

# Pre-Generated Characters



A Basic Fantasy Role-Playing Game Play Aid

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## Pre-Generated Characters

1st Edition, Release 5

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Artwork: Steve "carjack" Zieser



## Introduction

### What's This Book For?

This document contains pre-generated characters based on those first presented in module **BF1 Morgansfort: The Western Lands Campaign**. They are perfect for use at conventions, in public demos, and so on.

Sheets are provided for these characters as beginners, then again at various levels of experience. See the notes at right regarding the methods used to create them.

All but one of these characters are based on actual player characters in the author's earliest role-playing campaign. Though they have been used many times as originally rolled, in compiling this work I have discovered that they are not distributed evenly enough (in statistical terms), such that some characters were obviously better than others. I have thus taken some liberties with their ability scores to resolve these issues, as well as to better differentiate them from each other.

### Notes for the GM

When setting up characters for players for a one-shot game, creating them at a given, fixed level of ability is actually rather unfair. Because Basic Fantasy RPG grants varying advancement rates based on both race and class, fixing all characters at some specific level will, for example, overcompensate an Elf Fighter/Magic-User while undervaluing a Halfling Thief or Human Cleric.

Thus, these characters have been created with common quantities of Experience Points (XP); for each "level group" a standard number has been chosen, then amended upwards by the standard 5% for human characters. The groups are as follows:

Group	Experience Points
Beginner Characters	0 XP
Second Level Group	2,750 XP
Third Level Group	5,500 XP
Fourth Level Group	11,000 XP
Fifth Level Group	22,000 XP
Seventh Level Group	74,000 XP



**Name:** Darion

**Race:** Human

**Class:** Fighter

**Sex:** Male

**Level:** 1

**Player:** \_\_\_\_\_

**XP:** 0

**Strength:** 15 (+1)

**Intelligence:** 9

**Wisdom:** 8 (-1)

**Dexterity:** 16 (+2)

**Constitution:** 13 (+1)

**Charisma:** 11

**AC:** 16

**HP:** 6

**AB:** +1

**Movement:** 20'

**Money:** 7 gp

**Spells/Abilities:**

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**Saving Throws:**

Death Ray or Poison: 12

Magic Wands: 13

Paralysis or Turn to Stone: 14

Dragon Breath: 15

Rods, Staves, and Spells: 17

**Weapon:**      **AB:**      **Damage:**      **Range:** +1 / +0 / -2

Longsword      +2      1d8+1

Dagger      +2      1d4+1

Dagger, Thrown      +3      1d4+1      10' / 20' / 30'

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**Equipment:**

Longsword

3 Daggers

Chainmail

Backpack

Flint and Steel

Waterskin

Rations (Days) ☐☐☐☐☐ ☐☐

\_\_\_\_\_  
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\_\_\_\_\_  
\_\_\_\_\_

**Name:** Morningstar

**Race:** Elf

**Class:** Fighter/Magic-User

**Sex:** Female

**Level:** 1

**Player:** \_\_\_\_\_

**XP:** 0

**Strength:** 15 (+1)

**Intelligence:** 14 (+1)

**Wisdom:** 12

**Dexterity:** 15 (+1)

**Constitution:** 11

**Charisma:** 7 (-1)

**AC:** 17

**HP:** 5

**AB:** +1

**Movement:** 20'

**Money:** 3 gp

**Spells/Abilities:**

Darkvision 60'

Level 1 Spells (1 per day)

Sleep

**Saving Throws:**

Death Ray or Poison: 12

Magic Wands: 11

Paralysis or Turn to Stone: 12

Dragon Breath: 15

Rods, Staves, and Spells: 13

**Weapon:**      **AB:**      **Damage:**      **Range:** +1 / +0 / -2

Longsword      +2      1d8+1

Shortbow      +2      1d6      50' / 100' / 150'

**Equipment:**

Longsword

Shortbow

Quiver with 20 Arrows

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□□□□□ □□□□□

Chainmail and Shield

Backpack

Flint and Steel

Waterskin

Rations (Days) □□□□□ □□

**Name:** Apoqulis

**Race:** Human

**Class:** Cleric

**Sex:** Male

**Level:** 1

**Player:** \_\_\_\_\_

**XP:** 0

**Strength:** 12

**Intelligence:** 11

**Wisdom:** 13 (+1)

**Dexterity:** 9

**Constitution:** 16 (+2)

**Charisma:** 9

**AC:** 15

**HP:** 6

**AB:** +1

**Movement:** 20'

**Money:** 8 gp

**Spells/Abilities:**

Turn Undead

**Saving Throws:**

Death Ray or Poison: 11

Magic Wands: 12

Paralysis or Turn to Stone: 14

Dragon Breath: 16

Rods, Staves, and Spells: 15

**Weapon:**      **AB:**      **Damage:**      **Range:** +1 / +0 / -2

Mace                      +1      1d8

Sling                      +1      1d4      30' / 60' / 90'

**Equipment:**

Mace

Sling

Bullets      ☐☐☐☐☐      ☐☐☐☐☐

☐☐☐☐☐      ☐☐☐☐☐      ☐☐☐☐☐

☐☐☐☐☐      ☐☐☐☐☐      ☐☐☐☐☐

Chain Mail

Backpack

Flint and Steel

Waterskin

Rations (Days) ☐☐☐☐☐ ☐☐

Holy Symbol

**Name:** Barthal

**Race:** Halfling

**Class:** Thief

**Sex:** Male

**Level:** 1

**Player:** \_\_\_\_\_

**XP:** 0

**Strength:** 14 (+1)

**Intelligence:** 10

**Wisdom:** 8

**Dexterity:** 14 (+1)

**Constitution:** 9

**Charisma:** 12

**AC:** 14

**HP:** 4

**AB:** +1

**Movement:** 30'

**Money:** 1 gp

**Spells/Abilities:**

Sneak Attack (+4 / x2)

Open Locks 25

Remove Traps 20

Pick Pockets 30

Move Silently 25

Climb Walls 80

Hide 10

Listen 30

+1 AB with all ranged weapons

**Saving Throws:**

Death Ray or Poison: 9

Magic Wands: 10

Paralysis or Turn to Stone: 9

Dragon Breath: 13

Rods, Staves, and Spells: 12

**Weapon:**      **AB:**      **Damage:**      **Range:** +1 / +0 / -2

Shortsword      +2      1d6+1

Dagger      +2      1d4+1

Dagger, Thrown      +3      1d4+1      10' / 20' / 30'

Sling      +3      1d3+1      30' / 60' / 90'

**Equipment:**

Shortsword

Backpack

Silver Dagger

Flint and Steel

2 Daggers

Waterskin

Sling

Rations (Days) ☐☐☐☐☐ ☐☐

Stones ☐☐☐☐☐ ☐☐☐☐☐

☐☐☐☐☐ ☐☐☐☐☐

Leather Armor

Thieves Tools



**Name:** Lucas

**Race:** Human

**Class:** Magic-User

**Sex:** Male

**Level:** 1

**Player:** \_\_\_\_\_

**XP:** 0

**Strength:** 8 (-1)

**Intelligence:** 16 (+2)

**Wisdom:** 13 (+1)

**Dexterity:** 10

**Constitution:** 9

**Charisma:** 15 (+1)

**AC:** 11

**HP:** 4

**AB:** +1

**Movement:** 40'

**Money:** 73 gp

**Spells/Abilities:**

Level 1 Spells (1 per day)

Charm Person

Shield

Light (Reversible)

**Saving Throws:**

Death Ray or Poison: 13

Magic Wands: 14

Paralysis or Turn to Stone: 13

Dragon Breath: 16

Rods, Staves, and Spells: 15

**Weapon:** **AB:** **Damage:** **Range:** +1 / +0 / -2

Dagger +1 1d4-1

Dagger, Thrown +1 1d4-1 10' / 20' / 30'

**Equipment:**

2 Daggers

Silver Dagger

Backpack

Flint and Steel

Waterskin

Rations (Days) ☐☐☐☐☐

Name: **Bork**

Race: **Human**

Class: **Fighter**

Sex: **Male**

Level: **1**

Player: \_\_\_\_\_

XP: **0**

Strength: **18 (+3)**

Intelligence: **5 (-2)**

Wisdom: **6 (-1)**

Dexterity: **11**

Constitution: **15 (+1)**

Charisma: **9**

AC: **13**

HP: **6**

AB: **+1**

Movement: **30'**

Money: **14 gp**

Spells/Abilities:

Saving Throws:

Death Ray or Poison: **12**

Magic Wands: **13**

Paralysis or Turn to Stone: **14**

Dragon Breath: **15**

Rods, Staves, and Spells: **17**

Range:

Weapon: AB: Damage: **+1 / +0 / -2**

Battle Axe +4 1d8+3

Spear (One Hand) +4 1d6+3

Spear (Two Hands) +4 1d8+3

Spear (Thrown) +2 1d6+3 10' / 20' / 30'

Equipment:

Battle Axe

Spear

Leather Armor

Backpack

Flint and Steel

Waterskin

Rations (Days) ☐☐☐☐☐☐

**Name:** Thorus

**Race:** Dwarf

**Class:** Fighter

**Sex:** Male

**Level:** 1

**Player:** \_\_\_\_\_

**XP:** 0

**Strength:** 16 (+2)

**Intelligence:** 9

**Wisdom:** 9

**Dexterity:** 12

**Constitution:** 16 (+2)

**Charisma:** 11

**AC:** 15

**HP:** 7

**AB:** +1

**Movement:** 30'

**Money:** 7 gp

**Spells/Abilities:**

Darkvision 60'

**Saving Throws:**

Death Ray or Poison: 8

Magic Wands: 9

Paralysis or Turn to Stone: 10

Dragon Breath: 12

Rods, Staves, and Spells: 13

**Weapon:**      **AB:**      **Damage:**      **Range:** +1 / +0 / -2

Warhammer      +3      1d6+2

Dagger      +3      1d4+2

Dagger, Thrown      +1      1d4+2      10' / 20' / 30'

**Equipment:**

Warhammer

2 Daggers

Chainmail

Backpack

Flint and Steel

Waterskin

Rations (Days) ☐☐☐☐☐ ☐☐

**Name:** Aura

**Race:** Human

**Class:** Cleric

**Sex:** Female

**Level:** 1

**Player:** \_\_\_\_\_

**XP:** 0

**Strength:** 13 (+1)

**Intelligence:** 9

**Wisdom:** 13 (+1)

**Dexterity:** 11

**Constitution:** 15 (+1)

**Charisma:** 9

**AC:** 14

**HP:** 5

**AB:** +1

**Movement:** 20'

**Money:** 9 gp

**Spells/Abilities:**

Turn Undead

**Saving Throws:**

Death Ray or Poison: 11

Magic Wands: 12

Paralysis or Turn to Stone: 14

Dragon Breath: 16

Rods, Staves, and Spells: 15

**Weapon:**      **AB:**      **Damage:**      **Range:** +1 / +0 / -2

Maul                      +2      1d10+1

Sling                      +1      1d4+1      30' / 60' / 90'

**Equipment:**

Maul

Sling

Bullets      ☐☐☐☐☐      ☐☐☐☐☐

☐☐☐☐☐      ☐☐☐☐☐      ☐☐☐☐☐

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Leather Armor

Backpack

Flint and Steel

Waterskin

Rations (Days) ☐☐☐☐☐ ☐☐

Holy Symbol

**Name:** Darion

**Race:** Human

**Class:** Fighter

**Sex:** Male

**Level:** 2

**Player:** \_\_\_\_\_

**XP:** 3,025

**Strength:** 15 (+1)

**Intelligence:** 9

**Wisdom:** 8 (-1)

**Dexterity:** 16 (+2)

**Constitution:** 13 (+1)

**Charisma:** 11

**AC:** 19

**HP:** 14

**AB:** +2

**Movement:** 30'

**Money:** 140 gp

**Spells/Abilities:**

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**Saving Throws:**

Death Ray or Poison: 11

Magic Wands: 12

Paralysis or Turn to Stone: 14

Dragon Breath: 15

Rods, Staves, and Spells: 16

**Weapon:**      **AB:**      **Damage:**      **Range:** +1 / +0 / -2

Longsword      +3      1d8+1

Dagger      +3      1d4+1

Dagger, Thrown      +4      1d4+1      10' / 20' / 30'

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**Equipment:**

Longsword

3 Daggers

Plate Mail +1

Backpack

Flint and Steel

Waterskin

Rations (Days) ☐☐☐☐☐ ☐☐

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Basic Fantasy Role-Playing Game Character Record

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Second Level Group (2,750 XP): Darion

**Name:** Morningstar

**Player:** \_\_\_\_\_

**Race:** Elf

**Sex:** Female

**XP:** 2,750

**Class:** Fighter/Magic-User

**Level:** 1

**Strength:** 15 (+1)

**AC:** 17

**Movement:** 20'

**Intelligence:** 14 (+1)

**Wisdom:** 12

**HP:** 5

**Money:** 170 gp

**Dexterity:** 15 (+1)

**Constitution:** 11

**AB:** +1

**Charisma:** 7 (-1)

**Spells/Abilities:**

Darkvision 60'

Level 1 Spells (1 per day)

Charm Person

Light (Reversible)

Sleep

Shield

**Saving Throws:**

Death Ray or Poison: 12

Magic Wands: 11

Paralysis or Turn to Stone: 12

Dragon Breath: 15

Rods, Staves, and Spells: 13

**Weapon:**      **AB:**      **Damage:**      **Range:** +1 / +0 / -2

Longsword      +2      1d8+1

Shortbow      +2      1d6      50' / 100' / 150'

**Equipment:**

Longsword      Backpack

Shortbow      Flint and Steel

Quiver      Waterskin

Arrows +1 ☐☐☐      Rations (Days) ☐☐☐☐☐☐

Arrows ☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐

Chainmail and Shield

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**Name:** Apoqulis

**Race:** Human

**Class:** Cleric

**Sex:** Male

**Level:** 3

**Player:** \_\_\_\_\_

**XP:** 3,025

**Strength:** 12

**Intelligence:** 11

**Wisdom:** 13 (+1)

**Dexterity:** 9

**Constitution:** 16 (+2)

**Charisma:** 9

**AC:** 15

**HP:** 18

**AB:** +2

**Movement:** 20'

**Money:** 160 gp

**Spells/Abilities:**

Turn Undead

Level 1 Spells (2 per day)

**Saving Throws:**

Death Ray or Poison: 10

Magic Wands: 11

Paralysis or Turn to Stone: 14

Dragon Breath: 15

Rods, Staves, and Spells: 14

**Weapon:** **AB:** **Damage:** **Range:** +1 / +0 / -2

Mace +1 +3 1d8+1

Sling +2 1d4 30' / 60' / 90'

**Equipment:**

Mace +1

Backpack

Sling

Flint and Steel

Bullets ☐☐☐☐☐ ☐☐☐☐☐

Waterskin

☐☐☐☐☐ ☐☐☐☐☐

Rations (Days) ☐☐☐☐☐ ☐☐

☐☐☐☐☐ ☐☐☐☐☐

Chain Mail

Holy Symbol

**Name:** Barthal

**Race:** Halfling

**Class:** Thief

**Sex:** Male

**Level:** 3

**Player:** \_\_\_\_\_

**XP:** 2,750

**Strength:** 14 (+1)

**Intelligence:** 10

**Wisdom:** 8

**Dexterity:** 14 (+1)

**Constitution:** 9

**Charisma:** 12

**AC:** 14

**HP:** 10

**AB:** +2

**Movement:** 30'

**Money:** 150 gp

**Spells/Abilities:**

Sneak Attack (+4 / x2)

Open Locks 35

Remove Traps 30

Pick Pockets 40

Move Silently 35

Climb Walls 82

Hide 20

Listen 38

+1 AB with all ranged weapons

**Saving Throws:**

Death Ray or Poison: 8

Magic Wands: 10

Paralysis or Turn to Stone: 8

Dragon Breath: 12

Rods, Staves, and Spells: 11

**Weapon:**      **AB:**      **Damage:**      **Range:** +1 / +0 / -2

Shortsword      +3      1d6+1

Dagger +1      +4      1d4+2

Dagger, Thrown      +4      1d4+1      10' / 20' / 30'

Sling      +4      1d4+1      30' / 60' / 90'

**Equipment:**

Shortsword

Backpack

Dagger +1/+2 vs. Regenerators

Flint and Steel

2 Silver Daggers

Waterskin

Sling

Rations (Days) ☐☐☐☐☐☐

Bullets      ☐☐☐☐☐☐      ☐☐☐☐☐☐

Thieves Tools

☐☐☐☐      ☐☐☐☐☐☐      ☐☐☐☐☐☐

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Leather Armor



**Name:** Lucas

**Race:** Human

**Class:** Magic-User

**Sex:** Male

**Level:** 2

**Player:** \_\_\_\_\_

**XP:** 3,025

**Strength:** 8 (-1)

**Intelligence:** 16 (+2)

**Wisdom:** 13 (+1)

**Dexterity:** 10

**Constitution:** 9

**Charisma:** 15 (+1)

**AC:** 11

**HP:** 6

**AB:** +1

**Movement:** 40'

**Money:** 220 gp

**Spells/Abilities:**

Level 1 Spells (2 per day)

Charm Person

Shield

Light (Reversible)

**Saving Throws:**

Death Ray or Poison: 13

Magic Wands: 14

Paralysis or Turn to Stone: 13

Dragon Breath: 15

Rods, Staves, and Spells: 14

**Weapon:** **AB:** **Damage:** **Range:** +1 / +0 / -2

Dagger +1 1d4-1

Dagger, Thrown +1 1d4-1 10' / 20' / 30'

**Equipment:**

2 Daggers

Silver Dagger

Backpack

Flint and Steel

Waterskin

Rations (Days) ☐☐☐☐☐ ☐☐

Scroll of Magic-User Spells:

Charm Monster, Light, Read Languages

Name: **Bork**

Race: **Human**

Class: **Fighter**

Sex: **Male**

Level: **2**

Player: \_\_\_\_\_

XP: **3,025**

Strength: **18 (+3)**

Intelligence: **5 (-2)**

Wisdom: **6 (-1)**

Dexterity: **11**

Constitution: **15 (+1)**

Charisma: **9**

AC: **20**

HP: **14**

AB: **+2**

Movement: **20'**

Money: **190 gp**

Spells/Abilities:

Saving Throws:

Death Ray or Poison: **11**

Magic Wands: **12**

Paralysis or Turn to Stone: **14**

Dragon Breath: **15**

Rods, Staves, and Spells: **16**

Range:

Weapon: AB: Damage: **+1 / +0 / -2**

Battle Axe **+5 1d8+3**

Spear (One Hand) **+5 1d6+3**

Spear (Thrown) **+2 1d6+3 10' / 20' / 30'**

Spear (Two Hands) **+5 1d8+3**

**\*\* Can't do this and use shield \*\***

Equipment:

Battle Axe

Backpack

Spear

Flint and Steel

Plate Mail

Waterskin

Shield +2

Rations (Days) ☐☐☐☐☐☐

**Name:** Thorus

**Race:** Dwarf

**Class:** Fighter

**Sex:** Male

**Level:** 2

**Player:** \_\_\_\_\_

**XP:** 2,750

**Strength:** 16 (+2)

**Intelligence:** 9

**Wisdom:** 9

**Dexterity:** 12

**Constitution:** 16 (+2)

**Charisma:** 11

**AC:** 18

**HP:** 15

**AB:** +2

**Movement:** 30'

**Money:** 200 gp

**Spells/Abilities:**

Darkvision 60'

**Saving Throws:**

Death Ray or Poison: 7

Magic Wands: 8

Paralysis or Turn to Stone: 10

Dragon Breath: 12

Rods, Staves, and Spells: 12

**Weapon:**      **AB:**      **Damage:**      **Range:** +1 / +0 / -2

Warhammer      +4      1d6+2

Dagger      +4      1d4+2

Dagger, Thrown      +2      1d4+2      10' / 20' / 30'

**Equipment:**

Warhammer

2 Daggers

Chainmail +2

Shield

Backpack

Flint and Steel

Waterskin

Rations (Days) ☐☐☐☐☐ ☐

**Name:** Aura

**Race:** Human

**Class:** Cleric

**Sex:** Female

**Level:** 3

**Player:** \_\_\_\_\_

**XP:** 3,025

**Strength:** 13 (+1)

**Intelligence:** 9

**Wisdom:** 13 (+1)

**Dexterity:** 11

**Constitution:** 15 (+1)

**Charisma:** 9

**AC:** 18

**HP:** 14

**AB:** +2

**Movement:** 20'

**Money:** 220 gp

**Spells/Abilities:**

Turn Undead

Level 1 Spells (2 per day)

**Saving Throws:**

Death Ray or Poison: 10

Magic Wands: 11

Paralysis or Turn to Stone: 13

Dragon Breath: 15

Rods, Staves, and Spells: 14

**Weapon:**      **AB:**      **Damage:**      **Range:** +1 / +0 / -2

Maul      +3      1d10+1

Sling      +2      1d4+1      30' / 60' / 90'

**Equipment:**

Maul

Backpack

Sling

Flint and Steel

Bullets      ☐☐☐☐☐      ☐☐☐☐☐

Waterskin

☐☐☐☐      ☐☐☐☐☐      ☐☐☐☐☐

Rations (Days) ☐☐☐☐☐ ☐☐

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Plate Mail +1

Potion of Healing

Holy Symbol

**Name:** Darion

**Race:** Human

**Class:** Fighter

**Sex:** Male

**Level:** 3

**Player:** \_\_\_\_\_

**XP:** 6,050

**Strength:** 15 (+1)

**Intelligence:** 9

**Wisdom:** 8 (-1)

**Dexterity:** 16 (+2)

**Constitution:** 13 (+1)

**Charisma:** 11

**AC:** 19

**HP:** 21

**AB:** +2

**Movement:** 30'

**Money:** 240 gp

**Spells/Abilities:**

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**Saving Throws:**

Death Ray or Poison: 11

Magic Wands: 12

Paralysis or Turn to Stone: 14

Dragon Breath: 15

Rods, Staves, and Spells: 16

**Weapon:**      **AB:**      **Damage:**      **Range:** +1 / +0 / -2

Longsword +2      +3      1d8+1

Dagger      +3      1d4+1

Dagger, Thrown      +4      1d4+1      10' / 20' / 30'

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\_\_\_\_\_

**Equipment:**

Longsword +2

3 Daggers

Plate Mail +1

Backpack

Flint and Steel

Waterskin

Rations (Days) ☐☐☐☐☐ ☐☐

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\_\_\_\_\_  
\_\_\_\_\_

Scroll of Protection from Lycanthropes

**Name:** Morningstar

**Race:** Elf

**Class:** Fighter/Magic-User

**Sex:** Female

**Level:** 2

**Player:** \_\_\_\_\_

**XP:** 5,500

**Strength:** 15 (+1)

**Intelligence:** 14 (+1)

**Wisdom:** 12

**Dexterity:** 15 (+1)

**Constitution:** 11

**Charisma:** 7 (-1)

**AC:** 18

**HP:** 9

**AB:** +2

**Movement:** 20'

**Money:** 300 gp

**Spells/Abilities:**

Darkvision 60'

Level 1 Spells (2 per day)

Charm Person

Light (Reversible)

Sleep

Shield

Ventriloquism

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**Saving Throws:**

Death Ray or Poison: 11

Magic Wands: 10

Paralysis or Turn to Stone: 12

Dragon Breath: 15

Rods, Staves, and Spells: 12

**Weapon:**      **AB:**      **Damage:**      **Range:** +1 / +0 / -2

Longsword      +3      1d8+1

Shortbow      +3      1d6      50' / 100' / 150'

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**Equipment:**

Longsword      Backpack

Shortbow      Flint and Steel

Quiver      Waterskin

Arrows +2      ☐☐☐☐☐      Rations (Days)      ☐☐☐☐☐

Arrows      ☐☐☐☐☐      ☐☐☐☐☐

☐☐☐☐

Chain Mail

Shield +1

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**Name:** Apoqulis

**Race:** Human

**Class:** Cleric

**Sex:** Male

**Level:** 4

**Player:** \_\_\_\_\_

**XP:** 6,050

**Strength:** 12

**Intelligence:** 11

**Wisdom:** 13 (+1)

**Dexterity:** 9

**Constitution:** 16 (+2)

**Charisma:** 9

**AC:** 15

**HP:** 22

**AB:** +2

**Movement:** 20'

**Money:** 300 gp

**Spells/Abilities:**

Turn Undead

Level 1 Spells (2 per day)

Level 2 Spells (1 per day)

**Saving Throws:**

Death Ray or Poison: 9

Magic Wands: 10

Paralysis or Turn to Stone: 13

Dragon Breath: 15

Rods, Staves, and Spells: 14

**Weapon:** **AB:** **Damage:** **Range:** +1 / +0 / -2

Mace +1 +3 1d8+1

Sling +4 1d4+2 30' / 60' / 90'

**Equipment:**

Mace +1

Sling +2

Bullets ☐☐☐☐☐ ☐☐☐☐☐

☐☐☐☐☐ ☐☐☐☐☐

☐☐☐☐☐ ☐☐☐☐☐

Chain Mail

Holy Symbol

Backpack

Flint and Steel

Waterskin

Rations (Days) ☐☐☐☐☐ ☐☐

Scroll of Protection from Undead

Potion of Healing

**Name:** Barthal

**Race:** Halfling

**Class:** Thief

**Sex:** Male

**Level:** 4

**Player:** \_\_\_\_\_

**XP:** 5,500

**Strength:** 14 (+1)

**Intelligence:** 10

**Wisdom:** 8

**Dexterity:** 14 (+1)

**Constitution:** 9

**Charisma:** 12

**AC:** 15

**HP:** 13

**AB:** +2

**Movement:** 40'

**Money:** 230 gp

**Spells/Abilities:**

Sneak Attack (+4 / x2)

Open Locks 40

Remove Traps 35

Pick Pockets 45

Move Silently 40

Climb Walls 83

Hide 25

Listen 42

+1 AB with all ranged weapons

**Saving Throws:**

Death Ray or Poison: 7

Magic Wands: 9

Paralysis or Turn to Stone: 8

Dragon Breath: 11

Rods, Staves, and Spells: 10

**Weapon:**      **AB:**      **Damage:**      **Range:** +1 / +0 / -2

Shortsword      +3      1d6+1

Dagger +1      +4      1d4+2

Dagger, Thrown      +4      1d4+1      10' / 20' / 30'

Sling +1      +5      1d4+1      30' / 60' / 90'

**Equipment:**

Shortsword

Backpack

Dagger +1/+2 vs. Regenerators

Flint and Steel

2 Silver Daggers

Waterskin

Leather Armor +1

Rations (Days) ☐☐☐☐☐ ☐☐

Sling

Thieves Tools

Bullets      ☐☐☐☐☐      ☐☐☐☐☐

☐☐☐☐☐      ☐☐☐☐☐      ☐☐☐☐☐

Potion of Diminution

☐☐☐☐☐      ☐☐☐☐☐      ☐☐☐☐☐



**Name:** Lucas

**Race:** Human

**Class:** Magic-User

**Sex:** Male

**Level:** 3

**Player:** \_\_\_\_\_

**XP:** 6,050

**Strength:** 8 (-1)

**Intelligence:** 16 (+2)

**Wisdom:** 13 (+1)

**Dexterity:** 10

**Constitution:** 9

**Charisma:** 15 (+1)

**AC:** 11

**HP:** 6

**AB:** +1

**Movement:** 40'

**Money:** 380 gp

**Spells/Abilities:**

Level 1 Spells (2 per day)

Charm Person

Light (Reversible)

Magic Mouth

Shield

Sleep

**Saving Throws:**

Death Ray or Poison: 13

Magic Wands: 14

Paralysis or Turn to Stone: 13

Dragon Breath: 15

Rods, Staves, and Spells: 14

Level 2 Spells (1 per day)

Wizard Lock

**Weapon:** **AB:** **Damage:** **Range:** +1 / +0 / -2

Dagger +1 +2 1d4

Dagger, Thrown +1 1d4-1 10' / 20' / 30'

**Equipment:**

2 Silver Daggers

Potion of Undead Control

Dagger +1

Scroll of Magic-User Spells:

Backpack

Charm Monster, Light

Flint and Steel

Waterskin

Rations (Days) ☐☐☐☐☐ ☐☐

Name: **Bork**

Race: **Human**

Class: **Fighter**

Sex: **Male**

Level: **3**

Player: \_\_\_\_\_

XP: **6,050**

Strength: **18 (+3)**

Intelligence: **5 (-2)**

Wisdom: **6 (-1)**

Dexterity: **11**

Constitution: **15 (+1)**

Charisma: **9**

AC: **19**

HP: **19**

AB: **+2**

Movement: **30'**

Money: **310 gp**

Spells/Abilities:

Saving Throws:

Death Ray or Poison: **11**

Magic Wands: **12**

Paralysis or Turn to Stone: **14**

Dragon Breath: **15**

Rods, Staves, and Spells: **16**

Weapon: AB: Damage: Range: +1 / +0 / -2

Scimitar +2 +7 1d8+5

Spear (One Hand) +5 1d6+3

Spear (Thrown) +2 1d6+3 10' / 20' / 30'

Spear (Two Hands) +5 1d8+3

\*\* Can't do this and use shield \*\*

Equipment:

Scimitar +2

Backpack

Spear

Flint and Steel

Chain Mail +1

Waterskin

Shield +2

Rations (Days) ☐☐☐☐☐ ☐☐

**Name:** Thorus

**Race:** Dwarf

**Class:** Fighter

**Sex:** Male

**Level:** 3

**Player:** \_\_\_\_\_

**XP:** 5,500

**Strength:** 16 (+2)

**Intelligence:** 9

**Wisdom:** 9

**Dexterity:** 12

**Constitution:** 16 (+2)

**Charisma:** 11

**AC:** 19

**HP:** 15

**AB:** +2

**Movement:** 30'

**Money:** 300 gp

**Spells/Abilities:**

Darkvision 60'

**Saving Throws:**

Death Ray or Poison: 7

Magic Wands: 8

Paralysis or Turn to Stone: 10

Dragon Breath: 12

Rods, Staves, and Spells: 12

**Weapon:**      **AB:**      **Damage:**      **Range:** +1 / +0 / -2

Warhammer +1      +5      1d6+3

Dagger      +4      1d4+2

Dagger, Thrown      +2      1d4+2      10' / 20' / 30'

Shortbow      +2      1d6      50' / 100' / 150'

**Equipment:**

Warhammer +1

Backpack

2 Daggers

Flint and Steel

Chainmail +2

Waterskin

Shield +1

Rations (Days) ☐☐☐☐☐☐

Shortbow

Quiver with Arrows

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☐☐☐☐☐ ☐☐☐☐☐

**Name:** Aura

**Race:** Human

**Class:** Cleric

**Sex:** Female

**Level:** 4

**Player:** \_\_\_\_\_

**XP:** 6,050

**Strength:** 13 (+1)

**Intelligence:** 9

**Wisdom:** 13 (+1)

**Dexterity:** 11

**Constitution:** 15 (+1)

**Charisma:** 9

**AC:** 18

**HP:** 19

**AB:** +2

**Movement:** 20'

**Money:** 290 gp

**Spells/Abilities:**

Turn Undead

Level 1 Spells (2 per day)

Level 2 Spells (1 per day)

**Saving Throws:**

Death Ray or Poison: 9

Magic Wands: 10

Paralysis or Turn to Stone: 13

Dragon Breath: 15

Rods, Staves, and Spells: 14

**Weapon:**      **AB:**      **Damage:**      **Range:** +1 / +0 / -2

Maul +1      +4      1d10+2

Sling      +2      1d4+1      30' / 60' / 90'

**Equipment:**

Maul +1

Sling

Bullets

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Plate Mail +1 □□□□□ □□□□□

Backpack

Flint and Steel

Waterskin

Rations (Days) □□□□□ □□

Holy Symbol

Potion of Healing

**Name:** Darion

**Race:** Human

**Class:** Fighter

**Sex:** Male

**Level:** 4

**Player:** \_\_\_\_\_

**XP:** 12,100

**Strength:** 15 (+1)

**Intelligence:** 9

**Wisdom:** 8 (-1)

**Dexterity:** 16 (+2)

**Constitution:** 13 (+1)

**Charisma:** 11

**AC:** 19

**HP:** 30

**AB:** +3

**Movement:** 30'

**Money:** 190 gp

**Spells/Abilities:**

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**Saving Throws:**

Death Ray or Poison: 11

Magic Wands: 11

Paralysis or Turn to Stone: 13

Dragon Breath: 14

Rods, Staves, and Spells: 15

**Weapon:**      **AB:**      **Damage:**      **Range:** +1 / +0 / -2

Longsword +2      +6      1d8+3

Dagger      +4      1d4+1

Dagger, Thrown      +5      1d4+1      10' / 20' / 30'

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\_\_\_\_\_  
\_\_\_\_\_

**Equipment:**

Longsword +2

3 Daggers

Plate Mail +1

Backpack

Flint and Steel

Waterskin

Rations (Days) ☐☐☐☐☐ ☐☐

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\_\_\_\_\_

Scroll of Protection from Lycanthropes

Boots of Speed

Potion of Heroism

**Name:** Morningstar

**Race:** Elf

**Class:** Fighter/Magic-User

**Sex:** Female

**Level:** 3

**Player:** \_\_\_\_\_

**XP:** 11,000

**Strength:** 15 (+1)

**Intelligence:** 14 (+1)

**Wisdom:** 12

**Dexterity:** 15 (+1)

**Constitution:** 11

**Charisma:** 7 (-1)

**AC:** 20

**HP:** 15

**AB:** +2

**Movement:** 20'

**Money:** 300 gp

**Spells/Abilities:**

Darkvision 60'

Level 1 Spells (2 per day)

Charm Person

Floating Disc

Light (Reversible)

Sleep

Shield

Ventriloquism

Level 2 Spells (1 per day)

Levitate

**Saving Throws:**

Death Ray or Poison: 11

Magic Wands: 10

Paralysis or Turn to Stone: 12

Dragon Breath: 15

Rods, Staves, and Spells: 12

**Weapon:**      **AB:**      **Damage:**      **Range:** +1 / +0 / -2

Longsword +1      +4      1d8+2

Shortbow      +3      1d6      50' / 100' / 150'

**Equipment:**

Longsword +1      Backpack

Shortbow      Flint and Steel

Quiver      Waterskin

Arrows +2      □□□□□ □      Rations (Days) □□□□□ □□

Arrows      □□□□□ □□□□□

□□□□      Ring of Fire Resistance

Plate Mail      Scroll of Magic-User Spells:

Shield +1      Sleep, Wall of Stone,

Wizard Lock

**Name:** Apoqulis

**Race:** Human

**Class:** Cleric

**Sex:** Male

**Level:** 5

**Player:** \_\_\_\_\_

**XP:** 12,100

**Strength:** 12

**Intelligence:** 11

**Wisdom:** 13 (+1)

**Dexterity:** 9

**Constitution:** 16 (+2)

**Charisma:** 9

**AC:** 19

**HP:** 26

**AB:** +3

**Movement:** 30'

**Money:** 410 gp

**Spells/Abilities:**

Turn Undead

Level 1 Spells (2 per day)

Level 2 Spells (2 per day)

**Saving Throws:**

Death Ray or Poison: 9

Magic Wands: 10

Paralysis or Turn to Stone: 13

Dragon Breath: 15

Rods, Staves, and Spells: 14

**Weapon:** **AB:** **Damage:** **Range:** +1 / +0 / -2

Mace +1 +4 1d8+1

Sling +5 1d4+2 30' / 60' / 90'

**Equipment:**

Mace +1

Sling +2

Bullets ☐☐☐☐☐ ☐☐☐☐☐

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☐☐☐☐☐ ☐☐☐☐☐

Plate Mail +2

Holy Symbol

Backpack

Flint and Steel

Waterskin

Rations (Days) ☐☐☐☐☐ ☐☐

Scroll of Protection from Undead

Potion of Growth

**Name:** Barthal

**Race:** Halfling

**Class:** Thief

**Sex:** Male

**Level:** 5

**Player:** \_\_\_\_\_

**XP:** 11,000

**Strength:** 14 (+1)

**Intelligence:** 10

**Wisdom:** 8

**Dexterity:** 14 (+1)

**Constitution:** 9

**Charisma:** 12

**AC:** 15

**HP:** 17

**AB:** +3

**Movement:** 40'

**Money:** 310 gp

**Spells/Abilities:**

Sneak Attack (+4 / x2)

Open Locks 45

Remove Traps 40

Pick Pockets 50

Move Silently 45

Climb Walls 84

Hide 30

Listen 46

+1 AB with all ranged weapons

**Saving Throws:**

Death Ray or Poison: 7

Magic Wands: 9

Paralysis or Turn to Stone: 8

Dragon Breath: 11

Rods, Staves, and Spells: 10

**Weapon:**      **AB:**      **Damage:**      **Range:** +1 / +0 / -2

Shortsword +1      +5      1d6+2

Dagger +1      +5      1d4+2

Dagger, Thrown      +5      1d4+1      10' / 20' / 30'

Sling      +5      1d4+1      30' / 60' / 90'

**Equipment:**

Shortsword +1

Potion of Diminution

Dagger +1/+2 vs. Regenerators

Potion of Flying

2 Silver Daggers

Leather Armor +1

Backpack

Sling

Thieves Tools

Bullets      □□□□□      □□□□□

Flint and Steel

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Waterskin

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Rations (Days) □□□□□ □□



**Name:** Lucas

**Race:** Human

**Class:** Magic-User

**Sex:** Male

**Level:** 4

**Player:** \_\_\_\_\_

**XP:** 12,100

**Strength:** 8 (-1)

**Intelligence:** 16 (+2)

**Wisdom:** 13 (+1)

**Dexterity:** 10

**Constitution:** 9

**Charisma:** 15 (+1)

**AC:** 13

**HP:** 9

**AB:** +2

**Movement:** 40'

**Money:** 380 gp

**Spells/Abilities:**

**Level 1 Spells (2 per day)**

Charm Person

Light (Reversible)

Magic Missile

Magic Mouth

Shield

Sleep

**Level 2 Spells (2 per day)**

Wizard Lock

Knock

**Saving Throws:**

Death Ray or Poison: 12

Magic Wands: 13

Paralysis or Turn to Stone: 12

Dragon Breath: 15

Rods, Staves, and Spells: 13

**Weapon:** **AB:** **Damage:** **Range:** +1 / +0 / -2

Dagger +1 +3 1d4

Dagger, Thrown +2 1d4-1 10' / 20' / 30'

**Equipment:**

2 Silver Daggers

Dagger +1

Backpack

Flint and Steel

Waterskin

Rations (Days) ☐☐☐☐☐ ☐

Potion of Undead Control

Scroll of Magic-User Spells:

Charm Monster

Scroll of Magic-User Spells:

Magic Jar, Mirror Image,

Protection from Normal Missiles

Ring of Protection +2

Name: **Bork**

Race: **Human**

Class: **Fighter**

Sex: **Male**

Level: **4**

Player:

XP: **12,100**

Strength: **18 (+3)**

Intelligence: **5 (-2)**

Wisdom: **6 (-1)**

Dexterity: **11**

Constitution: **15 (+1)**

Charisma: **9**

AC: **19**

HP: **26**

AB: **+3**

Movement: **30'**

Money: **310 gp**

Spells/Abilities:

Saving Throws:

Death Ray or Poison: **11**

Magic Wands: **11**

Paralysis or Turn to Stone: **13**

Dragon Breath: **14**

Rods, Staves, and Spells: **15**

Weapon: AB: Damage: Range: +1 / +0 / -2

Scimitar +2 +8 1d8+5

Spear (One Hand) +6 1d6+3

Spear (Thrown) +3 1d6+3 10' / 20' / 30'

Spear (Two Hands) +6 1d8+3

\*\* Can't do this and use shield \*\*

Equipment:

Scimitar +2

Backpack

Spear

Flint and Steel

Chain Mail +1

Waterskin

Shield +2

Rations (Days) ☐☐☐☐☐☐

Broom of Flying

Potion of Healing

**Name:** Thorus

**Race:** Dwarf

**Class:** Fighter

**Sex:** Male

**Level:** 4

**Player:** \_\_\_\_\_

**XP:** 11,000

**Strength:** 16 (+2)

**Intelligence:** 9

**Wisdom:** 9

**Dexterity:** 12

**Constitution:** 16 (+2)

**Charisma:** 11

**AC:** 19

**HP:** 24

**AB:** +3

**Movement:** 30'

**Money:** 300 gp

**Spells/Abilities:**

Darkvision 60'

**Saving Throws:**

Death Ray or Poison: 7

Magic Wands: 7

Paralysis or Turn to Stone: 9

Dragon Breath: 11

Rods, Staves, and Spells: 11

**Weapon:**      **AB:**      **Damage:**      **Range:** +1 / +0 / -2

Warhammer +1      +6      1d6+3

Dagger      +5      1d4+2

Dagger, Thrown      +3      1d4+2      10' / 20' / 30'

Shortbow      +3      1d6      50' / 100' / 150'

**Equipment:**

Warhammer +1

Backpack

2 Daggers

Flint and Steel

Chainmail +2

Waterskin

Shield +1

Rations (Days) ☐☐☐☐☐ ☐

Shortbow

Quiver

Potion of Healing

Arrows +1 ☐☐☐☐☐ ☐☐☐

Arrows ☐☐☐☐☐ ☐☐☐☐

**Name:** Aura

**Race:** Human

**Class:** Cleric

**Sex:** Female

**Level:** 5

**Player:** \_\_\_\_\_

**XP:** 12,100

**Strength:** 13 (+1)

**Intelligence:** 9

**Wisdom:** 13 (+1)

**Dexterity:** 11

**Constitution:** 15 (+1)

**Charisma:** 9

**AC:** 18

**HP:** 24

**AB:** +3

**Movement:** 30'

**Money:** 520 gp

**Spells/Abilities:**

Turn Undead

Level 1 Spells (2 per day)

Level 2 Spells (2 per day)

**Saving Throws:**

Death Ray or Poison: 9

Magic Wands: 10

Paralysis or Turn to Stone: 13

Dragon Breath: 15

Rods, Staves, and Spells: 14

**Weapon:** **AB:** **Damage:** **Range:** +1 / +0 / -2

Staff of Striking +3 1d6

Sling +3 1d4 30' / 60' / 90'

**Equipment:**

Staff of Striking

Backpack

\* may add 1, 2, or 3d6 to damage done

Flint and Steel

Sling

Waterskin

Bullets ☐☐☐☐☐ ☐☐☐☐☐

Rations (Days) ☐☐☐☐☐ ☐☐

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☐☐☐☐☐ ☐☐☐☐☐

Potion of Healing

Plate Mail +1

Scroll of Protection from Undead

Scroll of Three Clerical Spells:

Holy Symbol

Detect Magic, Silence 15' radius,

Spiritual Hammer

Name: **Darion**

Race: **Human**

Class: **Fighter**

Sex: **Male**

Level: **5**

Player:

XP: **24,200**

Strength: **15 (+1)**

Intelligence: **9**

Wisdom: **8 (-1)**

Dexterity: **16 (+2)**

Constitution: **13 (+1)**

Charisma: **11**

AC: **19**

HP: **37**

AB: **+4**

Movement: **30'**

Money: **560 gp**

**Spells/Abilities:**

**Saving Throws:**

Death Ray or Poison: **11**

Magic Wands: **11**

Paralysis or Turn to Stone: **13**

Dragon Breath: **14**

Rods, Staves, and Spells: **15**

**Weapon: AB: Damage: Range: +1 / +0 / -2**

Longsword +2 +7 1d8+3

Dagger +5 1d4+1

Dagger, Thrown +6 1d4+1 10' / 20' / 30'

Longbow +7 1d8+1 70' / 140' / 210'

**Equipment:**

Longsword +2

Backpack

3 Daggers

Flint and Steel

Plate Mail +1

Waterskin

Longbow +1/+3 vs. Dragons

Rations (Days) ☐☐☐☐☐☐

Quiver

Arrows ☐☐☐☐☐☐☐☐☐☐

Scroll of Protection from Lycanthropes

☐☐☐☐☐☐☐☐

Potion of Growth

Boots of Speed

**Name:** Morningstar

**Race:** Elf

**Class:** Fighter/Magic-User

**Sex:** Female

**Level:** 4

**Player:** \_\_\_\_\_

**XP:** 22,000

**Strength:** 15 (+1)

**Intelligence:** 14 (+1)

**Wisdom:** 12

**Dexterity:** 15 (+1)

**Constitution:** 11

**Charisma:** 7 (-1)

**AC:** 19

**HP:** 20

**AB:** +3

**Movement:** 30'

**Money:** 570 gp

**Spells/Abilities:**

Darkvision 60'

Level 1 Spells (2 per day)

Charm Person

Floating Disc

Light (Reversible)

Sleep

Shield

Ventriloquism

Level 2 Spells (2 per day)

Levitate

Knock

**Saving Throws:**

Death Ray or Poison: 11

Magic Wands: 9

Paralysis or Turn to Stone: 11

Dragon Breath: 14

Rods, Staves, and Spells: 11

**Weapon:**      **AB:**      **Damage:**      **Range:** +1 / +0 / -2

Longsword +1      +5      1d8+2

Shortbow      +4      1d6      50' / 100' / 150'

**Equipment:**

Longsword +1      Backpack

Shortbow      Flint and Steel

Quiver      Waterskin

Arrows +2      □□□      Rations (Days) □□□□□ □□

Arrows +1      □□□□□ □□□□      Ring of Fire Resistance

Arrows      □□□□□ □□□      Scroll of Magic-User Spells:

Chain Mail +1      Wall of Stone

Shield +1      Scroll of Magic-User Spells:

\_\_\_\_\_ Fly, Growth of Plants, Hold Person,

\_\_\_\_\_ Water Breathing

**Name:** Apoqulis

**Race:** Human

**Class:** Cleric

**Sex:** Male

**Level:** 6

**Player:** \_\_\_\_\_

**XP:** 24,200

**Strength:** 12

**Intelligence:** 11

**Wisdom:** 13 (+1)

**Dexterity:** 9

**Constitution:** 16 (+2)

**Charisma:** 9

**AC:** 19

**HP:** 31

**AB:** +3

**Movement:** 30'

**Money:** 410 gp

**Spells/Abilities:**

Turn Undead

Level 1 Spells (2 per day)

Level 2 Spells (2 per day)

Level 3 Spells (1 per day)

**Saving Throws:**

Death Ray or Poison: 9

Magic Wands: 10

Paralysis or Turn to Stone: 13

Dragon Breath: 15

Rods, Staves, and Spells: 14

**Weapon:**      **AB:**      **Damage:**      **Range:** +1 / +0 / -2

Mace +1      +4      1d8+1

Sling +2      +5      1d4+2      30' / 60' / 90'

**Equipment:**

Mace +1

Sling +2

Bullets      ☐☐☐☐☐      ☐☐☐☐☐

☐☐☐☐      ☐☐☐☐☐      ☐☐☐☐☐

☐☐☐☐      ☐☐☐☐☐      ☐☐☐☐☐

Plate Mail +2

Holy Symbol

Backpack

Flint and Steel

Waterskin

Rations (Days)      ☐☐☐☐☐      ☐☐

Staff of Healing

Scroll of Protection from Lycanthropes

Scroll of Protection from Undead

**Name:** Barthal

**Race:** Halfling

**Class:** Thief

**Sex:** Male

**Level:** 6

**Player:** \_\_\_\_\_

**XP:** 22,000

**Strength:** 14 (+1)

**Intelligence:** 10

**Wisdom:** 8

**Dexterity:** 14 (+1)

**Constitution:** 9

**Charisma:** 12

**AC:** 15

**HP:** 19

**AB:** +3

**Movement:** 40'

**Money:** 420 gp

**Spells/Abilities:**

Sneak Attack (+4 / x2)

Open Locks 50

Remove Traps 45

Pick Pockets 55

Move Silently 50

Climb Walls 85

Hide 35

Listen 50

+1 AB with all ranged weapons

**Saving Throws:**

Death Ray or Poison: 7

Magic Wands: 9

Paralysis or Turn to Stone: 7

Dragon Breath: 10

Rods, Staves, and Spells: 10

**Weapon:**      **AB:**      **Damage:**      **Range:** +1 / +0 / -2

Shortsword +1      +5      1d6+2

Dagger +1      +5      1d4+2

Dagger, Thrown      +5      1d4+1      10' / 20' / 30'

Sling +1      +6      1d4+2      30' / 60' / 90'

**Equipment:**

Shortsword +1

Backpack

Dagger +1/+2 vs. Regenerators

Thieves Tools

2 Silver Daggers

Flint and Steel

Leather Armor +1

Waterskin

Sling +1/+3 vs. Lycanthropes

Rations (Days) ☐☐☐☐☐ ☐☐

Bullets      ☐☐☐☐☐      ☐☐☐☐☐

☐☐☐☐☐      ☐☐☐☐☐      ☐☐☐☐☐

Ring of Spell Storing: Levitate

☐☐☐☐☐      ☐☐☐☐☐      ☐☐☐☐☐



**Name:** Lucas

**Race:** Human

**Class:** Magic-User

**Sex:** Male

**Level:** 5

**Player:** \_\_\_\_\_

**XP:** 24,200

**Strength:** 8 (-1)

**Intelligence:** 16 (+2)

**Wisdom:** 13 (+1)

**Dexterity:** 10

**Constitution:** 9

**Charisma:** 15 (+1)

**AC:** 13

**HP:** 12

**AB:** +2

**Movement:** 40'

**Money:** 160 gp

**Spells/Abilities:**

**Level 1 Spells (2 per day)**

Charm Person

Light (Reversible)

Magic Missile

Magic Mouth

Shield

Sleep

**Level 2 Spells (2 per day)**

Detect Invisible

Knock

Wizard Lock

**Level 3 Spells (1 per day)**

Invisibility 10' Radius

**Saving Throws:**

Death Ray or Poison: 12

Magic Wands: 13

Paralysis or Turn to Stone: 12

Dragon Breath: 15

Rods, Staves, and Spells: 13

**Weapon:** **AB:** **Damage:** **Range:** +1 / +0 / -2

Dagger +1 +3 1d4

Dagger, Thrown +2 1d4-1 10' / 20' / 30'

**Equipment:**

2 Silver Daggers

Dagger +1

Backpack

Flint and Steel

Waterskin

Rations (Days) ☐☐☐☐☐ ☐

Ring of Protection +2

Scroll of Magic-User Spells:

Mirror Image

Scroll of Magic-User Spells:

Conjure Elemental, ESP, Fireball,

Protection from Evil\* x 2

Scroll of Protection from Elementals

**Name:** Bork

**Race:** Human

**Class:** Fighter

**Sex:** Male

**Level:** 5

**Player:** \_\_\_\_\_

**XP:** 24,200

**Strength:** 18 (+3)

**Intelligence:** 5 (-2)

**Wisdom:** 6 (-1)

**Dexterity:** 11

**Constitution:** 15 (+1)

**Charisma:** 9

**AC:** 19

**HP:** 34

**AB:** +4

**Movement:** 30'

**Money:** 190 gp

**Equipment:**

Scimitar +2

Spear

Chain Mail +1

Shield +2

Heavy Crossbow

Boltcase

Bolts ☐☐☐☐☐ ☐☐☐☐☐

☐☐☐☐☐ ☐☐☐☐☐

☐☐☐☐☐ ☐☐☐☐☐

Broom of Flying

Backpack

Flint and Steel

Waterskin

Rations (Days)

☐☐☐☐☐ ☐☐

Potion of Healing

Potion of Flying

Potion of Heroism

**Saving Throws:**

Death Ray or Poison: 11

Magic Wands: 11

Paralysis or Turn to Stone: 13

Dragon Breath: 14

Rods, Staves, and Spells: 15

**Weapon:**

**AB: Damage: Range:** +1 / +0 / -2

Scimitar +2      +9      1d8+5

Spear (One Hand)      +7      1d6+3

Spear (Thrown)      +4      1d6+3      10' / 20' / 30'

Spear (Two Hands)      +7      1d8+3

\*\* Can't do this and use shield \*\*

Heavy Crossbow      +4      1d8      80' / 160' / 240'

**Name:** Thorus

**Race:** Dwarf

**Class:** Fighter

**Sex:** Male

**Level:** 5

**Player:** \_\_\_\_\_

**XP:** 22,000

**Strength:** 16 (+2)

**Intelligence:** 9

**Wisdom:** 9

**Dexterity:** 12

**Constitution:** 16 (+2)

**Charisma:** 11

**AC:** 19

**HP:** 31

**AB:** +3

**Movement:** 30'

**Money:** 150 gp

**Spells/Abilities:**

Darkvision 60'

**Saving Throws:**

Death Ray or Poison: 7

Magic Wands: 7

Paralysis or Turn to Stone: 9

Dragon Breath: 11

Rods, Staves, and Spells: 11

**Weapon:**      **AB:**      **Damage:**      **Range:** +1 / +0 / -2

Warhammer +1      +6      1d6+3

Dagger      +5      1d4+2

Dagger, Thrown      +3      1d4+2      10' / 20' / 30'

Shortbow      +3      1d6      50' / 100' / 150'

**Equipment:**

Warhammer +1

Backpack

2 Daggers

Flint and Steel

Chainmail +2

Waterskin

Shield +1

Rations (Days) ☐☐☐☐☐ ☐

Shortbow

Quiver

Scroll of Protection from Lycanthropes

Arrows +1      ☐☐☐☐☐ ☐

Potion of Growth

Arrows      ☐☐☐☐☐ ☐☐☐☐

Potion of Healing

☐☐☐☐

**Name:** Aura

**Race:** Human

**Class:** Cleric

**Sex:** Female

**Level:** 6

**Player:** \_\_\_\_\_

**XP:** 24,200

**Strength:** 13 (+1)

**Intelligence:** 9

**Wisdom:** 13 (+1)

**Dexterity:** 11

**Constitution:** 15 (+1)

**Charisma:** 9

**AC:** 18

**HP:** 29

**AB:** +3

**Movement:** 30'

**Money:** 120 gp

**Spells/Abilities:**

Turn Undead

Level 1 Spells (2 per day)

Level 2 Spells (2 per day)

Level 3 Spells (1 per day)

**Saving Throws:**

Death Ray or Poison: 9

Magic Wands: 10

Paralysis or Turn to Stone: 13

Dragon Breath: 15

Rods, Staves, and Spells: 14

**Weapon:** **AB:** **Damage:** **Range:** +1 / +0 / -2

Maul +1 +5 1d10+2

Sling +3 1d4+1 30' / 60' / 90'

**Equipment:**

Maul +1

Sling

Bullets ☐☐☐☐☐ ☐☐☐☐☐

☐☐☐☐☐ ☐☐☐☐☐

☐☐☐☐☐ ☐☐☐☐☐

Plate Mail +1

Holy Symbol

Potion of Healing

Backpack

Flint and Steel

Waterskin

Rations (Days) ☐☐☐☐☐ ☐☐

Scroll of Clerical Spells:

Silence 15' radius

Scroll of Clerical Spells:

Insect Plague, Remove Fear

**Name:** Darion

**Race:** Human

**Class:** Fighter

**Sex:** Male

**Level:** 7

**Player:** \_\_\_\_\_

**XP:** 81,400

**Strength:** 15 (+1)

**Intelligence:** 9

**Wisdom:** 8 (-1)

**Dexterity:** 16 (+2)

**Constitution:** 13 (+1)

**Charisma:** 11

**AC:** 19

**HP:** 47

**AB:** +5

**Movement:** 30'

**Money:** 1,068 gp

**Spells/Abilities:**

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Saving Throws:**

Death Ray or Poison: 10

Magic Wands: 11

Paralysis or Turn to Stone: 12

Dragon Breath: 14

Rods, Staves, and Spells: 15

**Weapon:**      **AB:**      **Damage:**      **Range:** +1 / +0 / -2

Longsword +2      +8      1d8+3

Dagger      +6      1d4+1

Dagger, Thrown      +7      1d4+1      10' / 20' / 30'

Longbow      +8      1d8+1      70' / 140' / 210'

**Equipment:**

Longsword +2

Backpack

3 Daggers

Bag of Holding

Plate Mail +1

Flint and Steel

Longbow +1/+3 vs. Dragons

Waterskin

Quiver

Rations (Days) ☐☐☐☐☐☐

Arrows ☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐

Potion of Gaseous Form

Potion of Healing

Boots of Speed

**Name:** Morningstar

**Player:** \_\_\_\_\_

**Race:** Elf

**Sex:** Female

**XP:** 74,000

**Class:** Fighter/Magic-User

**Level:** 6

**Strength:** 15 (+1)

**AC:** 22

**Movement:** 30'

**Intelligence:** 14 (+1)

**Wisdom:** 12

**HP:** 27

**Money:** 450 gp

**Dexterity:** 15 (+1)

**Constitution:** 11

**AB:** +4

**Charisma:** 7 (-1)

**Spells/Abilities:**

Darkvision 60'

Level 1 Spells (3 per day)

Charm Person

Floating Disc

Light (Reversible)

Sleep

Shield

Ventriloquism

Level 2 Spells (2 per day)

Detect Invisible

Levitate

Knock

Level 3 Spells (2 per day)

Dispel Magic

Fireball

**Saving Throws:**

Death Ray or Poison: 10

Magic Wands: 9

Paralysis or Turn to Stone: 10

Dragon Breath: 14

Rods, Staves, and Spells: 11

**Weapon:**      **AB:**      **Damage:**      **Range:** +1 / +0 / -2

Longsword +2      +7      1d8+3

Shortbow +1      +6      1d6      50' / 100' / 150'

**Equipment:**

Longsword +2      Backpack

Shortbow +1      Flint and Steel

Quiver      Waterskin

Arrows +2      □□□      Rations (Days) □□□□ □□

Arrows +1      □□      Ring of Fire Resistance

Arrows      □□□□□ □□□□□      Amulet of Proof Against Detection and Location

□□□□□

Plate Mail +2      Scroll of Magic-User Spells:

Shield +1      Fly, Growth of Plants, Hold Person

**Name:** Apoqulis

**Race:** Human

**Class:** Cleric

**Sex:** Male

**Level:** 7

**Player:** \_\_\_\_\_

**XP:** 81,400

**Strength:** 12

**Intelligence:** 11

**Wisdom:** 13 (+1)

**Dexterity:** 9

**Constitution:** 16 (+2)

**Charisma:** 9

**AC:** 19

**HP:** 37

**AB:** +4

**Movement:** 30'

**Money:** 642 gp

**Spells/Abilities:**

Turn Undead

Level 1 Spells (3 per day)

Level 2 Spells (2 per day)

Level 3 Spells (2 per day)

**Saving Throws:**

Death Ray or Poison: 9

Magic Wands: 10

Paralysis or Turn to Stone: 13

Dragon Breath: 15

Rods, Staves, and Spells: 14

**Weapon:**      **AB:**      **Damage:**      **Range:** +1 / +0 / -2

Mace +1      +5      1d8+1

Sling +2      +6      1d4+2      30' / 60' / 90'

**Equipment:**

Mace +1

Backpack

Sling +2

Flint and Steel

Bullets      □□□□□      □□□□□

Waterskin

□□□□□      □□□□□      □□□□□

Rations (Days) □□□□□ □□

□□□□□      □□□□□      □□□□□

Plate Mail +2

Staff of Healing

Holy Symbol

Scroll of Protection from Undead

Boots of Levitation

Potion of Flying

**Name:** Barthal

**Race:** Halfling

**Class:** Thief

**Sex:** Male

**Level:** 7

**Player:** \_\_\_\_\_

**XP:** 74,000

**Strength:** 14 (+1)

**Intelligence:** 10

**Wisdom:** 8

**Dexterity:** 14 (+1)

**Constitution:** 9

**Charisma:** 12

**AC:** 15

**HP:** 23

**AB:** +3

**Movement:** 40'

**Money:** 720 gp

**Spells/Abilities:**

Sneak Attack (+4 / x2)

Open Locks 55

Remove Traps 50

Pick Pockets 60

Move Silently 55

Climb Walls 86

Hide 40

Listen 54

+1 AB with all ranged weapons

**Saving Throws:**

Death Ray or Poison: 7

Magic Wands: 9

Paralysis or Turn to Stone: 7

Dragon Breath: 10

Rods, Staves, and Spells: 10

**Weapon:**      **AB:**      **Damage:**      **Range:** +1 / +0 / -2

Shortsword +1      +5      1d6+2

Dagger +1      +5      1d4+2

Dagger, Thrown      +5      1d4+1      10' / 20' / 30'

Sling +1      +6      1d4+2      30' / 60' / 90'

**Equipment:**

Shortsword +1

Backpack

Dagger +1/+2 vs. Regenerators

Thieves Tools

2 Silver Daggers

Flint and Steel

Leather Armor +1

Waterskin

Sling +1/+3 vs. Lycanthropes

Rations (Days) ☐☐☐☐☐ ☐

Bullets      ☐☐☐☐☐      ☐☐☐☐☐

☐☐☐☐☐      ☐☐☐☐☐      ☐☐☐☐☐

Ring of Spell Storing: Levitate

☐☐☐☐☐      ☐☐☐☐☐      ☐☐☐☐☐

Potion of ESP

Potion of Healing



**Name:** Lucas

**Race:** Human

**Class:** Magic-User

**Sex:** Male

**Level:** 7

**Player:** \_\_\_\_\_

**XP:** 81,400

**Strength:** 8 (-1)

**Intelligence:** 16 (+2)

**Wisdom:** 13 (+1)

**Dexterity:** 10

**Constitution:** 9

**Charisma:** 15 (+1)

**AC:** 13

**HP:** 17

**AB:** +3

**Movement:** 40'

**Money:** 211 gp

**Spells/Abilities:**

**Level 1 Spells (3 per day)**

Charm Person

Light (Reversible)

Magic Missile

Magic Mouth

Shield

Sleep

**Level 2 Spells (2 per day)**

Detect Invisible

Knock

Wizard Lock

**Level 3 Spells (2 per day)**

Fly

Invisibility 10' Radius

Lightning Bolt

Protection from Normal

Missiles

**Level 4 Spells (1 per day)**

Wall of Fire

**Saving Throws:**

Death Ray or Poison: 12

Magic Wands: 12

Paralysis or Turn to Stone: 11

Dragon Breath: 14

Rods, Staves, and Spells: 13

**Weapon:** **AB:** **Damage:** **Range:** +1 / +0 / -2

Dagger +1 +3 1d4

Dagger, Thrown +2 1d4-1 10' / 20' / 30'

**Equipment:**

2 Silver Daggers

Dagger +1

Backpack

Flint and Steel

Waterskin

Rations (Days) ☐☐☐☐☐ ☐☐

Ring of Protection +2

Wand of Paralyzation

Scroll of Magic-User Spells:

Conjure Elemental, ESP,

Protection from Evil

Scroll of Protection from Elementals

Name: **Bork**

Race: **Human**

Class: **Fighter**

Sex: **Male**

Level: **7**

Player:

XP: **81,400**

Strength: **18 (+3)**

Intelligence: **5 (-2)**

Wisdom: **6 (-1)**

Dexterity: **11**

Constitution: **15 (+1)**

Charisma: **9**

AC: **19**

HP: **45**

AB: **+5**

Movement: **30'**

Money: **784 gp**

**Equipment:**

Scimitar +2

Spear

Chain Mail +1

Shield +2

Heavy Crossbow

Boltcase

Bolts ☐☐☐☐☐ ☐☐☐☐☐

☐☐☐☐☐ ☐☐☐☐☐

☐☐☐☐☐ ☐☐☐☐☐

Broom of Flying

Ring of Water Walking

Backpack

Flint and Steel

Waterskin

Rations (Days)

☐☐☐☐☐ ☐☐

Potion of Healing

Potion of Flying

Potion of Invisibility

Potion of Polymorph Self

**Saving Throws:**

Death Ray or Poison: **10**

Magic Wands: **11**

Paralysis or Turn to Stone: **12**

Dragon Breath: **14**

Rods, Staves, and Spells: **15**

**Weapon:**

**AB: Damage: Range: +1 / +0 / -2**

Scimitar +2 **+10 1d8+5**

Spear (One Hand) **+8 1d6+3**

Spear (Thrown) **+5 1d6+3 10' / 20' / 30'**

Spear (Two Hands) **+8 1d8+3**

**\*\* Can't do this and use shield \*\***

Heavy Crossbow **+5 1d8 80' / 160' / 240'**

**Name:** Thorus

**Race:** Dwarf

**Class:** Fighter

**Sex:** Male

**Level:** 7

**Player:** \_\_\_\_\_

**XP:** 74,000

**Strength:** 16 (+2)

**Intelligence:** 9

**Wisdom:** 9

**Dexterity:** 12

**Constitution:** 16 (+2)

**Charisma:** 11

**AC:** 21

**HP:** 45

**AB:** +5

**Movement:** 30'

**Money:** 474 gp

**Spells/Abilities:**

Darkvision 60'

**Saving Throws:**

Death Ray or Poison: 6

Magic Wands: 7

Paralysis or Turn to Stone: 8

Dragon Breath: 11

Rods, Staves, and Spells: 11

**Weapon:**      **AB:**      **Damage:**      **Range:** +1 / +0 / -2

Warhammer +1      +8      1d6+3

Dagger      +7      1d4+2

Dagger, Thrown      +5      1d4+2      10' / 20' / 30'

Shortbow      +5      1d6      50' / 100' / 150'

**Equipment:**

Warhammer +1

Backpack

2 Daggers

Flint and Steel

Plate Mail +2

Waterskin

Shield +1

Rations (Days) ☐☐☐☐☐ ☐

Shortbow

Quiver

Potion of Growth

Arrows +1, +3 vs. Dragons

Bolts +1/+3 vs. Dragons

☐☐☐☐☐ ☐

Potion of Speed

Arrows ☐☐☐☐☐ ☐☐☐☐

Ring of X-Ray Vision

☐☐☐

Potion of Healing

**Name:** Aura

**Race:** Human

**Class:** Cleric

**Sex:** Female

**Level:** 7

**Player:** \_\_\_\_\_

**XP:** 81,400

**Strength:** 13 (+1)

**Intelligence:** 9

**Wisdom:** 13 (+1)

**Dexterity:** 11

**Constitution:** 15 (+1)

**Charisma:** 9

**AC:** 18

**HP:** 40

**AB:** +4

**Movement:** 30'

**Money:** 944 gp

**Spells/Abilities:**

Turn Undead

Level 1 Spells (3 per day)

Level 2 Spells (2 per day)

Level 3 Spells (2 per day)

**Saving Throws:**

Death Ray or Poison: 9

Magic Wands: 10

Paralysis or Turn to Stone: 13

Dragon Breath: 15

Rods, Staves, and Spells: 14

**Weapon:** **AB:** **Damage:** **Range:** +1 / +0 / -2

Maul +1 +6 1d10+2

Sling +4 1d4+1 30' / 60' / 90'

**Equipment:**

Maul +1

Backpack

Sling

Flint and Steel

Bullets ☐☐☐☐☐ ☐☐☐☐☐

Waterskin

☐☐☐☐☐ ☐☐☐☐☐

Rations (Days) ☐☐☐☐☐ ☐☐

☐☐☐☐☐ ☐☐☐☐☐

Plate Mail +1

Scroll of Clerical Spells:

Silence 15' radius

Holy Symbol

Potion of Polymorph Self

Potion of Healing