*	2	3	4	4	6	+8

THIEVE'S ABILITIES							
Level	Open Locks	Remove Traps	Pick Pockets*	Move Silently	Climb Sheer Surfaces	Hide in Shadows	Hear Noise
1	15	10	20	20	97	33	33
2	20	15	25	25	88	38	33
3	25	20	30	30	89	43	50
4	30	25	35	35	90	48	50
5	35	30	40	40	91	53	50
6	45	40	45	45	92	58	50
7	55	50	55	55	93	63	67
8	65	60	65	65	94	68	67
9	75	70	75	75	95	73	67
10	85	80	85	85	96	78	67
11	95	90	95	95	97	83	83
12	96	95	105**	96	98	88	83
13	97	97	115**	98	99	93	83
14	99	99	125**	99	99	99	83

*Reduce the chance of success by 5% for every level above 5th the victim is.

**Always a 1% chance of failure

PREGENERATED CHARACTERS: Level 1

DWARVEN CLERIC 1					8 hp	AC 6			
STR	DEX	CON	INT	WIS	CHA				
14	8	10	12	16	13				
Saving Throws									
DR/P	MW	TTS	DB	Spells					
8	9	10	13	12					
Weapons									
Mace: +1 (1d6+1)									
Sling: -1 (1d4)									
Gear									
Chainmail, Mace, Sling, Holy Symbol, Holy Water, Healing Potion									
To Hit									
AC	9	8	7	6	5	4	3	2	1
Roll	10	11	12	13	14	15	16	17	18
Turn Undead									
Skeleton	Zombie	Ghoul							
7	9	11							
Special Abilities									
Infravision, Find traps and mining (2/6)									
Languages: Dwarvish, Gnomish, Kobold, Goblin									

DWARVEN MAGIC USER 1						8 hp	AC 9		
STR	DEX	CON		INT	WIS		CHA		
8	13	10		16	12		14		
Saving Throws									
DR/P		MW		TTS		DB	Spells		
8		9		10		13	12		
Weapons									
Dagger: -1 (1d4)									
Dagger (thrown): +1 (1d4)									
Gear									
Spellbook, 3 Daggers, Healing Potion, Robes									
To Hit									
AC	9	8	7	6	5	4	3	2 1	
Roll	10	11	12	13	14	15	16	17 18	
Spells									
First level (1/day): Magic missile, Charm person									
Special Abilities									
Infravision, Find traps and mining (2/6)									
Languages: Dwarvish, Gnomish, Kobold, Goblin, Orc, Bugbear									

DWARVEN FIGHTER 1					9 hp	AC 4			
STR	DEX	CON	INT	WIS	CHA				
16	13	14	12	10	8				
Saving Throws									
DR/P	MW	TTS	DB	Spells					
8	9	10	13	12					
Weapons									
2 handed sword: +2 (1d10+2)									
Bow: +1 (1d6)									
Gear									
Chainmail, 2 Handed sword, Bow, Healing Potion									
To Hit									
AC	9	8	7	6	5	4	3	2	1
Roll	10	11	12	13	14	15	16	17	18
Special Abilities									
Infravision, Find traps and mining (2/6)									
Languages: Dwarvish, Gnomish, Kobold, Goblin									

DWARVEN THIEF 1						9 hp	AC 5		
STR	DEX	CON	INT	WIS	CHA				
12	16	14	10	8	13				
Saving Throws									
DR/P	MW	TTS	DB	Spells					
8	9	10	13	12					
Weapons									
Short Sword: +0 (1d6)									
Dagger: +0 (1d4)									
Dagger, thrown: +3 (1d4)									
Backstab +4 to hit and double damage									
Gear									
Leather Armor, Short sword, 2 Daggers, Thieves tools, Healing Potion									
To Hit									
AC	9	8	7	6	5	4	3	2	1
Roll	10	11	12	13	14	15	16	17	18
Thieves' Abilities									
Open Locks (15%) Climb (87%)									
Remove Traps (10%) Hide in Shadows (10%)									
Pick Pockets (20%) Hear Noise (33%)									
Move Silently (20%)									
Special Abilities									
Infravision, Find traps and mining (2/6)									
Languages: Dwarvish, Gnomish, Kobold, Goblin									

ELVEN CLERIC 1				6 hp	AC 6				
STR	DEX	CON	INT	WIS	CHA				
14	8	10	12	16	13				
Saving Throws									
DR/P	MW	TTS	DB	Spells					
12	13	13	15	15					
Weapons									
Mace: +1 (1d6+1)									
Sling: -1 (1d4)									
Gear									
Chainmail, Mace, Sling, Holy Symbol, Holy Water, Healing Potion									
To Hit									
AC	9	8	7	6	5	4	3	2	1
Roll	10	11	12	13	14	15	16	17	18
Turn Undead									
Skeleton	Zombie	Ghoul							
7	9	11							
Special Abilities									
Infravision, Find secret doors (2/6), No ghoul paralysis									
Languages: Elvish, Orc, Hobgoblin, Gnoll									

ELVEN MAGIC USER 1					6 hp	AC 9				
STR	DEX	CON	INT	WIS	CHA					
8	13	10	16	12	14					
Saving Throws										
DR/P	MW	TTS	DB	Spells						
12	13	13	15	15						
Weapons										
Dagger: -1 (1d4)										
Dagger (thrown): +1 (1d4)										
Gear										
Spellbook, 3 Daggers, Healing Potion, Robes										
To Hit										
AC	9	8	7	6	5	4	3	2	1	
Roll	10	11	12	13	14	15	16	17	18	
Spells										
First level (1/day): Magic missile, Light										
Special Abilities										
Infravision, Find secret doors (2/6), No ghoul paralysis										
Languages: Elvish, Orc, Hobgoblin, Gnoll, Dragon, Goblin										

ELVEN FIGHTER 1					7 hp	AC 4			
STR	DEX	CON	INT	WIS	CHA				
16	13	14	12	10	8				
Saving Throws									
DR/P	MW	TTS	DB	Spells					
12	13	13	15	15					
Weapons									
2 handed sword: +2 (1d10+2)									
Bow: +1 (1d6)									
Gear									
Chainmail, 2 Handed sword, Bow, Healing Potion									
To Hit									
AC	9	8	7	6	5	4	3	2	1
Roll	10	11	12	13	14	15	16	17	18
Special Abilities									
Infravision, Find secret doors (2/6), No ghouls									
Paralysis									
Languages: Elvish, Orc, Hobgoblin, Gnoll									

ELVEN THIEF 1					7 hp	AC 5			
STR	DEX	CON	INT	WIS	CHA				
12	16	14	10	8	13				
Saving Throws									
DR/P	MW	TTS	DB	Spells					
12	13	13	15	15					
Weapons									
Short Sword: +0 (1d6)									
Dagger: +0 (1d4)									
Dagger, thrown: +3 (1d4)									
Backstab +4 to hit and double damage									
Gear									
Leather Armor, Short sword, 2 Daggers, Thieves tools, Healing Potion									
To Hit									
AC	9	8	7	6	5	4	3	2	1
Roll	10	11	12	13	14	15	16	17	18
Thieves' Abilities									
Open Locks (15%)			Climb (87%)						
Remove Traps (10%)			Hide in Shadows (10%)						
Pick Pockets (20%)			Hear Noise (33%)						
Move Silently (20%)									
Special Abilities									
Infravision, Find secret doors (2/6), No ghou l paralysis									
Languages: Elvish, Orc, Hobgoblin, Gnoll									

HALFLING CLERIC 1					6 hp	AC 6			
<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>				
14	8	10	12	16	13				
<i>Saving Throws</i>									
<i>DR/P</i>	<i>MW</i>	<i>TTS</i>	<i>DB</i>	<i>Spells</i>					
8	9	10	13	12					
<i>Weapons</i>									
Mace: +1 (1d6+1)									
Sling: +0 (1d4)									
<i>Gear</i>									
Chainmail, Mace, Sling, Holy Symbol, Holy Water, Healing Potion									
<i>To Hit</i>									
AC	9	8	7	6	5	4	3	2	1
Roll	10	11	12	13	14	15	16	17	18
<i>Turn Undead</i>									
Skeleton	Zombie	Ghoul							
7	9	11							
<i>Special Abilities</i>									
-2 AC (large opponents), +1 ranged									
Hide Outdoors (90%)									
Hide Indoors (33%)									

HALFLING MAGIC USER 1					6 hp	AC 9			
STR	DEX	CON	INT	WIS	CHA				
8	13	10	16	12	14				
Saving Throws									
DR/P	MW	TTS	DB	Spells					
8	9	10	13	12					
Weapons									
Dagger: -1 (1d4)									
Dagger (thrown): +2 (1d4)									
Gear									
Spellbook, 3 Daggers, Healing Potion, Robes									
To Hit									
AC	9	8	7	6	5	4	3	2	1
Roll	10	11	12	13	14	15	16	17	18
Spells									
First level (1/day): Sleep, Ventriloquism									
Special Abilities									
-2 AC (large opponents), +1 ranged									
Hide Outdoors (90%)									
Hide Indoors (33%)									
Languages: Goblin, Bullywug									

HALFLING FIGHTER 1					7 hp	AC 4			
STR	DEX	CON	INT	WIS	CHA				
16	13	14	12	10	8				
Saving Throws									
DR/P	MW	TTS	DB	Spells					
8	9	10	13	12					
Weapons									
2 handed sword: +2 (1d10+2)									
Bow: +2 (1d6)									
Gear									
Chainmail, 2 Handed sword, Bow, Healing Potion									
To Hit									
AC	9	8	7	6	5	4	3	2	1
Roll	10	11	12	13	14	15	16	17	18
Special Abilities									
-2 AC (large opponents), +1 ranged									
Hide Outdoors (90%)									
Hide Indoors (33%)									

HALFLING THIEF 1						7 hp	AC 5		
STR	DEX	CON	INT	WIS	CHA				
12	16	14	10	8	13				
Saving Throws									
DR/P	MW	TTS		DB	Spells				
8	9	10		13	12				
Weapons									
Short Sword: +0 (1d6)									
Dagger: +0 (1d4)									
Dagger, thrown: +4 (1d4)									
Backstab +4 to hit and double damage									
Gear									
Leather Armor, Short sword, 2 Daggers, Thieves tools, Healing Potion									
To Hit									
AC	9	8	7	6	5	4	3	2	1
Roll	10	11	12	13	14	15	16	17	18
Thieves' Abilities									
Open Locks (15%)				Climb (87%)					
Remove Traps (10%)				Hide in Shadows (10%)					
Pick Pockets (20%)				Hear Noise (33%)					
Move Silently (20%)									
Special Abilities									
-2 AC (large opponents), +1 ranged									
Hide Outdoors (90%)									
Hide Indoors (33%)									

PREGENERATED CHARACTERS: Level 3

DWARVEN CLERIC 3					24 hp	AC 6			
STR	DEX	CON	INT	WIS	CHA				
14	8	10	12	16	13				
Saving Throws									
DR/P	MW	TTS	DB	Spells					
7	8	9	12	11					
Weapons									
Mace: +1 (1d6+1)									
Sling: -1 (1d4)									
Gear									
Chainmail, Mace, Sling, Holy Symbol, Holy Water, Healing Potion									
To Hit									
AC	9	8	7	6	5	4	3	2	1
Roll	10	11	12	13	14	15	16	17	18
Turn Undead									
Skeleton	Zombie	Ghoul	Wight	Wraith					
T	T	7	9	11					
Spells									
First level (2/day)									
Special Abilities									
Infravision, Find traps and mining (2/6)									
Languages: Dwarvish, Gnomish, Kobold, Goblin									

DWARVEN FIGHTER 3						27 hp	AC 4			
STR	DEX	CON	INT	WIS	CHA					
16	13	14	12	10	8					
Saving Throws										
DR/P	MW	TTS	DB	Spells						
7	8	9	12	11						
Weapons										
2 handed sword: +2 (1d10+2)										
Bow: +1 (1d6)										
Gear										
Chainmail, 2 Handed sword, Bow, Healing Potion										
To Hit										
AC	9	8	7	6	5	4	3	2	1	
Roll	10	11	12	13	14	15	16	17	18	
Special Abilities										
Infravision, Find traps and mining (2/6)										
Languages: Dwarvish, Gnomish, Kobold, Goblin										

DWARVEN MAGIC USER 3						24 hp	AC 9		
STR	DEX	CON	INT	WIS	CHA				
8	13	10	16	12	14				
Saving Throws									
DR/P	MW	TTS	DB	Spells					
7	8	9	12	11					
Weapons									
Dagger: -1 (1d4)									
Dagger (thrown): +1 (1d4)									
Gear									
Spellbook, 3 Daggers, Healing Potion, Sweet Robes									
To Hit									
AC	9	8	7	6	5	4	3	2	1
Roll	10	11	12	13	14	15	16	17	18
Spells									
First level (2/day): Magic missile, Charm person									
Second level (1/day): Phantasmal Force									
Special Abilities									
Infravision, Find traps and mining (2/6)									
Languages: Dwarvish, Gnomish, Kobold, Goblin, Orc, Bugbear									

DWARVEN THIEF 3					27 hp	AC 5			
STR	DEX	CON	INT	WIS	CHA				
12	16	14	10	8	13				
Saving Throws									
DR/P	MW	TTS	DB	Spells					
7	8	9	12	11					
Weapons									
Short Sword: +0 (1d6)									
Dagger: +0 (1d4)									
Dagger, thrown: +3 (1d4)									
Backstab +4 to hit and double damage									
Gear									
Leather Armor, Short sword, 2 Daggers, Thieves tools, Healing Potion									
To Hit									
AC	9	8	7	6	5	4	3	2	1
Roll	10	11	12	13	14	15	16	17	18
Thieves' Abilities									
Open Locks (25%)			Climb (89%)						
Remove Traps (20%)			Hide in Shadows (20%)						
Pick Pockets (30%)			Hear Noise (50%)						
Move Silently (30%)									
Special Abilities									
Infravision, Find traps and mining (2/6)									
Languages: Dwarvish, Gnomish, Kobold, Goblin									

ELVEN CLERIC 3					18 hp	AC 6			
STR	DEX	CON	INT	WIS	CHA				
14	8	10	12	16	13				
Saving Throws									
DR/P	MW	TTS	DB	Spells					
11	12	12	14	14					
Weapons									
Mace: +1 (1d6+1)									
Sling: -1 (1d4)									
Gear									
Chainmail, Mace, Sling, Holy Symbol, Holy Water, Healing Potion									
To Hit									
AC	9	8	7	6	5	4	3	2	1
Roll	10	11	12	13	14	15	16	17	18
Turn Undead									
Skeleton	Zombie	Ghoul	Wight	Wraith					
T	T	7	9	11					
Spells									
First level (2/day)									
Special Abilities									
Infravision, Find secret doors (2/6), No ghouls paralysis									
Languages: Elvish, Orc, Hobgoblin, Gnoll									

ELVEN FIGHTER 3					21 hp	AC 4			
<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>				
16	13	14	12	10	8				
<i>Saving Throws</i>									
<i>DR/P</i>	<i>MW</i>	<i>TTS</i>	<i>DB</i>	<i>Spells</i>					
11	12	12	14	14					
<i>Weapons</i>									
2 handed sword: +2 (1d10+2)									
Bow: +1 (1d6)									
<i>Gear</i>									
Chainmail, 2 Handed sword, Bow, Healing Potion									
<i>To Hit</i>									
AC	9	8	7	6	5	4	3	2	1
Roll	10	11	12	13	14	15	16	17	18
<i>Special Abilities</i>									
Infravision, Find secret doors (2/6), No ghouls									
Paralysis									
Languages: <i>Elvish, Orc, Hobgoblin, Gnoll</i>									

ELVEN MAGIC USER 3					18 hp	AC 9			
<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>				
8	13	10	16	12	14				
<i>Saving Throws</i>									
<i>DR/P</i>	<i>MW</i>	<i>TTS</i>	<i>DB</i>	<i>Spells</i>					
11	12	12	14	14					
<i>Weapons</i>									
Dagger: -1 (1d4)									
Dagger (thrown): +1 (1d4)									
<i>Gear</i>									
Spellbook, 3 Daggers, Healing Potion, Robes									
<i>To Hit</i>									
AC	9	8	7	6	5	4	3	2	1
Roll	10	11	12	13	14	15	16	17	18
<i>Spells</i>									
First level (1/day): <i>Magic missile, Light</i>									
Second level (1/day): <i>Web</i>									
<i>Special Abilities</i>									
Infravision, Find secret doors (2/6), No ghouls paralysis									
Languages: <i>Elvish, Orc, Hobgoblin, Gnoll, Dragon, Goblin</i>									

ELVEN THIEF 3					21 hp	AC 5			
STR	DEX	CON	INT	WIS	CHA				
12	16	14	10	8	13				
Saving Throws									
DR/P	MW	TTS	DB	Spells					
11	12	12	14	14					
Weapons									
Short Sword: +0 (1d6)									
Dagger: +0 (1d4)									
Dagger, thrown: +3 (1d4)									
Backstab +4 to hit and double damage									
Gear									
Leather Armor, Short sword, 2 Daggers, Thieves tools, Healing Potion									
To Hit									
AC	9	8	7	6	5	4	3	2	1
Roll	10	11	12	13	14	15	16	17	18
Thieves' Abilities									
Open Locks (25%)			Climb (89%)						
Remove Traps (20%)			Hide in Shadows (20%)						
Pick Pockets (30%)			Hear Noise (50%)						
Move Silently (30%)									
Special Abilities									
Infravision, Find secret doors (2/6), No ghouls paralysis									
Languages: Elvish, Orc, Hobgoblin, Gnoll									

HALFLING CLERIC 3					24 hp	AC 6			
<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>				
14	8	10	12	16	13				
<i>Saving Throws</i>									
<i>DR/P</i>	<i>MW</i>	<i>TTS</i>	<i>DB</i>	<i>Spells</i>					
7	8	9	12	11					
<i>Weapons</i>									
Mace: +1 (1d6+1)									
Sling: +0 (1d4)									
<i>Gear</i>									
Chainmail, Mace, Sling, Holy Symbol, Holy Water, Healing Potion									
<i>To Hit</i>									
AC	9	8	7	6	5	4	3	2	1
Roll	10	11	12	13	14	15	16	17	18
<i>Turn Undead</i>									
Skeleton	Zombie	Ghoul	Wight	Wraith					
T	T	7	9	11					
<i>Spells</i>									
First level (2/day)									
<i>Special Abilities</i>									
-2 AC (large opponents), +1 ranged									
Hide Outdoors (90%)									
Hide Indoors (33%)									

HALFLING FIGHTER 3					27 hp	AC 4			
STR	DEX	CON	INT	WIS	CHA				
16	13	14	12	10	8				
Saving Throws									
DR/P	MW	TTS	DB	Spells					
7	8	9	12	11					
Weapons									
2 handed sword: +2 (1d10+2)									
Bow: +2 (1d6)									
Gear									
Chainmail, 2 Handed sword, Bow, Healing Potion									
To Hit									
AC	9	8	7	6	5	4	3	2	1
Roll	10	11	12	13	14	15	16	17	18
Special Abilities									
-2 AC (large opponents), +1 ranged									
Hide Outdoors (90%)									
Hide Indoors (33%)									

HALFLING MAGIC USER 3					24 hp	AC 9			
STR	DEX	CON	INT	WIS	CHA				
8	13	10	16	12	14				
Saving Throws									
DR/P	MW	TTS	DB	Spells					
7	8	9	12	11					
Weapons									
Dagger: -1 (1d4)									
Dagger (thrown): +2 (1d4)									
Gear									
Spellbook, 3 Daggers, Healing Potion, Robes									
To Hit									
AC	9	8	7	6	5	4	3	2	1
Roll	10	11	12	13	14	15	16	17	18
Spells									
First level (1/day): Sleep, Ventriloquism									
Second level (1/day): Mirror Image									
Special Abilities									
-2 AC (large opponents), +1 ranged									
Hide Outdoors (90%)									
Hide Indoors (33%)									
Languages: Goblin, Bullywug									

HALFLING THIEF 3					27 hp	AC 5			
STR	DEX	CON	INT	WIS	CHA				
12	16	14	10	8	13				
Saving Throws									
DR/P	MW	TTS	DB	Spells					
7	8	9	12	11					
Weapons									
Short Sword: +0 (1d6)									
Dagger: +0 (1d4)									
Dagger, thrown: +4 (1d4)									
Backstab +4 to hit and double damage									
Gear									
Leather Armor, Short sword, 2 Daggers, Thieves tools, Healing Potion									
To Hit									
AC	9	8	7	6	5	4	3	2	1
Roll	10	11	12	13	14	15	16	17	18
Thieves' Abilities									
Open Locks (25%)			Climb (89%)						
Remove Traps (20%)			Hide in Shadows (20%)						
Pick Pockets (30%)			Hear Noise (50%)						
Move Silently (30%)									
Special Abilities									
-2 AC (large opponents), +1 ranged									
Hide Outdoors (90%)									
Hide Indoors (33%)									

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