# 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	<b>Experience Points</b>
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			Player:	
Race: Human	Sex: Male		XP:	0
Class: Fighter	Level:	1		
Strength:15 (+1)	AC:	16	Moveme	nt: 20'
Intelligence: 9		10		
Wisdom: 8 (-1)	HP:	6	Money:	7 gp
Dexterity: 16 (+2)		0		
Constitution: 13 (+1)	AB:	+1		
Charisma: 11				
Spells/Abilities:	Saving	Throws:		
	Dea	th Ray or P	oison:	12
		gic Wands:		13
	_	alysis or Tur	n to Stone:	14
	Drag	gon Breath:		15
	Rods, Staves, and Spells:			17
	Weapo		AB: Dama	_
	Longs			18+1
	Dagge			14+1
	Dagge	r, Thrown	+3 10	14+1 10' / 20' / 30'
Equipment:				
Longsword				
3 Daggers				
Chainmail				
Backpack				
Flint and Steel				
Waterskin				
Waterskin Rations (Days) □□□□□ □□				

Name: Morningstar			Player:		
Race: Elf	Sex: Female		XP:	0	
Class: Fighter/Magic-User	Level: _	1			
Strength: 15 (+1)	AC:	17	Movement:	20'	
Intelligence: 14 (+1)	-			•	
Wisdom: 12	HP:	5	Money:	3 gp	
Dexterity: 15 (+1) Constitution: 11	AB:		_		
Charisma: 7 (-1)	AD. -	+1	_		
Spells/Abilities:	Saving	Throws:			
Darkvision 60'	Deat	th Ray or Po	ison:	12	
	Mag	ic Wands:		11	
Level 1 Spells (1 per day)		lysis or Turr	to Stone:	12	
Sleep		gon Breath:		15	
	Rods, Staves, and Spells: 13				
	Weapo	n: A	AB: Damage	: Range: +1/+0/-2	
	Longsv	vord	+2 1d8+	1	
	Shortb	ow	+2 1d6	50' / 100' / 150'	
Equipment:					
Longsword					
Longsword Shortbow					
Longsword Shortbow					
Longsword Shortbow					
Longsword Shortbow Quiver with 20 Arrows					
Longsword Shortbow Quiver with 20 Arrows					
Longsword Shortbow Quiver with 20 Arrows  Chainmail and Shield Backpack					
Equipment: Longsword Shortbow Quiver with 20 Arrows  Chainmail and Shield Backpack Flint and Steel Waterskin					
Longsword Shortbow Quiver with 20 Arrows  Chainmail and Shield Backpack Flint and Steel					

Name: Apoq	ulis			Player:	
Race: Huma	n	Sex:	Male	XP:	0
Class: Cleric		_ Level:	1		
Strength:	12	AC:		Movement:	20'
Intelligence:	11		15		
Wisdom:	13 (+1)	HP:	6	Money:	8 gp
Dexterity:	9		0	_	
Constitution:	16 (+2) 9	_ AB:	+1		
Spells/Abilities: Turn Undead		Dea Mag Para Drag	th Ray or P tic Wands: alysis or Tur gon Breath:	n to Stone:	11 12 14 16 15
			ls, Staves, a	na Speiis:	<u> </u>
		_ _ Weapo	n:	AB: Damage:	Range: +1 / +0 / -2
		<u>Mace</u>		+1 1d8	201 / 601 / 001
		Sling		+1 1d4	30' / 60' / 90'
_		_			
Equipment:					
Mace					
Sling					
Bullets					
Chain Mail					
Backpack					
Flint and Steel					
Rations (Days) [					
Holy Symbol					

Name: Barthal			Playe XP:		_
Race: Halfling		-			0
Class: Thief	_ Level: <sub>-</sub>	1			
Strength: 14 (+1)	AC:	14	Move	ment: _	30'
Intelligence: 10					
Wisdom: 8	_ HP:	4	Mone	ey: 1	gp
Dexterity: 14 (+1)		<del>-1</del>			
Constitution: 9	AB:	+1			
Charisma: 12		T (			
Spells/Abilities:	Saving	Throws:			
Sneak Attack (+4 / x2)	_ Dea	th Ray or P	oison:		9
Open Locks 25	_ Mag	gic Wands:		1	0
Remove Traps 20	Para	alysis or Tur	n to Stone	<b>2</b> :	9
Pick Pockets 30	_ Drag	gon Breath:		1	3
Move Silently 25	Rod	ls, Staves, a	nd Spells:	1	2
Climb Walls 80	_				
Hide 10	- Weapo	n:	AB: Da	amage:	<b>Range:</b> +1 / +0 / -2
Listen 30	_ Shorts	word	+2	1d6+1	
	Daggei	r	+2	1d4+1	
+1 AB with all ranged weapons	Dagge	r, Thrown	+3	1d4+1	10' / 20' / 30'
	Sling		+3	1d3+1	30' / 60' / 90'
Equipment:					
Shortsword			ckpack		
Shortsword Silver Dagger		Flin	t and St	eel	
Shortsword Silver Dagger 2 Daggers		Flir Wa	t and St terskin		
Shortsword Silver Dagger 2 Daggers Sling		Flir Wa	t and St		
Shortsword Silver Dagger 2 Daggers		Flir Wa	t and St terskin		
Shortsword Silver Dagger 2 Daggers Sling		Flir Wa	t and St terskin		
Shortsword Silver Dagger 2 Daggers Sling Stones		Flir Wa	t and St terskin		
Shortsword Silver Dagger 2 Daggers Sling Stones		Flir Wa	t and St terskin		
Shortsword Silver Dagger 2 Daggers Sling Stones		Flir Wa	t and St terskin		

<del>-</del>	ucas				Player: _		
Race: Human			Sex: Male		XP:	0	
Class: N	Magic-Us	ser	Level:	1			
Strength:	8	(-1)	AC:	11	Movement:	40'	
Intelligence	: 16	(+2)	_	* *			
Wisdom:	13	(+1)	HP:	4	Money:	73 gp	
Dexterity:	10		_	<del></del>	_		
Constitutio	n: 9		AB:	+1			
Charisma:	15	(+1)					
Spells/Abili	ities:		Saving	Throws:			
Level 1 Spells (1 per day)		Dea	th Ray or P	oison:	13		
Charm	Person		Mag	ic Wands:		14	
Shield			Para	alysis or Tur	n to Stone:	13	
Light (F	Reversible	)	Drag	gon Breath:	<u> </u>	16	
			Rods, Staves, and Spells:			15	
			<u>Dagge</u> <u>Dagge</u>	r, Thrown	+1 1d4- +1 1d4-		
Equipment	:						
2 Daggers							
Silver Dago	ger						
Backpack							
	teel						
Waterskin	·						
Waterskin	ays) □□[						
Flint and S Waterskin Rations (D	ays) □□[						
Waterskin	ays) □□l						
Waterskin	ays) □□[						

Name: Bork			Player: XP:		
Race: Human				0	
Class: <u>Fighter</u>	Level: _	1			
Strength: 18 (+3)	AC:	13	Moveme	nt: 30	ı
Intelligence: 5 (-2)		13			
Wisdom: 6 (-1)	HP:	6	Money:	14 g	р
Dexterity: 11					
Constitution: 15 (+1)	AB:	+1			
Charisma: 9		<del></del>			
Spells/Abilities:	Saving '	Throws:			
	 Death	n Ray or Poi	ison:	12	
	 Magid	: Wands:		13	
	 Paral	ysis or Turn	to Stone:	14	
	Drage	Dragon Breath:			
	Rods	Rods, Staves, and Spells:		17	
					Range:
	Weapon	:	AB: Da	amage:	+1 / +0 / -2
	Battle A	xe	+4	1d8+3	
	Spear (	One Hand)	+4	1d6+3	
	Spear (	Two Hands	s) +4	1d8+3	
	Spear (	Thrown)	+2	1d6+3	10' / 20' / 30'
_					
Battle Axe					
Battle Axe Spear					
Battle Axe Spear Leather Armor					
Battle Axe Spear Leather Armor Backpack					
Battle Axe Spear Leather Armor Backpack Flint and Steel					
Battle Axe Spear Leather Armor Backpack Flint and Steel Waterskin					
Equipment: Battle Axe Spear Leather Armor Backpack Flint and Steel Waterskin Rations (Days)					
Battle Axe Spear Leather Armor Backpack Flint and Steel Waterskin					
Battle Axe Spear Leather Armor Backpack Flint and Steel Waterskin					

Name: Thorus			Player:	
Race: Dwarf		Male	XP:	0
Class: Fighter	Level: _	1		
Strength: 16 (+2)	AC:	15	Movement:	30'
Intelligence: 9		15		
Wisdom: 9	HP:	7	Money:	7 gp
Dexterity: 12		/		
Constitution: 16 (+2)	AB:	+1		
Charisma: 11	-	———	_	
Spells/Abilities:	Saving	Throws:		
Darkvision 60'	Dea	th Ray or Pc	ison:	8
	Mag	ic Wands:		9
	Para	alysis or Turr	to Stone:	10
	Drag	gon Breath:	12	
	Rod	s, Staves, an	d Spells:	13
	Weapo		AB: Damage:	_
	Warha		+3 1d6+2	
	Dagger		+3 1d4+2	
•	Dagger	r, Thrown	+1 1d4+2	2 10' / 20' / 30'
•				
Equipment:				
Warhammer				
2 Daggers				
Chainmail				
Backpack				
Flint and Steel				
Waterskin				
Rations (Days) □□□□□ □□				

Name: Aur	·a			Player:	
Race: Hur	nan	Sex:	Female	XP:	0
Class: Cle	ric	_ Level: _	1		
Strength: _ Intelligence:	13 (+1)	_ AC:	14	Movement:	20'
Wisdom:  Dexterity:	13 (+1) 11	HP:	5	Money: _	9 gp
Constitution: _ Charisma: _	15 (+1) 9	_ AB: 	+1	<u> </u>	
Spells/Abilities Turn Undead	s:	Deat Mag Para Drag	Throws: th Ray or Poic Wands: llysis or Turn gon Breath: s, Staves, ar	n to Stone:	11 12 14 16 15 e: Range: +1/+0/-2
		Maul Sling		+2 1d1 +1 1d4	0+1
Equipment:					
Maul					
Sling					
Bullets					
Leather Armo					
Backpack					
Backpack Flint and Stee					
Backpack Flint and Stee Waterskin	el				
Backpack Flint and Stee Waterskin Rations (Days	el				
Backpack Flint and Stee Waterskin	el				

Name: Darion			Player: _	
Race: Human		Male	XP:	3,025
Class: Fighter	Level:	2	-	
Strength:15 (+1)	AC:	19	Movement:	30'
Intelligence: 9	_	19	_	
Wisdom: 8 (-1)	HP:	14	Money:	140 gp
Dexterity:16 (+2)	_			
Constitution: 13 (+1)	AB:	+2	<u> </u>	
Charisma: 11	-	12	- <u>-</u>	
Spells/Abilities:	Saving	Throws:		
	Dea	th Ray or P	oison:	11
	Mag	ic Wands:	_	12
	Para	alysis or Tui	rn to Stone:	14
	Dragon Breath:			15
	Rod	s, Staves, a	and Spells:	16
	Weapo	n:	AB: Damage	e: Range: +1 / +0 / -2
	Longsv	word	+3 1d8+	-1
	Dagge	r	+3 1d4+	+1
	Dagge	r, Thrown	+4 1d4+	10' / 20' / 30'
Equipment:				
Longsword				
3 Daggers				
Plate Mail +1				
Backpack				
Backpack Flint and Steel				
Backpack Flint and Steel Waterskin				
Backpack Flint and Steel				
Backpack Flint and Steel Waterskin				
Backpack Flint and Steel Waterskin				

	orningst	<u>aı</u>			Player:	0.750			
Race: $\frac{El}{El}$				Female	XP:	2,750			
Class: <u>Fi</u>	ghter/Ma	agic-User	Level:	1					
Strength:	15	(+1)	AC:	17	Movement:	20'			
Intelligence: Wisdom:	14	(+1)	HP:		Money:	170 gp			
Dexterity:	15	(+1)	-	5	_	3.			
Constitution Charisma:	: 11 7	(-1)	AB:	+1					
Spells/Abiliti			_	Throws:		4.0			
Darkvision 6	50'			th Ray or Po	oison:	12			
			_	ic Wands:		11			
Level 1 Spe		day)		llysis or Turi	n to Stone:	12			
Charm P			Dragon Breath:			15			
	eversible)		Rods, Staves, and Spells: 13			13			
Sleep			***		A.D. D.	<b>D</b>			
Shield			Weapo		AB: Damage:	_			
			Longsv Shortb		+2 1d8+ +2 1d6	50' / 100' / 150'			
			3110110	OW	+2 100	30 / 100 / 130			
Equipment: Longsword					Backpack				
			Flint and Steel						
Shortbow					Waterskin				
Shortbow Quiver				Rations (Days)					
	+1 🗆 🗆				Rations (Da	ys) 🗆 🗆 🗆 🗆 🗆			
Quiver	-1 <u></u>		]		Rations (Da	ys) 🗆 🗆 🗆 🗆 🗆			
Quiver Arrows -			]		Rations (Da	ys) □□□□□ □□			
Quiver Arrows + Arrows					Rations (Da	ys) □□□□□ □□			

Race: Humar	ılis n	Sex:	Male	Player: XP:	3,025
	Level: 3			3,023	
Class: Cleric		revei:	<u>J</u>		
Strength:	12	AC:	15	Movement:	20'
Intelligence:	11	_	13	_	
Wisdom:	13 (+1)	HP:	18	Money:	160 gp
Dexterity:	9	-		. <u> </u>	
Constitution:	16 (+2)	AB:	+2		
Charisma:	9	-		. <u> </u>	
Spells/Abilities:		Saving	Throws:		
Turn Undead		Dea	th Ray or P	oison:	10
		Mag	ic Wands:	_	11
Level 1 Spells (2	per day)	Para	alysis or Tui	rn to Stone:	14
		Drag	gon Breath:		15
		Rod	s, Staves, a	nd Spells:	14
		Weapo	n:	AB: Damage:	<b>Range:</b> +1 / +0 / -2
		Mace -	+1	+3 1d8+	1
		Sling		+2 1d4	30' / 60' / 90'
Fauinment:					
				Backpack	
Mace +1				Backpack Flint and Steel	
Mace +1 Sling				•	
Mace +1 Sling				Flint and Steel	
Mace +1 Sling				Flint and Steel Waterskin	
Mace +1 Sling Bullets				Flint and Steel Waterskin	
Mace +1 Sling Bullets				Flint and Steel Waterskin	
Equipment:  Mace +1  Sling  Bullets  Chain Mail  Holy Symbol				Flint and Steel Waterskin	
Mace +1 Sling Bullets  □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□				Flint and Steel Waterskin	
Mace +1 Sling Bullets				Flint and Steel Waterskin	

Name: Barthal		\ <u> </u>	Playe	-	750
Race: Halfling	-	Male	XP:		2,750
Class: Thief	Level: _	3			
Strength: 14 (+1)	AC:	14	Move	ement: _	30'
Intelligence: 10	_				
Wisdom: 8	HP:	10	Mone	ey:	150 gp
Dexterity: 14 (+1)	_				
Constitution: 9	AB:	+2			
Charisma: 12	-				
Spells/Abilities:	Saving	Throws:			
Sneak Attack (+4 / x2)	Deat	th Ray or Po	ison:		8
Open Locks 35	Mag	ic Wands:			10
Remove Traps 30	Para	Paralysis or Turn to Stone: 8			
Pick Pockets 40	Drag	gon Breath:			12
Move Silently 35	Rod	s, Staves, an	d Spells:		11
Climb Walls 82					
Hide 20	Weapo	n: <i>A</i>	AB: D	amage:	Range: +1 / +0 / -2
Listen 38	Shorts	word	+3	1d6+1	
	Dagger	+1	+4	1d4+2	
+1 AB with all ranged weapons	Dagger	, Thrown	+4	1d4+1	10' / 20' / 30'
	Sling		+4	1d4+1	30' / 60' / 90'
Equipment:					
Shortsword		Backpa	ck		
Dagger +1/+2 vs. Regenerators		Flint an	d Steel		
2 Silver Daggers		Waters	kin		
Sling		Rations			
Bullets 🗆 🗆 🗆 🗆 🗆 🗆 🗆 🗆 🗆 🗆 🗆 🗆 🗆		Thieves	Tools		
□□□□□ □□□□□ □□□□□□□□□□□□□□□□□□□□□□□□□					

	cas				Player: _	2.225
	man			Male	XP:	3,025
Class: Ma	gic-Us	er	Level:	2		
Strength:	8	(-1)	AC:	11	Movement:	40'
Intelligence:	16	(+2)				
Wisdom:	13	(+1)	HP:	6	Money:	220 gp
Dexterity:	10				. <u> </u>	
Constitution:	9		AB:	+1		
Charisma:	15	(+1)		• •	-	
Spells/Abilitie	s:		Saving	Throws:		
Level 1 Spells	s (2 per	day)	Dea	ith Ray or P	oison:	13
Charm Pe	rson		Mag	gic Wands:	_	14
Shield		_	Para	alysis or Tui	13	
Light (Rev	ersible)		Dragon Breath: 15			15
			Rods, Staves, and Spells:			14
			Weapo	n:	AB: Damage	e: Range: +1 / +0 / -2
			<u>Dagge</u>	r	+1 1d4	-1
			<u>Dagge</u>	<u>r, Thrown</u>	+1 1d4	-1 10' / 20' / 30'
Equipment:						
2 Daggers						
2 Daggers Silver Dagger						
2 Daggers Silver Dagger Backpack						
2 Daggers Silver Dagger Backpack Flint and Stee						
2 Daggers Silver Dagger Backpack Flint and Stee Waterskin	el					
2 Daggers Silver Dagger Backpack Flint and Stee Waterskin Rations (Day	el s) □□□					
2 Daggers Silver Dagger Backpack Flint and Stee Waterskin Rations (Days	el s) □□□ gic-User	•				
2 Daggers Silver Dagger Backpack Flint and Stee Waterskin Rations (Days	el s) □□□ gic-User	Spells:	Language	es.		
2 Daggers Silver Dagger Backpack Flint and Stee Waterskin Rations (Days	el s) □□□ gic-User	•	Language	S		

(+3) (-2) (-1) (+1)	Sex: Level:  AC: HP: AB:	Male 2 20 14	XP:  Move	ment:2	25 20'
(-2) (-1) (+1)	AC: HP:	20			
(-2) (-1) (+1)	HP:				
(-1)	<del></del> 		Mone	y: <u>19</u> (	) an
(+1)	<del></del> 	14	Mone	y: 190	) an
	AB:				<del>, 9P</del>
	AB:				
		+2			
	<del></del> -				_
	Saving Th	rows:			
	_	Ray or Poison:	:	11	
	Magic W			12	_
	_	s or Turn to S	Stone:	14	<u> </u>
	Dragon	Breath:		15	
	Rods, S	taves, and Sp	oells:	16	
					Range:
	Weapon:	A	B: Da	amage:	+1 / +0 / -2
	Battle Axe	2	+5	1d8+3	
	Spear (On	ne Hand)	+5	1d6+3	
	Spear (Th	·	+2	1d6+3	10' / 20' / 30
	Spear (Tw	· · · · · · · · · · · · · · · · · · ·	+5	1d8+3	
	** Can	't do this a	nd use	shield **	
		Back	(pack		
			•	eel	
		Wate	erskin		
		Ratio	ons (Da	ys) 🗆 🗆 🗆	
			Flint Wate	Waterskin	Flint and Steel

Name: Thorus			Player:	
Race: Dwarf		Male	XP:	2,750
Class: Fighter	Level:	2		
Strength: 16 (+2) Intelligence: 9	AC:	18	Movement	t: <u>30'</u>
Wisdom: 9	HP:	15	Money:	200 gp
Dexterity: 12 Constitution: 16 (+2) Charisma: 11	AB:	+2	-	
Spells/Abilities: Darkvision 60'	Dea Mag Para Drag	Throws: th Ray or P ic Wands: alysis or Tur gon Breath: s, Staves, a	n to Stone:	7 8 10 12 12
	Weapo Warha Dagge Dagge	mmer	+4 1d4	ge: Range: +1/+0/-2 5+2 4+2 4+2 10'/20'/30'
Equipment: Warhammer 2 Daggers Chainmail +2				
Shield				
Backpack				
Flint and Steel				
Waterskin				
Rations (Days)				
Nations (Days) i ii ii ii ii ii ii ii				
Rations (Days) DDDDD DD				

	Aura					Player: _		
	Human				<u>Female</u>	XP:	3,025	
Class:	Cleric			Level:	3			
Strength:		3 (+	1)	AC:	18	Movement:	20'	
Intelligend Wisdom:		9 (+	1)	HP:		Money:	220 gp	
Wisdom. Dexterity:		1	• /	111.	14	Money.	220 gp	
Constituti Charisma	-	5 (+ <sup>1</sup>	1)	AB:	+2	_ _ _		
Spells/Abi	ilities:			Saving	Throws:			
Turn Und	ead			Dea	th Ray or Po	oison:	10	
				Mag	gic Wands:	<del>_</del>	11	
Level 1 Sp	pells (2	per day)		Para	alysis or Turi	to Stone: 13		
				Dra	gon Breath:	_	15	
				Roc	ls, Staves, ai	nd Spells:	14	
				Weapo	on:	AB: Damage	e: Range: +1/+0/-2	
				Maul		+3 1d10	0+1	
				Sling		+2 1d4	+1 30' / 60' / 90'	
Equipmen	nt:							
Maul						Backpack		
Sling						Flint and S	teel	
Bullets						Waterskin		
						Rations (D	ays) 🗆 🗆 🗆 🗆 🗆 🗆	
Plate Mai	l +1					Potion of I	Healing	
Holy Sym	bol							
Basic Fantasy	Role-Playir	ng Game Ch	naracter Recor	d	Copyrig	ht © 2006-2014 Cl	nris Gonnerman and	

	ion		N 4 1	Player: _	6.050
Race: Hun		_	Male	XP:	6,050
Class: Fighter		_ Level:	3	-	
Strength: _	15 (+1)	_ AC:	19	Movement:	30'
Intelligence:	9		13	_	
Wisdom:	8 (-1)	_ HP:	21	Money:	240 gp
Dexterity:	16 (+2)	_	Z 1	_	
Constitution: _	13 (+1)	_ AB:	+2		
Charisma:	11	<u> </u>	<b>Τ</b> Ζ	-	
Spells/Abilities	<b>::</b>	Saving	Throws:		
		Dea	ith Ray or P	oison:	11
		 Mag	gic Wands:		12
		— Para	alysis or Tui	rn to Stone:	14
		Dra	gon Breath:	:	15
		– Roc	ls, Staves, a	and Spells:	16
		Dagge Dagge	r r, Thrown	+3 1d4 +4 1d4	
		Scroll	of Protec	tion from Lyca	enthrones
	)			LION HOM LYCE	antinopes
Longsword +2	2	301011	orriotec	•	•
Longsword +2 3 Daggers	2	301011	orrrotec		
Longsword +2 3 Daggers Plate Mail +1	2	301011	orrrotec	,	·
Longsword +2 3 Daggers Plate Mail +1 Backpack		361011	orrrotec		·
Longsword +2 3 Daggers Plate Mail +1 Backpack Flint and Stee		361011	orrotec	,	·
Longsword +2 3 Daggers Plate Mail +1 Backpack Flint and Stee Waterskin	:l	361011	orrotec		·
Equipment: Longsword +2 3 Daggers Plate Mail +1 Backpack Flint and Stee Waterskin Rations (Days	:l	361011	orrotec		
Longsword +2 3 Daggers Plate Mail +1 Backpack Flint and Stee Waterskin	:l	301011	orrotec		
Longsword +2 3 Daggers Plate Mail +1 Backpack Flint and Stee Waterskin	:l	301011	orrotec		

	orningstar			Player:	5 500	
Race: $\frac{Elf}{Fig}$			<u>Female</u>	XP:	5,500	
Class: Fig	hter/Magic-User	Level:				
Strength:	15 (+1)	AC:	18	Movement:	20'	
Intelligence:	14 (+1)					
Wisdom:	12	HP:	9	Money:	300 gp	
Dexterity:	15 (+1)					
Constitution:	11	AB:	+2			
Charisma:	7 (-1)					
Spells/Abilitie	es:	Saving	Throws:			
Darkvision 6	0'	Dea	nth Ray or Po	oison:	11	
		Mag	gic Wands:		10	
Level 1 Spell	s (2 per day)	Para	alysis or Tur	n to Stone:	12	
Charm Pe	Dra	gon Breath:	15			
Light (Rev	Roc	Rods, Staves, and Spells: 12				
Sleep						
Shield		Weapo		AB: Damage:	_	
Ventriloqu	uism	Longs		+3 1d8+		
		Shortb	ow	+3 1d6	50' / 100' / 150'	
Equipment:						
Longsword				Backpack		
Shortbow				Flint and St	eel	
Quiver				Waterskin		
				Rations (Da	ys) 🗆 🗆 🗆 🗆 🗆	
Arrows +2						
Arrows +2						
Arrows +2 Arrows						
Arrows +2 Arrows Chain Mail						

Name: Apoqulis		Mala	Player:	6.050	
Race: Human	_	Male	XP:	6,050	
Class: Cleric	_ Level:	4	-		
Strength: 12	_ AC:	15	Movement:	20'	
Intelligence: 11	_		_		
Wisdom: 13 (+1) Dexteritu: 9	_ HP:	22	Money:	300 gp	
Dexterity: 9 Constitution: 16 (+2)	– AB:				
Charisma: 9	<del>-</del> -	+2			
Spells/Abilities:	Saving	Throws:			
Turn Undead	Dea	ath Ray or F	Poison:	9	
	_ Mag	gic Wands:		10	
Level 1 Spells (2 per day)	_ Par	alysis or Tu	rn to Stone:	13	
	_ Dra	gon Breath	: <u> </u>		
	_ Roo	ds, Staves, a	and Spells:	14	
Level 2 Spells (1 per day)	_ Weapo	on:	AB: Damage:	Range: +1/+0/-2	
	Mace	+1	+3 1d8+	1	
	Sling		+4 1d4+	2 30' / 60' / 90'	
	_				
Equipment:					
Mace +1			Backpack		
Sling +2			Flint and Steel		
Bullets			Waterskin		
			Rations (Days)		
Chain Mail			Scroll of Protection	ction from Undead	
Holy Symbol			Potion of Heali	ng	
Basic Fantasy Role-Playing Game Character	Racord	Conuri	ght @ 2006 2014 Chy	is Gonnerman and James Lemo	

Race: Halfling	Sex:	Male	Player: XP:	5,500		
Class: Thief	Level:			3,000		
- 44 (.4)				401		
Strength: 14 (+1) Intelligence: 10	AC:	15	Movement:	40'		
Intelligence: 10 Wisdom: 8	HP:		Money:	230 gp		
Dexterity: 14 (+1)	111.	13	Money.	230 96		
Constitution: 9	AB:					
Charisma: 12		+2 	_			
Spells/Abilities:	Saving	Throws:				
Sneak Attack (+4 / x2)	Dea	ath Ray or P	oison:	7		
Open Locks 40	Mag	gic Wands:		9		
Remove Traps 35	Paralysis or Turn to Stone: 8					
Pick Pockets 45	Dragon Breath: 11					
Move Silently 40	Roc	ls, Staves, a	nd Spells:	10		
Climb Walls 83						
Hide 25	Weapo	n:	AB: Damage	<b>Range:</b> +1 / +0 / -2		
Listen 42	Shorts	word	+3 1d6+	-1		
	Dagge	r +1	+4 1d4+	-2		
+1 AB with all ranged weapons	Dagge	r, Thrown	+4 1d4+	10' / 20' / 30'		
	Sling +	-1	+5 1d4+	-1 30' / 60' / 90'		
Equipment: Shortsword		Bac	kpack			
Dagger +1/+2 vs. Regenerators	Flint and Steel					
2 Silver Daggers			terskin			
Leather Armor +1		Rat	ions (Days) □			
Sling			eves Tools			
Bullets 🗆 🗆 🗆 🗆 🗆 🗆 🗆 🗆 🗆 🗆 🗆 🗆 🗆						
		Pot	ion of Diminut	ion		

	cas				Player: _		
	man			Male	XP:	6,050	
Class: Magic-User			Level:	3			
Strength:	8	(-1)	AC:	11	Movement:	40'	
Intelligence:	16	(+2)		• •			
Wisdom:	13	(+1)	HP:	6	Money:	380 gp	
Dexterity:	10		_				
Constitution:	9		AB:	+1			
Charisma: _	15	(+1)					
Spells/Abilities	s:		Saving	Throws:			
Level 1 Spells	s (2 per	day)	Dea	th Ray or P	oison:	13	
Charm Pei	rson		Mag	ic Wands:	<u> </u>	14	
Light (Rev	ersible)	<u> </u>	Para	alysis or Tur	n to Stone:	13	
Magic Mouth			Drag	gon Breath:		15	
Shield			Rods, Staves, and Spells: 14				
Sleep							
			Weapo	n:	AB: Damage	<b>Range:</b> +1 / +0 / -2	
Level 2 Spells	s (1 per	day)	Dagge	r +1	+2 1d4		
Wizard Lo	ck		Dagge	r, Thrown	+1 1d4-	1 10' / 20' / 30'	
F							
	ers			Pot	tion of Undeac	Control	
Equipment: 2 Silver Dagg Dagger +1	ers						
2 Silver Dagg Dagger +1	ers			Scr	tion of Undead oll of Magic-U Charm Monste	ser Spells:	
2 Silver Dagg Dagger +1				Scr	oll of Magic-U	ser Spells:	
2 Silver Daggo Dagger +1 Backpack Flint and Stee				Scr	oll of Magic-U	ser Spells:	
Dagger +1 Backpack Flint and Stee Waterskin	el			Scr	oll of Magic-U	ser Spells:	
2 Silver Dagge Dagger +1 Backpack Flint and Stee	el			Scr	oll of Magic-U	ser Spells:	
2 Silver Dagge Dagger +1 Backpack Flint and Stee Waterskin	el			Scr	oll of Magic-U	ser Spells:	
2 Silver Dagge Dagger +1 Backpack Flint and Stee Waterskin	el			Scr	oll of Magic-U	ser Spells:	
2 Silver Daggo Dagger +1 Backpack Flint and Stee Waterskin	el			Scr	oll of Magic-U	ser Spells:	

(+3) (-2) (-1) (+1)	Level: AC: HP: AB:	19 19 +2	XP: Move	ement:	,050 30' 10 gp
(-2) (-1)	AC: HP: AB: Saving Th	19			
(-2) (-1)	HP: AB: Saving Th	19			
(-1)	AB: Saving Th	19	Mone	-y: <u>3</u>	10 gp
, ,	AB: Saving Th		Mone	ey: <u>3</u>	10 gp
(+1)	Saving Th				
(+1)	Saving Th	+2			
	_				
	_				
		rows:			
	Death R	ay or Poison	:	11	
	Magic W	Vands:		12	
	Paralysis	s or Turn to S	Stone:	14	
	Dragon	Breath:		15	
	Rods, S	taves, and Sp	oells:	16	
	Weapon:	A	AB: D	amage:	<b>Range:</b> +1 / +0 / -2
	-	-2	+7	1d8+5	•
	Spear (On	ie Hand)	+5	1d6+3	
	Spear (Th	rown)	+2	1d6+3	10' / 20' / 30'
	Spear (Tw	o Hands)	+5	1d8+3	
	** Can	't do this a	ınd use	shield **	
		Back	kpack		
			•	eel	
		Ratio	ons (Da	 ıys) □□□	
		Weapon: Scimitar + Spear (On Spear (Th	Weapon: A Scimitar +2 Spear (One Hand) Spear (Thrown)  Spear (Two Hands) ** Can't do this a  Back Flint Wate	Weapon: AB: DESCIMITATE	Weapon: AB: Damage: Scimitar +2 +7 1d8+5 Spear (One Hand) +5 1d6+3 Spear (Thrown) +2 1d6+3  Spear (Two Hands) +5 1d8+3 ** Can't do this and use shield **  Backpack Flint and Steel

Race: Dwarf Class: Fighte Strength: Intelligence: Wisdom: Dexterity: Constitution: Charisma: Spells/Abilities:		Level: AC: HP:	19	XP: Mover		30'
Strength: Intelligence: Wisdom: Dexterity: Constitution:	16 (+2) 9 9 12 16 (+2)	AC: HP:	19	Movei	ment: _	30'
Intelligence:	9 9 12 16 (+2)	- - HP:		Mover	ment: _	30'
Wisdom:  Dexterity:  Constitution:  Charisma:	9 12 16 (+2)	- 				
Constitution:	16 (+2)	- 	15	Money	y: 3	00 gp
Charisma:			15			
	11	AB:				
Spells/Abilities:		- -	+2			
		Saving	Throws:			
Darkvision 60'		Dea	th Ray or Po	ison:		7
		Mag	gic Wands:			8
		Para	alysis or Turn	to Stone:	· —	0
		Dra	gon Breath:		1	2
		Roc	ls, Staves, an	d Spells:	1	2
		_ Weapo	on: A	AB: Da	ımage:	Range: +1/+0/
		<u>Warha</u>	mmer +1	+5	1d6+3	
		Dagge	r	+4	1d4+2	
		Dagge	r, Thrown	+2	1d4+2	10' / 20' / 30'
		Shortb	OW	+2	1d6	50' / 100' / 150'
Equipment:						
Warhammer +1			Backpa	ck		
2 Daggers			Flint an	d Steel		
Chainmail +2			Watersl	kin		
Shield +1			Rations	(Days)		
Shortbow						
Quiver with Arro	ws					

Name: Aura			Player: _	
Race: Human		- emale	XP:	6,050
Class: Cleric	_ Level: _	4		
Strength: 13 (+1)	AC:	18	Movement:	20'
Intelligence: 9 Wisdom: 13 (+1)	 - HP:	 19	Money: _	290 gp
Dexterity: 11 Constitution: 15 (+1)	AB:	+2	-	
Charisma: 9			_	
Spells/Abilities:	_	Throws:		•
Turn Undead	_	h Ray or Po	oison:	9
	_	c Wands:	_	10
Level 1 Spells (2 per day)	-	lysis or Turi	n to Stone: _	13
	_	on Breath:	_	15
	_ Rods	s, Staves, ar	nd Spells:	14
Level 2 Spells (1 per day)	- Weapor		AB: Damage	_
	<u> Maul +</u>	1	+4 1d10	
	Sling		+2 1d4-	+1 30' / 60' / 90'
	_			
	_			
	_			
Equipment:				
Maul +1			Backpack	
Sling			Flint and S	teel
Bullets			Waterskin	
				ays) 🗆 🗆 🗆 🗆 🗆 🗆 .
	11 H I		Holy Symbo	01
			Potion of F	- Healing
			Potion of F	Healing
			Potion of F	Healing
			Potion of F	Healing

Race: Hun	nan		Sex:	Male	Player: _ XP:	12,100
	nter		Level:			12,100
<u> </u>	101		Level.	<u>'</u>	-	
Strength:	15	(+1)	AC:	19	Movement:	30'
Intelligence:	9			19		
Wisdom:	8	(-1)	HP:	30	Money:	190 gp
Dexterity:	16	(+2)		30	_	
Constitution: _	13	(+1)	AB:	+3		
Charisma: _	11				· <u> </u>	
Spells/Abilities	<b>:</b> :		Saving	Throws:		
			Dea	ith Ray or P	oison:	11
			Mag	gic Wands:		11
			Para	alysis or Tui	rn to Stone:	13
			Dra	gon Breath:	<u> </u>	14
			Roo	ls, Staves, a	and Spells:	15
			Dagge	word +2	AB: Damage +6 1d8+ +4 1d4+ +5 1d4+	-3 -1
Equipment: Longsword +2	2		Scroll	of Protec	tion from Lyca	nthrones
3 Daggers	<u> </u>			of Speed	tion nom Lyca	папорез
Plate Mail +1				of Herois	sm	
			. 31.31		<del>- · · · ·</del>	
Backpack						
	e <b>l</b>					
Flint and Stee	: <b>l</b>					
Flint and Stee Waterskin						
Backpack Flint and Stee Waterskin Rations (Days		100 00				
Flint and Stee Waterskin						

V 2 2 2 2 1	Elf	star	Sex:	Female	Player: XP:	11,000
		Magic-User	Sex. Level:		Ar	11,000
Class.	r igitter/iv	lagic osci	Level.			
Strength:	15	(+1)	AC:	20	Movement:	20'
Intelligenc	e: <u>14</u>	(+1)				
Wisdom:	12		HP:	15	Money:	300 gp
Dexterity:	15	(+1)			_	
Constitutio			AB:	+2		
Charisma	:7	(-1)				
Spells/Abi	lities:		Saving	Throws:		
Darkvisior	า 60'		Dea	th Ray or Po	oison:	11
			Mag	gic Wands:	_	10
Level 1 Sp	oells (2 per	r day)	Para	alysis or Tur	n to Stone:	12
Charm	Person		Dra	gon Breath:	_	15
Floatin	ng Disc		Roc	ls, Staves, a	nd Spells:	12
Light (	Reversible)	)				
Sleep			Weapo	n:	AB: Damage	Range: +1/+0/-2
Shield				word +1	+4 1d8+	
Ventril	oquism		Shortb	ow	+3 1d6	50' / 100' / 150'
l evel 2 Sr	pells (1 per					
LCVCI Z OF		<u>uuy)</u>				
l evitat	e					
Levitat	te					
Levitat	<u>te</u>					
Equipmen	t:				Racknack	
Equipmen Longswor	it: ·d +1				Backpack	o a l
Equipmen Longswor Shortbow	it: ·d +1				Flint and St	eel
Equipmen Longswor Shortbow Quiver	it: rd +1				Flint and St Waterskin	
Equipmen Longswor Shortbow Quiver Arrows	it: ·d +1 s +2 □□				Flint and St	
Equipmen Longswor Shortbow Quiver	it: ·d +1 s +2 □□				Flint and St Waterskin Rations (Da	ys) 🗆 🗆 🗆 🗆 🗆
Equipmen Longswor Shortbow Quiver Arrows	s +2				Flint and St Waterskin Rations (Da Ring of Fire	ys) 🗆 🗆 🗆 🗆 Resistance
Equipmen Longswor Shortbow Quiver Arrows Arrows	s +2				Flint and St Waterskin Rations (Da Ring of Fire Scroll of Ma	ys) □□□□□ □□  Resistance  agic-User Spells:
Equipmen Longswor Shortbow Quiver Arrows	s +2				Flint and St Waterskin Rations (Da Ring of Fire Scroll of Ma	ys) □□□□□ □□  Resistance  agic-User Spells:  /all of Stone,

Race: Human	Sex:	Male	_ Player: XP:	12,100
Class: Cleric	_ Sex. Level:			12,100
Cidss. Cicric	_ Level.		-	
Strength: 12	AC:	19	Movement:	30'
Intelligence: 11	<u>_</u>	19	_	
Wisdom: 13 (+1)	_ HP:	26	Money:	410 gp
Dexterity: 9			_	
Constitution: 16 (+2)	_ AB:	+3		
Charisma: 9				
Spells/Abilities:	Saving	Throws:		
Turn Undead	_	, ith Ray or F	Poison:	9
	<del>-</del>	gic Wands:		10
Level 1 Spells (2 per day)	_		rn to Stone:	13
	_ Dra	gon Breath	 :	15
	- Roc	ls, Staves, a	and Spells:	14
Loval 2 Spalls (2 par day)	– Waana		AB. Damasa	. <b>D</b> amas 11/10/9
Level 2 Spells (2 per day)	_ Weapo Mace		AB: Damage +4 1d8+	_
	Sling	+ 1	+4 1d8+ +5 1d4+	
	<u> </u>		15 (41)	2 30 / 00 / 30
	<u> </u>			
			Backnack	
Mace +1			Backpack Flint and Steel	
Mace +1 Sling +2			Flint and Steel	
Mace +1 Sling +2			Flint and Steel Waterskin	
Mace +1 Sling +2			Flint and Steel	
Mace +1 Sling +2 Bullets			Flint and Steel Waterskin Rations (Days)	
Mace +1  Sling +2  Bullets			Flint and Steel Waterskin Rations (Days)	ction from Undead
Equipment:  Mace +1  Sling +2  Bullets			Flint and Steel Waterskin Rations (Days) Scroll of Prote	ction from Undead
Mace +1  Sling +2  Bullets			Flint and Steel Waterskin Rations (Days) Scroll of Prote	ction from Undead
Mace +1  Sling +2  Bullets			Flint and Steel Waterskin Rations (Days) Scroll of Prote	ction from Undead

Race: ${Half}$	hal	C	Male	Player:		1,000		
Race: <u>Halt</u> Class: Thie				XP:		1,000		
Class: Tille	<u> </u>	Level:						
Strength: _	14 (+1)	AC:	15	Moven	nent: _	40'		
Intelligence: _	10							
Wisdom: _	8	HP:	17	Money	:3	10 gp		
Dexterity: _	14 (+1)							
Constitution: $\_$	9	AB:	+3					
Charisma: _	12							
Spells/Abilities:		Saving	Throws:					
Sneak Attack	(+4 / x2)	Dea	th Ray or Po	oison:		7		
Open Locks	45	Mag	gic Wands:			9		
Remove Traps	40	Para	alysis or Turr	n to Stone:		8		
Pick Pockets	50	Dra	Dragon Breath: 11					
Move Silently	45	Roc	ls, Staves, an	nd Spells:	1	0		
Climb Walls	84							
Hide	30	Weapo	on: A	AB: Dai	mage:	<b>Range:</b> +1 / +0 / -2		
Listen	46	Shorts	word +1	+5	1d6+2			
		Dagge	r +1		1d4+2			
+1 AB with all	ranged weapons	Dagge	r, Thrown	+5	1d4+1	10' / 20' / 30'		
		Sling		+5	1d4+1	30' / 60' / 90'		
Equipment:								
Shortsword +1			Poti	ion of Dir	ninution	l		
Dagger +1/+2	vs. Regenerators		Poti	ion of Fly	ing			
2 Silver Dagge	rs							
Leather Armoi	+1		Вас	kpack				
Sling			Thie	eves Tool	s			
Bullets [			Flint	t and Ste	el			
			Wat	erskin				
			Rati	ons (Day	s) 🗆 🗆 🗆			
			Mati	0113 (Da)	. ,			
			Nati	ons (Bu)				

	ıcas			N 4 = 1 =	Player: _	12.100	
	uman			Male	XP:	12,100	
Class: <u>M</u>	agic-Us	<u>er</u>	Level:		-		
Strength: Intelligence:	8 16	(-1) (+2)	AC:	13	Movement:	40'	
Wisdom: Dexterity:	13 10	(+1)	HP:	9	Money:	380 gp	
Constitution	: 9		AB:	+2			
Charisma:	15	(+1)			_		
Spells/Abiliti	ies:		Saving	Throws:			
Level 1 Spe	lls (2 per	· day)	Dea	ath Ray or P	oison:	12	
Charm P	erson		Mag	gic Wands:		13	
Light (Re	eversible)	)	Par	alysis or Tur	rn to Stone:	12	
Magic M	issile		Dra	gon Breath:	: 	15	
Magic M	outh		Rods, Staves, and Spells: 13				
Shield							
Sleep			Weapo	n:	AB: Damage	: Range: +1 / +0 / -2	
			Dagge	r +1	+3 1d4		
Level 2 Spe	lls (2 per	· day)	Dagge	r, Thrown	+2 1d4-	1 10' / 20' / 30'	
Wizard L	.ock						
Knock							
Equipment: 2 Silver Dag	ners			Po	tion of Undead	Control	
Dagger +1	9013				roll of Magic-Us		
Backpack				301	Charm Monste	•	
Flint and St	eel			Scr	roll of Magic-Us		
Waterskin					Magic Jar, Mir		
Rations (Da	 vs) □□□					m Normal Missiles	
tations (ba	<i>y</i> 3)			Rin	g of Protection		

Name: Borl				N4010	Playe		2 100
Race: Hum				Male	XP:		2,100
Class: Figh	ter		Level: _	4			
Strength: _	18	(+3)	AC:	19	Move	ement:	30'
Intelligence:	5	(-2)		19			
Wisdom:	6	(-1)	HP:	26	Mone	ey: <u>3</u>	10 gp
Dexterity:	11						
Constitution: _	15	(+1)	AB:	+3			
Charisma: _	9						
Spells/Abilities	•		Saving Th	rows:			
			Death R	ay or Poisor	n:	11	
			Magic W	lands:		11	
			_	s or Turn to	Stone:	13	
			Dragon	Breath:		14	
			Rods, S	taves, and S	pells:	15	
			Waanan		AB: D	lama sa.	Panga 11/10/9
			Weapon: Scimitar +		ъ: р +8	amage: 1d8+5	<b>Range:</b> +1 / +0 / -2
			Spear (On		+6	1d6+3	
			Spear (Th		+3	1d6+3	10' / 20' / 30'
			Spear (TII	i OWII)	13	10013	10 / 20 / 30
			Spear (Tw	o Hands)	+6	1d8+3	
			** Can	't do this	and use	shield **	
Equipment:							
Scimitar +2				Вас	kpack		
Spear					t and St	teel	
Chain Mail +1					erskin	·	
Shield +2						ays) □□□	
				Bro	om of F	lying	
					ion of H		
				<u> </u>			

	us			Player:		
Race: Dwar			Male	XP:	1	1,000
Class: Fight	er	Level:	4			
Strength:	16 (+2)	AC:	19	Moven	nent: _	30'
Intelligence:	9					
Wisdom:	9	HP:	24	Money	:3	00 gp
Dexterity:	12					
Constitution:	16 (+2)	AB:	+3			
Charisma:	11	<u></u>				
Spells/Abilities:		Saving	Throws:			
Darkvision 60	)'	Dea	th Ray or Po	ison:		7
		Mag	gic Wands:			7
		Para	alysis or Turn	to Stone:		9
		Dra	gon Breath:		1	1
		Roo	ls, Staves, an	d Spells:	1	1
		— Weapo	an: A	AB: Dai	mage:	Range: +1/+0/-2
			mmer +1		1d6+3	11dinge. 11/10/2
		Dagge			1d4+2	
			r, Thrown		1d4+2	10' / 20' / 30'
		Shortb			1d6	50' / 100' / 150'
Equipment:						
			Backpa	ıck		
Warhammer +1			Backpa Flint an			
Warhammer +1 2 Daggers				d Steel		
Warhammer +1 2 Daggers Chainmail +2			Flint an Waters	d Steel		
Warhammer +1 2 Daggers Chainmail +2 Shield +1			Flint an Waters	d Steel kin		
Warhammer +1 2 Daggers Chainmail +2 Shield +1 Shortbow			Flint an Waters Rations	d Steel kin		
Warhammer +1 2 Daggers Chainmail +2 Shield +1 Shortbow			Flint an Waters Rations	d Steel kin (Days) [		
			Flint an Waters Rations	d Steel kin (Days) [		
Warhammer +1 2 Daggers Chainmail +2 Shield +1 Shortbow Quiver			Flint an Waters Rations	d Steel kin (Days) [		

Name: Aura			Player:	10.100
Race: Human		<u>Female</u>	XP:	12,100
Class: Cleric	Level:	5		
Strength: 13 (+1) Intelligence: 9	AC:	18	Movement:	30'
Wisdom: 13 (+1)  Dexterity: 11	HP:	24	Money: _	520 gp
Constitution: 15 (+1) Charisma: 9	AB:	+3	_	
Spells/Abilities: Turn Undead	Dea	Throws: oth Ray or Posic Wands:	oison:	9
Level 1 Spells (2 per day)	Para Dra	alysis or Tur gon Breath: ls, Staves, a	_	13 15 14
	Staff of Sling	of Striking	+3 1d6 +3 1d4	30' / 60' / 90'
Staff of Striking  * may add 1, 2, or 3d6 to dar	mage dor	ne	Backpack Flint and Steel Waterskin	
Staff of Striking  * may add 1, 2, or 3d6 to dar Sling	mage dor	ne	Flint and Steel Waterskin	
Staff of Striking  * may add 1, 2, or 3d6 to dar Sling	mage dor □□	ne	Flint and Steel	
Staff of Striking  * may add 1, 2, or 3d6 to dar Sling	mage dor	ne	Flint and Steel Waterskin	
Staff of Striking  * may add 1, 2, or 3d6 to dar Sling  Bullets	mage dor	ne	Flint and Steel Waterskin Rations (Days) Potion of Heal	
Staff of Striking  * may add 1, 2, or 3d6 to dar Sling  Bullets	mage dor	ne	Flint and Steel Waterskin Rations (Days) Potion of Heal Scroll of Prote	ing ction from Undead
* may add 1, 2, or 3d6 to dar Sling  Bullets  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	mage dor	ne	Flint and Steel Waterskin Rations (Days) Potion of Heal Scroll of Three	ing ction from Undead Clerical Spells:
Equipment: Staff of Striking  * may add 1, 2, or 3d6 to dar Sling Bullets  DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	mage dor	ne	Flint and Steel Waterskin Rations (Days) Potion of Heal Scroll of Three	ing ction from Undead Clerical Spells: ic, Silence 15' radius,

Name: Dari					Playe			
Race: Hum				Male	XP:	2	24,200	
Class: Figh	iter		Level:					
Strength: _	15	(+1)	AC:	19	Move	ement: _	30'	
Intelligence: _	9		-					
Wisdom: _	8	(-1)	HP:	37	Mone	ey: <u>5</u>	60 gp	
Dexterity: _	16	(+2)	-					
Constitution: _	13	(+1)	AB:	+4				
Charisma: _	11		-					
Spells/Abilities	:		Saving	Throws:				
			Dea	ath Ray or P	oison:	1	1	
			Mag	gic Wands:		1	1	
			Par	alysis or Tur	n to Ston	e: 1	3	
			Dra	gon Breath:		1	4	
			Roo	ls, Staves, a	nd Spells:	1	5	
			Weapo		AB: D	amage:	Range: +1/+0/-2	
				word +2	ны. Б +7	1d8+3	<b>Nalige.</b> +1/+0/-2	
					+5	1d4+1		
				r, Thrown		1d4+1	10' / 20' / 30'	
			Longb		+7	1d8+1	70' / 140' / 210'	
Equipment:								
Longsword +2	)			Backpack	(			
3 Daggers				Flint and				
Plate Mail +1				Waterskir	1			
Longbow +1/+	-3 vs. D	ragons		Rations ([	Days) 🗆			
Quiver								
Arrows [				Scroll of I	Protection	on from L	ycanthropes	
				Potion of	Growth			
				Boots of	Speed			
		me Character R				-2014 Chris (		

Name: Morningstar			Player:	
Race: Elf		Female	XP:	22,000
Class: Fighter/Magic-User	Level:	4		
Strength: 15 (+1) Intelligence: 14 (+1)	AC:	19	Movement:	30'
Wisdom: 12  Dexterity: 15 (+1)	HP:	20	Money: _	570 gp
Constitution: 11 Charisma: 7 (-1)	AB:	+3		
Spells/Abilities: Darkvision 60'	Dea	Throws: hth Ray or Po	oison:	11 9
Level 1 Spells (2 per day)		alysis or Turi	n to Stone:	11
Charm Person	Dra	gon Breath:	_	14
Floating Disc	Roc	ls, Staves, ar	nd Spells:	
Light (Reversible)				
Sleep	Weapo	n:	AB: Damage	<b>Range:</b> +1 / +0 / -2
Shield	Longs	word +1	+5 1d8+	2
Ventriloquism	Shortb	ow	+4 1d6	50' / 100' / 150'
Level 2 Spells (2 per day)				
Levitate				
Knock				
Equipment:				
Longsword +1		Backpack		
Shortbow		Flint and S		
Quiver		Waterskin		
Arrows +2 □□□		Rations (D	ays) □□□□□	
Arrows +1		Ring of Fir	e Resistance	
Arrows		Scroll of N	Magic-User Spe	ells:
Chain Mail +1		Wall of	Stone	
Shield +1		Scroll of N	Magic-User Spe	ells:
		Fly, Gr	owth of Plants	, Hold Person,
		Water	Breathing	
Basic Fantasy Role-Playing Game Character Rec	ord	Copyria	ht © 2006-2014 Chi	ris Gonnerman and James Lemo

Race: Human		C	Male	Player: _ XP:	24,200	
Class: Cleric					24,200	
Class: Cleff		Level: _	0	-		
Strength: 12		AC:	19	Movement:	30'	
Intelligence: 11		_	19			
Wisdom: 13	(+1)	HP:	31	Money:	410 gp	
Dexterity: 9		_	<u> </u>	_		
Constitution: 16	(+2)	AB:	+3			
Charisma: 9		-	T3	<u> </u>		
Spells/Abilities:		Saving	Throws:			
Turn Undead		Dea	th Ray or P	oison:	9	
		Mag	ic Wands:		10	
Level 1 Spells (2 per	day)	Para	lysis or Tur	rn to Stone:	13 15	
		Drag	gon Breath:			
		Rod	s, Staves, a	and Spells:	14	
Level 2 Spells (2 per	day)	Weapo Mace - Sling +	+1	AB: Damage +4 1d8+ +5 1d4+	-1	
Level 3 Spells (1 per	day)					
Equipment:			Backp	n ale		
Mace +1				ack		
			•	nd Steel		
Sling +2	 ]D		Flint a	nd Steel		
Sling +2			Flint a Water	nd Steel skin		
Sling +2			Flint a Water	nd Steel		
Sling +2 Bullets			Flint a Water Ration	nd Steel skin		
Sling +2 Bullets			Flint a Water Ration	nd Steel skin ns (Days) □□□		
Sling +2 Bullets			Flint a Water Ration	nd Steel skin ns (Days) □□□ of Healing	from Lycanthropes	
Sling +2 Bullets			Flint a Water Ration Staff of	nd Steel skin ns (Days) □□□ of Healing	from Lycanthropes	
Mace +1 Sling +2 Bullets			Flint a Water Ration Staff of	nd Steel skin ns (Days) □□□ of Healing of Protection		

Race: Halfling	Sex:	Male	_ Player: XP:	22,000
Class: Thief	Level:		. ••• —	,
Strength: 14 (+1)	AC:		Movement:	40'
Intelligence: 10		15	1/10 vennem.	
Wisdom: 8	— HP:	10	- Money:	420 gp
Dexterity: 14 (+1)	_	19	_	<u> </u>
Constitution: 9	AB:	12		
Charisma: 12	<u> </u>	+3	_	
Spells/Abilities:	Saving	g Throws:		
Sneak Attack (+4 / x2)	Dea	ath Ray or F	Poison:	7
Open Locks 50	Mag	gic Wands:	_	9
Remove Traps 45	Par	alysis or Tu	rn to Stone:	7
Pick Pockets 55	Dra	agon Breath	:	10
Move Silently 50	Roo	ds, Staves, a	and Spells:	10
Climb Walls 85				
Hide 35	Weapo	on:	AB: Damage	: Range: +1 / +0 / -2
Listen 50	Shorts	sword +1	+5 1d6+	2
	Dagge	er +1	+5 1d4+	2
+1 AB with all ranged weapon	s <u>Dagge</u>	er, Thrown	+5 1d4+	1 10' / 20' / 30'
	Sling -	+1	+6 1d4+	2 30' / 60' / 90'
Equipment: Shortsword +1		Ba	ckpack	
Dagger +1/+2 vs. Regenerator	·s		ieves Tools	
2 Silver Daggers	<del>-</del>		nt and Steel	
Leather Armor +1			aterskin	
Sling +1/+3 vs. Lycanthropes			tions (Days) 🗆	
Bullets			• • • • • • • • • • • • • • • • • • • •	
		Rin	ng of Spell Stori	ng: Levitate

Name: <u>Lucas</u>			_ Player: _				
Race: Human	Sex: Male		_ XP: _	24,200			
Class: Magic-User	Level:	5	_				
Strength: 8 (-1)	AC:	13	Movement:	40'			
Intelligence: 16 (+2)	_	15	_				
Wisdom: 13 (+1)	HP:	12	Money:	160 gp			
Dexterity: 10	_	12	_				
Constitution: 9	AB:	+2					
Charisma: 15 (+1)	-	TZ					
Spells/Abilities:	Saving	Throws:					
Level 1 Spells (2 per day)	Dea	th Ray or F	Poison:	12			
Charm Person	Mag	ic Wands:	_	13			
Light (Reversible)	Para	alysis or Tu	rn to Stone:	12			
Magic Missile	Drag	gon Breath	: <u> </u>	15			
Magic Mouth	Rod	Rods, Staves, and Spells: 13					
Shield							
Sleep	Weapo	n:	AB: Damage	e: Range: +1 / +0 / -2			
	Dagge	r +1	+3 1d4				
Level 2 Spells (2 per day)	Dagge	r, Throwr	n +2 1d4-	-1 10' / 20' / 30'			
Detect Invisible							
Knock							
Wizard Lock							
Level 3 Spells (1 per day)							
Invisibility 10' Radius							
Equipment:							
2 Silver Daggers		Sc	roll of Magic-U	lser Spells:			
Dagger +1			Mirror Image				
Backpack		Sc	roll of Magic-U	Iser Spells:			
Flint and Steel			Conjure Eleme	ental, ESP, Fireball,			
Waterskin			Protection fro	om Evil* x 2			
Rations (Days) □□□□□ □□		Sc	roll of Protecti	on from Elementals			
Ring of Protection +2							

Race: Human   Sex: Male   XP:   24,200	
Strength:   18	
Intelligence:	
Wisdom:         6 (-1)         HP:         34         Money:         190 gp           Dexterity:         11         AB:         +4         190 gp           Charisma:         9         AB:         +4         190 gp           Equipment:         Saving Throws:         10         10         10         10         10         11         11         11         11         11         12         12         12         13         13         13         14 </td <td></td>	
AB:   +4     AB:   +4     AB:   AB	
Death Ray or Poison:	
Magic Wands:   11   Paralysis or Turn to Stone:   13   Paralysis or Turn to Stone:   13   Paralysis or Turn to Stone:   14   Paralysis or Turn to Stone:   15   Paralysis or Turn to Stone:   15   Paralysis or Turn to Stone:   15   Paralysis or Turn to Stone:   14   Paralysis or Turn to Stone:   13   Paralysis or Turn to Stone:   14   Paralysis or Turn to Stone:   13   Paralysis or Turn to Stone:   13   Paralysis or Turn to Stone:   14   Paralysis or Turn to Stone:   13   Paralysis or Turn to Stone:   13   Paralysis or Turn to Stone:   14   Paralysis or Turn to Stone:   14   Paralysis or Turn to Stone:   13   Paralysis or Turn to Stone:   13   Paralysis or Turn to Stone:   13   Paralysis or Turn to Stone:   14   Paralysis or Turn to Stone:   14   Paralysis or Turn to Stone:   13   Paralysis or Turn to Stone:   14   Paralysis or Turn to Stone:   13   Paralysis or Turn to Stone:   14   Paralysis or Turn to Stone:   15   Paralysis or Turn to Stone:   14   Paralysis or Turn to Stone:   14   Paralysis or Turn to Stone:   15   Paralysis or Turn to Stone:	
Chain Mail +1 Shield +2 Heavy Crossbow Boltcase Bolts	
Dragon Breath:   14   Rods, Staves, and Spells:   15	
Heavy Crossbow  Boltcase  Bolts	
Boltcase  Bolts	
Weapon: AB: Damage: Range: +1  Scimitar +2 +9 1d8+5  Spear (One Hand) +7 1d6+3  Spear (Thrown) +4 1d6+3 10' / 20' /  Broom of Flying  Spear (Two Hands) +7 1d8+3  ** Can't do this and use shield **  Flint and Steel  Waterskin  Rations (Days)  Potion of Flying  Weapon: AB: Damage: Range: +1  Scimitar +2 +9 1d8+5  Spear (One Hand) +7 1d6+3  ** Can't do this and use shield **  Heavy Crossbow +4 1d8 80' / 160' /  Potion of Flying  Potion of Flying	
Spear (One Hand) +7 1d6+3 Spear (Thrown) +4 1d6+3 10' / 20' /  Broom of Flying  Spear (Two Hands) +7 1d8+3  ** Can't do this and use shield **  Flint and Steel  Waterskin  Rations (Days)  Potion of Healing  Potion of Flying	/ +0 / -2
Spear (Thrown) +4 1d6+3 10' / 20' /  Broom of Flying  Spear (Two Hands) +7 1d8+3  ** Can't do this and use shield **  Heavy Crossbow +4 1d8 80' / 160' /  Rations (Days)  Potion of Healing  Potion of Flying	
Broom of Flying  Spear (Two Hands) +7 1d8+3  ** Can't do this and use shield **  Flint and Steel  Waterskin  Rations (Days)  DDDDDDDDDDD  Potion of Healing  Potion of Flying	30'
Spear (Two Hands) +7 1d8+3  ** Can't do this and use shield **  Waterskin  Rations (Days)  Potion of Healing  Potion of Flying	
Flint and Steel  Waterskin Heavy Crossbow +4 1d8 80' / 160' /  Rations (Days)  □□□□□□□□□  Potion of Healing  Potion of Flying	
Waterskin  Rations (Days)  DDDDDDDDD  Potion of Healing  Potion of Flying	
Rations (Days)  □□□□□□□□□  Potion of Healing  Potion of Flying	
Potion of Flying	/ 240'
Potion of Healing Potion of Flying	
Potion of Flying	
Potion of Heroism	

Race: Dwa	rus erf	Sex: N	Male	Player: XP:	2	2,000
	nter		Level: 5			2,000
Class: Tigi	itei	Level: _				
Strength: _	16 (+2)	AC:	19	Moveme	nt: _	30'
Intelligence: _	9	· <u>-</u>				- 0
Wisdom: _	9	HP:	31	Money:	1	50 gp
Dexterity: _	12					
Constitution: _	16 (+2)	AB:	+3			
Charisma: _	11	·				
Spells/Abilities	<b>:</b>	Saving	Throws:			
Darkvision 6		Deat	h Ray or Po	oison:	•	7
		Magi	c Wands:			7
		Para	lysis or Turr	n to Stone:		9
		Drag	on Breath:		1	1
		Rods	s, Staves, ar	nd Spells:	1	1
		Weapor	n: A	AB: Dama	age:	Range: +1 / +0 / -2
		Warhar	nmer +1	+6 10	d6+3	
		Dagger		+5 10	<del>14+2</del>	
		Dagger	, Thrown	+3 10	d4+2	10' / 20' / 30'
		Shortbo	ow	+3 10	d6	50' / 100' / 150'
Equipment:	•		ъ .			
Warhammer +	- 1		Backpa			
2 Daggers				nd Steel		
Chainmail +2			Waters			
Shield +1			Kations	s (Days) □[		
Shortbow			C II	of Door A. At	f	
Quiver					on fron	n Lycanthropes
Arrows +1				of Growth		
Α			Potion	of Healing		
Arrows				<u>_</u>		

r:
24,200
ment: 30'
y: <u>120 gp</u>
•
9
10
: 13
14
amage: Range: +1/+0/-2
1d10+2
1d4+1 30' / 60' / 90'
:k
Steel
in
 (Days) □□□□□ □□
(Days) LLLLL LL
Clerical Spells:
ce 15' radius
Clerical Spells:
t Plague, Remove Fear
triague, Nemove real

Class:         Fighter         Level:         7           Strength:         15 (+1)         AC:         19 Movement:         30'           Intelligence:         9         HP:         47 Money:         1,068 gp           Dexterity:         16 (+2)         AB:         +5           Constitution:         13 (+1)         AB:         +5           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/-           Longsword +2         +8 1d8+3         Dagger         +6 1d4+1           Dagger, Thrown         +7 1d4+1 10' / 20' / 3'	Player:						Name:
Strength:   15	XP: 81,400						
Intelligence: 9			Level: _	Class: <u>Fighter</u>			
Intelligence: 9   Wisdom: 8   (-1)   HP: 47   Money: 1,068 gp	Movement: 30'	19	AC:	(+1)			_
Dexterity:   16	1.060.00		-	/ 1\			
Constitution:   13	Money: 1,068 gp	47	HP:	<u> </u>			
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			4 D .			_	_
Death Ray or Poison:		+5	AB:	(+1)		_	
Magic Wands:   11		Throws:	Saving		:	Abilities	Spells/A
Paralysis or Turn to Stone: 12   14     15   15     15     15       15	oison: 10	th Ray or P	Dear				_
Dragon Breath:   14   15   15     15	11	ic Wands:	Mag				
Rods, Staves, and Spells:   15	rn to Stone: 12	alysis or Tur	Para				
Weapon: AB: Damage: Range: +1/-   Longsword +2	14	gon Breath:	Drag				
Longsword +2 +8 1d8+3  Dagger +6 1d4+1  Dagger, Thrown +7 1d4+1 10' / 20' / 3t  Longbow +8 1d8+1 70' / 140' / 3t  Equipment: Longsword +2 Backpack  3 Daggers Bag of Holding  Plate Mail +1 Flint and Steel  Longbow +1/+3 vs. Dragons Waterskin  Quiver Rations (Days) □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□	and Spells: 15	ls, Staves, a	Rod				
Dagger +6 1d4+1  Dagger, Thrown +7 1d4+1 10' / 20' / 3t  Longbow +8 1d8+1 70' / 140' /  Equipment:  Longsword +2  Backpack 3 Daggers  Bag of Holding  Plate Mail +1  Flint and Steel  Longbow +1/+3 vs. Dragons  Waterskin  Quiver  Rations (Days) □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□	<b>AB: Damage:</b> Range: +1 / +0 / -2	n:	Weapo				
Dagger, Thrown +7 1d4+1 10' / 20' / 30 Longbow +8 1d8+1 70' / 140' / 30 Equipment: Longsword +2 Backpack 3 Daggers Bag of Holding Plate Mail +1 Flint and Steel Longbow +1/+3 vs. Dragons Waterskin Quiver Rations (Days) □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□	+8 1d8+3	vord +2	Longsv				
Equipment:  Longsword +2  Backpack  3 Daggers  Plate Mail +1  Longbow +1/+3 vs. Dragons  Quiver  Arrows  Potion of Gaseous Form  Potion of Healing	+6 1d4+1	<u>r</u>	Dagger				
Equipment:  Longsword +2  3 Daggers  Plate Mail +1  Longbow +1/+3 vs. Dragons  Quiver  Arrows  Potion of Gaseous Form  Potion of Healing	+7 1d4+1 10' / 20' / 30'						
Longsword +2  Backpack  Bag of Holding  Plate Mail +1  Flint and Steel  Longbow +1/+3 vs. Dragons  Waterskin  Quiver  Arrows  Potion of Gaseous Form  Potion of Healing	+8 1d8+1 70' / 140' / 210'	ow	Longbo				
3 Daggers  Plate Mail +1  Longbow +1/+3 vs. Dragons  Quiver  Arrows  Potion of Gaseous Form  Potion of Healing						nent:	Equipme
Plate Mail +1  Longbow +1/+3 vs. Dragons  Quiver  Arrows  Potion of Gaseous Form  Potion of Healing	(	Backpack				vord +2	Longsw
Longbow +1/+3 vs. Dragons  Quiver  Arrows  Potion of Gaseous Form  Potion of Healing	f Holding	Bag of				ers	3 Dagge
Quiver Rations (Days) □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□	nt and Steel						
Arrows	terskin	Waterskin					
Potion of Gaseous Form Potion of Healing	tions (Days) □□□□□ □□	Rat					Quiver
Potion of Healing						ows [	Arro
	tion of Gaseous Form	Pot				[	
boots of speed	tion of Healing	Pot			М	nf Snea	Roots o
					u	or spee	ט פוטטנ

Name: Morningsta	nr		Player:	
Race: Elf	Sex:	Female	XP:	74,000
Class: Fighter/Ma	gic-User Level:			
Strength: 15 Intelligence: 14	(+1) AC:	22	Movement:	30'
Wisdom: 12 Dexterity: 15	(+1) HP:	27	Money:	450 gp
Constitution: 11 Charisma: 7	(-1) AB:	+4		
Spells/Abilities: Darkvision 60' Level 1 Spells (3 per d Charm Person Floating Disc Light (Reversible)	Dea ay) Mag Par Dra	g Throws:  ath Ray or Pogic Wands:  alysis or Turn  gon Breath:  ds, Staves, ar	n to Stone:	10 9 10 14 11
Sleep Shield Ventriloquism Level 2 Spells (2 per d Detect Invisible		on: 2 word +2 bow +1	AB: Damage: +7 1d8+ +6 1d6	_
Levitate				
Knock				
Level 3 Spells (2 per d	 ay)			
Dispel Magic				
Fireball				
Equipment: Longsword +2		Backpack		
Shortbow +1		Flint and S	Staal	
Quiver		Waterskin		
Arrows +2	1	Rations (D		
Arrows +1	1		re Resistance	<u> </u>
Arrows DDD				Detection and Locatio
Plate Mail +2	<u> </u>	Scroll of N	 Лagic-User Spe	ells:
Shield +1			owth of Plants	
Basic Fantasy Role-Playing Gam	a Character Record			ris Gonnerman and James Lemon

Name: Apoqulis			Player:	
Race: Human	_ Sex:	Male	XP:	81,400
Class: Cleric	_ Level:	7	_	
Strength: 12	_ AC:	19	Movement:	30'
Intelligence: 11 Wisdom: 13 (+1)	HP:	37	Money:	642 gp
Dexterity: 9 Constitution: 16 (+2) Charisma: 9	_ AB:	+4	- -	
Spells/Abilities: Turn Undead  Level 1 Spells (3 per day)	_ Dea _ Mag _ Para _ Drag	th Ray or Figic Wands: alysis or Tugon Breath s, Staves, a	Poison: rn to Stone: :	9 10 13 15 14
Level 2 Spells (2 per day)	Weapo Mace Sling +	+1	AB: Damage +5 1d8+ +6 1d4+	-1
Level 3 Spells (2 per day)				
Equipment: Mace +1		Backp	pack	
Sling +2		Flint a	and Steel	
Bullets 🗆 🗆 🗆 🗆 🗆		Water	skin	
		Ration	ns (Days) □□□	
Plate Mail +2		Staff	of Healing	
Holy Symbol				
		Scroll	of Protection 1	from Undead
Boots of Levitation		Potior	n of Flying	

n Halfling		Male	Player:	74.000		
Race: Halfling			XP:	74,000		
Class: Thief	Level:					
Strength: 14 (+1)	AC:	15	Movement	: 40'		
Intelligence: 10						
Wisdom: 8	HP:	23	Money:	720 gp		
Dexterity: 14 (+1)			-			
Constitution: 9	AB:	+3	-			
Charisma: 12			-			
Spells/Abilities:	Saving	Throws:				
Sneak Attack (+4 / x2)	Dea	th Ray or Po	oison:	7		
Open Locks 55	Mag	ic Wands:	_	9		
Remove Traps 50	Para	alysis or Turi	n to Stone:	7		
Pick Pockets 60	Dra	gon Breath:	_	10		
Move Silently 55	Roc	Rods, Staves, and Spells: 10				
Climb Walls 86						
Hide 40	Weapo	n:	AB: Damag	ge: Range: +1/+0/-2		
Listen 54	Shorts	word +1	+5 1d6	5+2		
	Dagge	r +1	+5 1d4	l+2		
+1 AB with all ranged weapons	Dagge	r, Thrown	+5 1d4	1+1 10' / 20' / 30'		
	Sling +	1	+6 1d4	1+2 30' / 60' / 90'		
		Doo	بلممسا			
Shortsword +1			kpack			
Shortsword +1 Dagger +1/+2 vs. Regenerators		Thie	eves Tools			
Shortsword +1 Dagger +1/+2 vs. Regenerators 2 Silver Daggers		Thie Flin	eves Tools t and Steel			
Shortsword +1 Dagger +1/+2 vs. Regenerators 2 Silver Daggers Leather Armor +1		Thie Flin Wa	eves Tools t and Steel terskin			
Shortsword +1 Dagger +1/+2 vs. Regenerators 2 Silver Daggers Leather Armor +1 Sling +1/+3 vs. Lycanthropes		Thie Flin Wa	eves Tools t and Steel terskin			
Shortsword +1 Dagger +1/+2 vs. Regenerators 2 Silver Daggers Leather Armor +1 Sling +1/+3 vs. Lycanthropes		Thie Flin Wa Rat	eves Tools t and Steel terskin ions (Days)			
Shortsword +1 Dagger +1/+2 vs. Regenerators 2 Silver Daggers Leather Armor +1 Sling +1/+3 vs. Lycanthropes		Thie Flin Wa Rat Ring	eves Tools t and Steel terskin ions (Days) [	□□□□□□□□ pring: Levitate		
Equipment:  Shortsword +1  Dagger +1/+2 vs. Regenerators  2 Silver Daggers  Leather Armor +1  Sling +1/+3 vs. Lycanthropes  Bullets		Thie Flin Wa Rat Ring Pot	eves Tools t and Steel terskin ions (Days)	oring: Levitate		

Name: <u>Lucas</u> Race: Human		Sex: Male		Player:	81,400					
	Human				XP:	81,400				
Class:	Magic-Us	er	_ Level:	7						
Strength:	8	(-1)	AC:	13	Movement:	40'				
Intelligend Wisdom:	ce: 16 13	(+2) (+1)	- HP:		Money:	211 gp				
Wisdom: Dexterity:		( ' • )	- IIF.	17	Money.	211 90				
Constitution:		AF	- AB:							
Charisma		(+1)		+3						
Spells/Abi	ilities:		Saving	Throws:						
Level 1 S	pells (3 per	· day)	Dea	Death Ray or Poison:12						
Charm	Person		Mag	Magic Wands: 12						
Light (	(Reversible)	)	_ Para	Paralysis or Turn to Stone: 11						
Magic	Missile		_ Drag	Dragon Breath:14						
Magic	Mouth		Rod	Rods, Staves, and Spells: 13						
Shield			_							
Sleep			Weapo	n:	AB: Damage	: Range: +1 / +0 / -2				
			<u>Dagge</u>		+3 1d4	1 101 / 001 / 001				
Level 2 Spells (2 per day)		Dagger, Thrown +2 1d4-1 10' / 20' / 30'								
	t Invisible									
Knock										
Wizard Lock			Equipment:							
Level 2 Coelle (2 nen dev)				2 Silver Daggers  Dagger +1						
Level 3 Spells (2 per day)				Backpack						
Fly				Flint and Steel						
Invisibility 10' Radius				Waterskin						
Lightning Bolt Protection from Normal				Rations (Days)						
	ssiles	Notifial	Nation	o (Days) l						
14113	331103		Ring o	f Protecti	on +2					
Level 4 Spells (1 per day)		- <u> </u>	Ring of Protection +2 Wand of Paralyzation							
Wall of Fire			Scroll of Magic-User Spells:							
Wall o	11110		Conjure Elemental, ESP,							
Wall o				•						
Wall o			Protection from Evil Scroll of Protection from Elementals							
Wall o						ontolo				

Name: Bork						er:	01.400		
	luman			Sex: Male		8	1,400		
Class:	ighter		Level:	7					
Strength: Intelligence	18	3 (+3) 5 (-2)	AC:	19	Move	ement: _	30'		
Wisdom: Dexterity:	11	5 (-1)	HP:	45	Mone	ey: <u>7</u>	84 gp		
Constitution Charisma:	n: 15		AB:	+5					
Equipment	:		Saving Th	rows:					
Scimitar +	2		_ Death F	Ray or Poisor	n:	10			
Spear			_ Magic V	Vands:		11			
Chain Mai	+1		_ Paralysi	Paralysis or Turn to Stone: 12					
Shield +2			_ Dragon	Breath:					
Heavy Crossbow			_ Rods, S	taves, and S	Spells: 1.				
Boltcase			_						
Bolts DDDDD DDDDD			_ Weapon: Scimitar∃		AB: D +10	amage: 1d8+5	<b>Range:</b> +1 / +0 / -2		
		Spear (Or		+8	1d6+3				
			Spear (Th		+5	1d6+3	10' / 20' / 30'		
Broom of	 Flying		Spear (III	100011)	1.5	10013	10 / 20 / 30		
Ring of Water Walking			Spear (Tw	(n Hands)	+8	1d8+3			
11119 01 111	King of Water Walking			** Can't do this and use shield **					
Backpack					<u></u>				
Flint and Steel			Heavy Cro	ssbow	+5	1d8	80' / 160' / 240'		
Rations (D	ays)		_						
Potion of	 Healing								
Potion of	- - - lying								
Potion of	nvisibili	ty							
Potion of	olymor	rph Self							
			_						

<u>f</u> er	-	Male	XP:	7	4,000			
er	т 1							
	Level: 7							
16 (+2)	AC:	21	Move	ment: _	30'			
9	HP:	45	Mone	ey: 4	74 gp			
	- ۸ <b>D</b> .							
11	AD. -	+5						
1	_				6			
		•	olson:		7			
	_		to Stone		8			
		-	:		11 11			
	noa	5, Olaves, and	а оренэ.					
	_			_	<b>Range:</b> +1 / +0 / -2			
					i			
	3110110	OW	13	100	30 / 100 / 130			
		Backpa	ck					
Warhammer +1 2 Daggers			Flint and Steel					
	Waterskin							
Shield +1			Rations (Days) □□□□□ □□					
Quiver			Potion of Growth					
Arrows +1, +3 vs. Dragons			Bolts +1/+3 vs. Dragons					
	Potion of Speed							
Arrows			□ Ring of X-Ray Vision					
		Killy UI	A-Nay	V 131011				
	9 9 12 16 (+2) 11 '	9 9 HP: 12 16 (+2) AB: 11  Saving Deat Mag Para Drag Rod  Weapo Warhai Dagger Shortb	9 HP: 45  12 AB: +5  Saving Throws: Death Ray or Po Magic Wands: Paralysis or Turn Dragon Breath: Rods, Staves, an  Weapon: A Warhammer +1 Dagger Dagger, Thrown Shortbow  Backpa Flint an Watersl Rations  Potion -3 vs. Dragons Bolts +	9 HP: 45 Mone 12 AB: +5  Saving Throws: Death Ray or Poison: Magic Wands: Paralysis or Turn to Stone Dragon Breath: Rods, Staves, and Spells:  Weapon: AB: Dagger +7 Dagger, Thrown +5 Shortbow +5  Backpack Flint and Steel Waterskin Rations (Days)  Potion of Groves	9			

Name: Aura			Player:	0.4.40.5			
Race: Human	Sex: Female Level: 7		XP:	81,400			
Class: Cleric							
Strength: 13 (+1) Intelligence: 9	AC:	18	Movement	: _ 30'			
Intelligence: 9 Wisdom: 13 (+1) Dexterity: 11	HP:	40	Money:	944 gp			
Constitution: 15 (+1) Charisma: 9	AB:	+4	- -				
Spells/Abilities: Turn Undead	Saving Throws:  Death Ray or Po		oison:	9			
Level 1 Spells (3 per day)	Para Dra	gic Wands: alysis or Tur gon Breath: ls, Staves, a	_	13 15 14			
Level 2 Spells (2 per day)	Weapon:       AB:       Damage:       Range:       +1 / +0 /         Maul +1       +6       1d10+2         Sling       +4       1d4+1       30' / 60' / 90'						
Level 3 Spells (2 per day)							
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 Hea	aling			
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