

For Use With  
1st Edition AD&D®

# MOTLEY JERKS

PRE-GENERATED CHARACTERS OF LEVEL 3-8



For use with 1st Edition Advanced Dungeons & Dragons®

Twenty one pre-rolled and ready-to-print characters, ranging from 3rd-8th level, from a variety of classes and races. Each character sheet lists everything necessary for tournament or convention play, including equipment, spells (and spells not learnable), magic items, special abilities, saving throws (and modifiers), attack details, weapon proficiencies, and more.

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# MOTLEY JERKS

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**Layout, Production, Character Generation:** Guy Fullerton

Some characters named by players in Guy's playtests & convention games.

Thanks to T. Foster, francisca and Terrex for feedback and layout suggestions!

## **TWO VERSIONS OF EACH DWARF, HALFLING, GNOME**

The small demi-human pregens have separate Version A and Version B sheets. Use the version that matches how you handle dwarf/halfling/gnome base movement. Version A assumes a base move of 9". Version B assumes the small demi-humans are just as fast as humans (12" base move).

## **CHARACTER GENERATION ASSUMPTIONS**

Magic armor is weightless and does not slow the wearer's movement. This follows the PHB p. 36 and DMG p. 164 rules, and ignores the DMG p. 28 rule.

Characters are equipped for single-day expeditions; magic-users and illusionists are not carrying their spell books, and only some characters have food & water. Characters planning a multi-day expedition should bring more gear!

## **WEAPON/ATTACK SECTION**

Each weapon/attack line's "to hit" and damage modifiers include all universal modifiers (Str/Dex, magic weapon, racial, etc.) that apply for the weapon, but none of the situational ones (like vs. a particular type of enemy).

## **ENCUMBRANCE NOTES**

Encumbrance values for non-standard items are listed with the item. E.g., "enc 150."

Container capacities are shown as: "capacity 300 enc"

Wands also imply the possession of a leather case.

Scrolls have no encumbrance. (But scroll cases do, as usual.)

Strike-through in the bottom encumbrance section indicates a limitation imposed by armor worn. E.g., ~~12" 6"~~ up to 350

STR	8		open doors 1-2 bars/gates 1%
INT	14		
WIS	14		
DEX	16	defensive adjustment -2	reaction & attack adjustment +1
CON	12	system shock survival 80%	resurrection survival 85%
CHA	6	reaction adjustment -10%	loyalty base -15%

MOVEMENT	9”
ARMOR CLASS	3 (5 rear)
HIT POINTS	33

<b>SAVING THROWS</b>	
Paralyzation, Poison, Death Magic	12
Petrifacation, Polymorph	11
Rod, Staff, Wand	12
Breath Weapon	15
Spells	13
Modifiers: +3 to all saves (cloak of protection). +2 vs. dodgeable.	

Languages: common, elvish, gnome, halfling, goblin, hobgoblin, orcish, gnoll, thieves’ cant  
 Weapon Proficiencies: long sword, sling, club  
 Infravision 60’  
 30% resistant to sleep and charm spells  
 1 in 6 or 2 in 6 to detect secret doors; 3 in 6 for concealed doors  
 Back stab +4 to hit, x3 damage

<b>MONEY &amp; TREASURE</b>
10 gp

**COMBAT TABLE**

roll + mods	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5

**WEAPON/ATTACK**

		to hit	10	9	8	7	6	5	4	3	2	1	0	damage	mod
long sword	spd 5		+2	+1	0	0	0	0	-1	-2	-3	-4		1-8/1-12	
sling															
large pouch w/20 bullets	rng 5/10/20	+1	+3	+1	+2	0	0	0	-1	-2	-2	-3	-3	2-5/2-7	

**EQUIPMENT**

- cloak of protection +3
- leather armor (AC 8)
- spy tube (3x day, see or hear up to 1 mile away for 1 round, like a telescope; enc 50)
- potion of healing (2d4+2)
- backpack (capacity 300 enc)
- small sack (capacity 100 enc)
- small belt pouch (capacity 25 enc)
- iron rations: 2 weeks
- waterskin
- thieves’ picks and tools

**THIEF ABILITIES**

- Pick Pockets 75%
- Open Locks 62%
- Find/Remove Traps 55%
- Move Silently 62%
- Hide in Shadows 54%
- Hear Noise 25%
- Climb Walls 96%
- Read Languages 40%

STR	13	attack/dmg +0/+0	open doors 1-2
		weight allw. +100	bars/gates 4%
INT	15	chance to learn spell	65%
WIS	11		
DEX	12		
CON	10	system shock survival	70%
		resurrection survival	75%
CHA	14	reaction adjustment	+10%
		loyalty base	+5%

MOVEMENT	12"
ARMOR CLASS	10
HIT POINTS	17

<b>SAVING THROWS</b>	
Paralyzation, Poison, Death Magic	13
Petrifacation, Polymorph	11
Rod, Staff, Wand	9
Breath Weapon	13
Spells	10
Modifiers: none.	

Languages: common, elvish, gnome, goblin, halfling, hobgoblin, orcish, gnoll  
 Weapon Proficiencies: quarter staff, dart  
 +1 to hit with short swords, long swords, and bows (except crossbows)  
 90% resistant to sleep and charm spells  
 Infravision 60'  
 1 in 6 or 2 in 6 to detect secret doors; 3 in 6 for concealed doors  
 1-4 chance to surprise enemies when in a party composed only of elves & halflings in non-metal armor, so long as no door must be opened.  
 Magic-User Spells (4/3/2/1)

**MONEY & TREASURE**  
 50 pp

**COMBAT TABLE**

roll + mods	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5

**WEAPON/ATTACK**

		to hit	10	9	8	7	6	5	4	3	2	1	0	damage	mod
quarter staff	spd 4		+1	+1	+1	0	0	-1	-3	-5	-7	-8	-9	1-6	
6 darts	rof 3, rng 1½/3/4½		+1	0	+1	0	-1	-2	-3	-4	-5	-6	-7	1-3/1-2	

**EQUIPMENT**

- carpet of flying (5'x7', 3 persons, 30" move; enc 150)
- wand of paralyzation (3 charges, command word 'ystal')
- potion of healing (2d4+2)
- potion of water breathing
- backpack (capacity 300 enc)
- large belt pouch (capacity 50 enc)
- large belt pouch (capacity 50 enc)
- holy water vials: 2

**MAGIC-USER SPELLS (default selection)**

- 1st: dancing lights  
magic missile  
magic missile  
sleep
- 2nd: esp  
knock  
scare
- 3rd: fireball  
phantasmal force
- 4th: polymorph other

Spell book: 1st—erase, dancing lights, magic missile, push, sleep, spider climb, read magic; 2nd—esp, knock, scare; 3rd—fireball, phantasmal force, slow; 4th—polymorph other.  
 (Unable to learn web, wall of ice.)

STR	13	attack/dmg +0/+0 weight allw. +100	open doors 1-2 bars/gates 4%
INT	13		
WIS	11		
DEX	10		
CON	16	system shock survival 95%	resurrection survival 96%
CHA	9		

MOVEMENT	6”
ARMOR CLASS	3 (1 w/shield)
HIT POINTS	65

SAVING THROWS	
Paralyzation, Poison, Death Magic	10
Petrifacation, Polymorph	11
Rod, Staff, Wand	12
Breath Weapon	12
Spells	13
Modifiers: +1 from armor as applicable. +1 from shield as applicable. +4 vs. magic & poison.	

Languages: common, dwarvish, gnome, goblin, kobold, orcish, black dragon, frost giant  
 Weapon Proficiencies: long sword, short bow, ranseur, footman’s flail, hand axe, two-handed sword  
 Infravision 60’  
 75% chance to detect grade, slope, and new construction; 2 in 3 chance to detect shifting/sliding rooms; 50% chance to detect pits, falling blocks, and stonework traps; 50% chance to determine depth underground  
 +1 to attack half-orcs, goblins, hobgoblins, and orcs  
 -4 to be hit by ogres, trolls, ogre magi, giants, and titans  
 3 melee attacks per 2 rounds  
 7 melee attacks per round vs. creatures with less than 1 full hit die

MONEY & TREASURE	
mink shawl (1500 gp, enc 20)	
28 gp	

COMBAT TABLE																
roll + mods	3	4	5	6	8	9	10	11	12	13	14	15	16	17	18	19
AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5

**WEAPON/ATTACK**

		to hit	10	9	8	7	6	5	4	3	2	1	0	damage	mod
<b>long sword +1, +4 vs. reptiles</b> (20’ r. light)	spd 5	+1*	+2	+1	0	0	0	0	0	-1	-2	-3	-4	1-8/1-12	+1*
* more vs. reptiles															
ranseur	spd 8	+1	0	0	0	0	0	-1	-1	-2	-3	-3		2-8	
short bow	rof 2, rng 5/10/15	+2	+2	+2	+1	0	0	-1	-4	-5	-6	-7			
quiver w/20 arrows														1-6	

**EQUIPMENT**

- banded mail +1** (AC 3)
- large shield +1** (+2 AC thrice/round)
- helm of underwater action**
- potion of extra-healing** (3d8+3 or 3x 1d8)
- backpack (capacity 300 enc)
- large belt pouch (capacity 50 enc)
- large sack (capacity 400 enc)
- iron rations: 1 week
- waterskin
- iron spikes: 6
- small hammer (enc 20)
- horn

<b>ENCUMBRANCE 708</b>	9” up to 450	6” up to 800	3” up to 1150	3” up to 1600
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STR	13	attack/dmg +0/+0 weight allw. +100	open doors 1-2 bars/gates 4%
INT	13		
WIS	11		
DEX	10		
CON	16	system shock survival 95%	resurrection survival 96%
CHA	9		

MOVEMENT	9”
ARMOR CLASS	3 (1 w/shield)
HIT POINTS	65

SAVING THROWS	
Paralyzation, Poison, Death Magic	10
Petrifacation, Polymorph	11
Rod, Staff, Wand	12
Breath Weapon	12
Spells	13
Modifiers: +1 from armor as applicable. +1 from shield as applicable. +4 vs. magic & poison.	

Languages: common, dwarvish, gnome, goblin, kobold, orcish, black dragon, frost giant  
 Weapon Proficiencies: long sword, short bow, ranseur, footman’s flail, hand axe, two-handed sword  
 Infravision 60’  
 75% chance to detect grade, slope, and new construction; 2 in 3 chance to detect shifting/sliding rooms; 50% chance to detect pits, falling blocks, and stonework traps; 50% chance to determine depth underground  
 +1 to attack half-orcs, goblins, hobgoblins, and orcs  
 -4 to be hit by ogres, trolls, ogre magi, giants, and titans  
 3 melee attacks per 2 rounds  
 7 melee attacks per round vs. creatures with less than 1 full hit die

MONEY & TREASURE	
mink shawl (1500 gp, enc 20)	
28 gp	

COMBAT TABLE																
roll + mods	3	4	5	6	8	9	10	11	12	13	14	15	16	17	18	19
AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5

**WEAPON/ATTACK**

		to hit	10	9	8	7	6	5	4	3	2	1	0	damage	mod
<b>long sword +1, +4 vs. reptiles</b> (20’ r. light)	spd 5	+1*	+2	+1	0	0	0	0	-1	-2	-3	-4		1-8/1-12	+1*
* more vs. reptiles															
ranseur	spd 8	+1	0	0	0	0	0	-1	-1	-2	-3	-3		2-8	
short bow	rof 2, rng 5/10/15	+2	+2	+2	+1	0	0	-1	-4	-5	-6	-7			
quiver w/20 arrows														1-6	

**EQUIPMENT**

- banded mail +1** (AC 3)
- large shield +1** (+2 AC thrice/round)
- helm of underwater action**
- potion of extra-healing** (3d8+3 or 3x 1d8)
- backpack (capacity 300 enc)
- large belt pouch (capacity 50 enc)
- large sack (capacity 400 enc)
- iron rations: 1 week
- waterskin
- iron spikes: 6
- small hammer (enc 20)
- horn

<b>ENCUMBRANCE 708</b>	12” up to 450	9” up to 800	6” up to 1150	3” up to 1600
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STR	17	attack/dmg +1/+1 weight allw. +500	open doors 1-3 bars/gates 13%
INT	14		
WIS	17	magical attack adjustment +3	
DEX	11		
CON	8	system shock survival 60%	resurrection survival 65%
CHA	13	reaction adjustment +5%	

MOVEMENT	12”
ARMOR CLASS	3 (2 w/shield)
HIT POINTS	33

<b>SAVING THROWS</b>	
Paralyzation, Poison, Death Magic	7
Petrifacation, Polymorph	10
Rod, Staff, Wand	11
Breath Weapon	13
Spells	12
Modifiers: +2 from armor as applicable. +3 vs. mental/will. +3 vs. poison.	

Languages: common, dwarvish, bugbear, ogrish, orcish  
 Weapon Proficiencies: footman’s flail, hammer, quarter staff  
 Turn Undead  
 Cleric Spells (5/5/3/1)

**MONEY & TREASURE**  
 topaz gems (500 gp & enc 2 ea.): 1  
 40 gp

**COMBAT TABLE**

roll + mods	5	6	8	9	10	11	12	13	14	15	16	17	18	19	20	20
AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5

**WEAPON/ATTACK**

		to hit	10	9	8	7	6	5	4	3	2	1	0	damage	mod
footman’s flail	spd 7	+1	-1	+1	+1	+1	+1	+2	+1	+2	+2	+3	+3	2-7/2-8	+1
hammer	spd 4	+1	0	0	0	0	0	+1	0	+1	0	0	0	2-5/1-4	+1
thrown	rng 1/2/3		+1	0	0	0	0	0	0	-1	-2	-3	-4	2-5/1-4	

**EQUIPMENT**

- chain mail +2 (AC 3)
- large shield (+1 AC thrice/round)
- cloak of elvenkind
- periapt of proof against poison +3 (enc 1)
- silver holy symbol (enc 5)
- backpack (capacity 300 enc)
- large belt pouch (capacity 50 enc)
- large sack (capacity 400 enc)
- iron rations: 1 week
- wineskin
- holy water vials: 2
- small silver mirror

**CLERIC SPELLS (default selection)**

- 1st: cure light wounds
- cure light wounds
- light
- resist cold
- sanctuary
- 2nd: augury
- find traps
- hold person
- resist fire
- silence 15’ radius
- 3rd: continual light
- cure disease
- dispel magic
- 4th: cure serious wounds

STR	15	attack/dmg +0/+0 weight allw. +200	open doors 1-2 bars/gates 7%
INT	9		
WIS	15	magical attack adjustment +1	
DEX	15	defensive adjustment -1	
CON	16	system shock survival 95%	resurrection survival 96%
CHA	6	reaction adjustment -10%	loyalty base -15%

MOVEMENT	20"
ARMOR CLASS	5
HIT POINTS	31

<b>SAVING THROWS</b>	
Paralyzation, Poison, Death Magic	12
Petrifacation, Polymorph	11
Rod, Staff, Wand	12
Breath Weapon	15
Spells	13
Modifiers: +1 to all saves (ring of protection). +1 vs. mental/will. +1 vs. dodgeable.	

Languages: common  
 Weapon Proficiencies: halberd, light crossbow, dagger  
 +3 damage when attacking with weapons  
 Open hand attacks (see weapon/attack section)  
 Dodge non-magical missiles with petrifacation save  
 Successful saves for 1/2 damage results in no damage instead  
 Only 24% chance of being surprised  
 Takes no damage from 30' falls when wall is within 4'  
 Speak with animals (as a druid)  
 74% resistant to ESP  
 Immune to diseases, as well as haste, and slow  
 Feign death via catalepsy for up to 6 turns  
 May only possess 2 magical weapons and 3 other magical items

**MONEY & TREASURE**  
 (must bestow most wealth to non-player organizations)  
 5 gp

**COMBAT TABLE**

roll + mods	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5

**WEAPON/ATTACK**

		to hit	10	9	8	7	6	5	4	3	2	1	0	damage	mod
halberd	spd 9		0	+1	+1	+2	+2	+2	+1	+1	+1	+1	0	1-10/2-12	+3
light crossbow	rng 6/12/18		+3	+3	+3	+2	+1	0	0	-1	-2	-2	-3		
quiver w/12 light quarrels +1		+1												1-4	+4
4 daggers	spd 2		+3	+1	+1	0	0	-2	-2	-3	-3	-4	-4	1-4/1-3	+3
thrown	rof 2, rng 1/2/3		+1	0	0	-1	-1	-2	-3	-4	-5	-6	-7	1-4/1-3	+3
open hand	spd 1		+4	0	+2	0	0	-1	-3	-5	-7	-8	-9	2-8	
3 attacks per 2 rounds; stuns opponent 1-6 rounds (AC % chance to kill) if to hit roll exceeds the necessary number by 5+															

**EQUIPMENT**

ring of protection +1  
 boots of levitation  
 backpack (capacity 300 enc)  
 iron rations: 1 week  
 waterskin  
 torches (40' r.): 3  
 tinder box  
 thieves' picks and tools

**THIEF ABILITIES**

Open Locks 47%  
 Find/Remove Traps 45%  
 Move Silently 47%  
 Hide in Shadows 37%  
 Hear Noise 20%  
 Climb Walls 92%



STR	10		open doors 1-2 bars/gates 2%
INT	17	chance to learn spell	75%
WIS	10		
DEX	17	defensive adjustment	-3      reaction & attack adjustment +2
CON	13	system shock survival	80%      resurrection survival 85%
CHA	15	reaction adjustment	-10%      loyalty base -15%

MOVEMENT	9"
ARMOR CLASS	2 (5 rear)
HIT POINTS	16

<b>SAVING THROWS</b>	
Paralyzation, Poison, Death Magic	13
Petrifacation, Polymorph	11
Rod, Staff, Wand	9
Breath Weapon	13
Spells	10
Modifiers: +1 to all saves (ring of protection). +3 vs. dodgeable.	

Languages: common, blue dragon, goblin, hobgoblin, kobold, orcish, ogrish  
 Weapon Proficiencies: dagger  
 Illusionist Spells (4/3/1)

**MONEY & TREASURE**  
 flawed garnets (75 gp & enc 1 ea.): 6  
 30 gp

**COMBAT TABLE**

roll + mods	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5

WEAPON/ATTACK		to hit	10	9	8	7	6	5	4	3	2	1	0	damage	mod
<b>dagger +1</b> (10' r. light)	spd 2	+1	+3	+1	+1	0	0	-2	-2	-3	-3	-4	-4	1-4/1-3	+1
thrown	rof 2, rng 1/2/3	+3	+1	0	0	-1	-1	-2	-3	-4	-5	-6	-7	1-4/1-3	+1
<b>3 daggers</b>	spd 2		+3	+1	+1	0	0	-2	-2	-3	-3	-4	-4	1-4/1-3	
thrown	rof 2, rng 1/2/3	+2	+1	0	0	-1	-1	-2	-3	-4	-5	-6	-7	1-4/1-3	

- EQUIPMENT**
- bracers of defense AC 6
  - ring of protection +1
  - illusionist scroll (detect invisibility)
  - potion of diminution
  - potion of healing (2d4+2)
  - backpack (capacity 300 enc)
  - leather map/scroll case
  - large belt pouch (capacity 50 enc)
  - large belt pouch (capacity 50 enc)
  - large sack (capacity 400 enc)
  - large sack (capacity 400 enc)
  - torches (40' r.): 6
  - tinder box
  - holy water vials: 1
  - flasks of oil: 1

- ILLUSIONIST SPELLS** (default selection)
- 1st: hypnotism  
 phantasmal force  
 phantasmal force  
 wall of fog
  - 2nd: hypnotic pattern  
 improved phantasmal force  
 mirror image
  - 3rd: invisibility 10' radius
- Spell book: 1st–darkness, gaze reflection, hypnotism, phantasmal force, wall of fog; 2nd–hypnotic pattern, improved phantasmal force, mirror image; 3rd–illusionary script, invisibility 10' radius, rope trick.

STR	8		open doors 1-2 bars/gates 1%
INT	16	chance to learn spell	65%
WIS	8		
DEX	13		
CON	16	system shock survival	95% resurrection survival 96%
CHA	11		

MOVEMENT	12"
ARMOR CLASS	10
HIT POINTS	27

<b>SAVING THROWS</b>	
Paralyzation, Poison, Death Magic	13
Petrifacation, Polymorph	11
Rod, Staff, Wand	9
Breath Weapon	13
Spells	10
Modifiers: none.	

Languages: common, dwarvish, elvish, goblin, hobgoblin, orcish, ogrish  
 Weapon Proficiencies: quarter staff  
 Magic-User Spells (4/2/2)

**MONEY & TREASURE**  
 pearls (100 gp & enc 1 ea.): 5

**COMBAT TABLE**

roll + mods	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5

**WEAPON/ATTACK**

		to hit	10	9	8	7	6	5	4	3	2	1	0	damage	mod
quarter staff	spd 4		+1	+1	+1	0	0	-1	-3	-5	-7	-8	-9	1-6	
dagger*	spd 2	-5	+3	+1	+1	0	0	-2	-2	-3	-3	-4	-4	1-4/1-3	
thrown*	rof 2, rng 1/2/3	-5	+1	0	0	-1	-1	-2	-3	-4	-5	-6	-7	1-4/1-3	
* not proficient with the dagger: -5 to hit (already added)															

**EQUIPMENT**

- magic-user scroll (light, magic missile) (cast at 6th level)
- potion of flying
- amulet with continual light (60' r.) cast upon it (enc 2)
- backpack (capacity 300 enc)
- leather map/scroll case
- large belt pouch (capacity 50 enc)
- iron rations: 1 week
- waterskin
- flasks of oil: 3
- tinder box

**MAGIC-USER SPELLS (default selection)**

- 1st: feather fall
- identify
- light
- sleep
- 2nd: invisibility
- rope trick
- 3rd: lightning bolt
- monster summoning I

Spell book: 1st–feather fall, identify, light, message, read magic, sleep; 2nd–invisibility, rope trick; 3rd–lightning bolt, monster summoning I. (Unable to learn magic missile, web, fireball.)

**PAVVAL FIEND-KILLER – Half-Orc Fighter 6 – Male – 6'1" – 220 lbs. – age 21****Neutral**

<b>STR</b> 15	attack/dmg +0/+0 weight allw. +200	open doors 1-2 bars/gates 7%	<b>MOVEMENT</b> 9"	<b>SAVING THROWS</b>
<b>INT</b> 8			<b>ARMOR CLASS</b> 1	Paralyzation, Poison, Death Magic 11
<b>WIS</b> 13			<b>HIT POINTS</b> 54	Petrifacation, Polymorph 12
<b>DEX</b> 10				Rod, Staff, Wand 13
<b>CON</b> 18	system shock survival 99%	resurrection survival 100%		Breath Weapon 13
<b>CHA</b> 10				Spells 14
				Modifiers: +2 from armor as applicable.

Languages: common, goblin, orcish  
 Weapon Proficiencies: javelin, long sword, morning star, long bow, two-handed sword  
 Infravision 60'  
 6 melee attacks per round vs. creatures with less than 1 full hit die

**MONEY & TREASURE**  
 amethyst gems (100 gp & enc 2 ea.): 5  
 5 pp

**COMBAT TABLE**

roll + mods	6	7	8	9	10	11	12	13	14	15	<b>16</b>	17	18	19	20	20
AC hit	10	9	8	7	6	5	4	3	2	1	<b>0</b>	-1	-2	-3	-4	-5

WEAPON/ATTACK		to hit	10	9	8	7	6	5	4	3	2	1	0	damage	mod
<b>two-handed sword +1</b> (20' r. light)	spd 10	+1	0	+1	+3	+3	+3	+2	+2	+2	+2	+2	+2	1-10/3-18	+1
long bow	rof 2, rng 7/14/21		+3	+3	+3	+3	+2	+1	0	0	-1	-1	-2		
quiver w/20 arrows														1-6	
<b>javelin of lightning</b>	range 9"		+1	0	+1	0	-1	-2	-3	-4	-5	-6	-7	see below	
hits creatures requiring a +2 magic weapon; deals 1-6 + 20 electrical damage to target hit; then 3" lightning for 20/10															

**EQUIPMENT**  
 plate mail +2 (AC 1)  
 backpack (capacity 300 enc)  
 large sack (capacity 400 enc)  
 large sack (capacity 400 enc)  
 wineskin  
 150' rope  
 grapnel

<b>STR</b> 14	attack/dmg +0/+0 weight allw. +200	open doors 1-2 bars/gates 7%
<b>INT</b> 15		
<b>WIS</b> 15	magical attack adjustment +1	
<b>DEX</b> 15	defensive adjustment -1	
<b>CON</b> 16	system shock survival 95%	resurrection survival 96%
<b>CHA</b> 6	reaction adjustment -10%	loyalty base -15%

<b>MOVEMENT</b>	9"
<b>ARMOR CLASS</b>	3 (0 w/shield) (4 rear)
<b>HIT POINTS</b>	47

<b>SAVING THROWS</b>	
Paralyzation, Poison, Death Magic	11
Petrifacation, Polymorph	12
Rod, Staff, Wand	13
Breath Weapon	13
Spells	14
Modifiers: +2 from shield as applicable. +1 vs. mental/will. +1 vs. dodgeable.	

Languages: common, elvish, hill giant, goblin, orcish  
 Weapon Proficiencies: broad sword, short bow, footman's mace, dagger  
 Tracking  
 +6 damage in melee vs. various giants and humanoids  
 3 in 6 chance to surprise enemies  
 1 in 6 chance for self or party to be surprised  
 6 melee attacks per round vs. creatures with less than 1 full hit die

**MONEY & TREASURE**  
 garnets (100 gp & enc 2 ea.): 4  
 15 gp

**COMBAT TABLE**

roll + mods	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5

**WEAPON/ATTACK**

		to hit	10	9	8	7	6	5	4	3	2	1	0	damage	mod
<b>broad sword +1</b> (20' r. light)	spd 5	+1	+2	+1	+1	+1	0	0	-1	-2	-3	-4	-5	2-8/2-7	+1
short bow	rof 2, rng 5/10/15		+2	+2	+2	+1	0	0	-1	-4	-5	-6	-7		
quiver w/20 arrows														1-6	
<b>dagger +1</b> (10' r. light)	spd 2	+1	+3	+1	+1	0	0	-2	-2	-3	-3	-4	-4	1-4/1-3	+1
thrown	rof 2, rng 1/2/3	+1	+1	0	0	-1	-1	-2	-3	-4	-5	-6	-7	1-4/1-3	+1

**EQUIPMENT**

- banded mail (AC 4, move 9")
- small shield +2** (+3 AC once/round)
- backpack (capacity 300 enc)
- large belt pouch (capacity 50 enc)
- large sack (capacity 400 enc)
- large sack (capacity 400 enc)
- iron rations: 1 week
- waterskin
- tinder box
- 50' rope

STR	10		open doors 1-2 bars/gates 2%
INT	8		
WIS	15	magical attack adjustment	+1
DEX	8		
CON	10	system shock survival	70% resurrection survival 75%
CHA	16	reaction adjustment	+25% loyalty base +20%

MOVEMENT	9"
ARMOR CLASS	7 (6 w/shield)
HIT POINTS	31

<b>SAVING THROWS</b>	
Paralyzation, Poison, Death Magic	9
Petrifacation, Polymorph	12
Rod, Staff, Wand	13
Breath Weapon	15
Spells	14
Modifiers: +1 to all saves (ring of protection). +2 vs. fire & electricity. +1 vs. mental/will.	

Languages: common, druidish, elvish, treantish, lizardman, green dragon  
 Weapon Proficiencies: scimitar, spear, dagger  
 Identify plant type, animal type, pure water  
 Pass through overgrown areas without leaving a discernible trail, at normal movement rate  
 Druid Spells (6/4/2/1)

<b>MONEY &amp; TREASURE</b>
40 pp
10 gp

<b>COMBAT TABLE</b>															
roll + mods	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4

<b>WEAPON/ATTACK</b>		to hit	10	9	8	7	6	5	4	3	2	1	0	damage	mod
<b>spear +3</b>	spd 6-8	+3	0	0	0	0	0	-1	-1	-1	-2	-2	-2	1-6/1-8	+3
thrown	rng 1/2/3	+3	0	0	0	0	-1	-2	-2	-3	-3	-4	-4	1-6/1-8	+3
scimitar	spd 4		+3	+1	+1	0	0	-1	-2	-2	-3	-3	-4	1-8	
<b>dagger +1</b> (10' r. light)	spd 2	+1	+3	+1	+1	0	0	-2	-2	-3	-3	-4	-4	1-4/1-3	+1
thrown	rof 2, rng 1/2/3	+1	+1	0	0	-1	-1	-2	-3	-4	-5	-6	-7	1-4/1-3	+1
4 daggers	spd 2		+3	+1	+1	0	0	-2	-2	-3	-3	-4	-4	1-4/1-3	
thrown	rof 2, rng 1/2/3		+1	0	0	-1	-1	-2	-3	-4	-5	-6	-7	1-4/1-3	

**EQUIPMENT**

**ring of protection +1**  
 leather armor (AC 8)  
 small wooden shield (+1 AC once/round)  
**potion of diminution**  
**potion of flying**  
 mistletoe  
 backpack (capacity 300 enc)  
 large belt pouch (capacity 50 enc)  
 large sack (capacity 400 enc)  
 iron rations: 1 week  
 wineskin  
 wax candle  
 tinder box  
 belladonna sprigs (enc 1 ea.): 3  
 wolfsbane sprigs (enc 1 ea.): 3  
 garlic buds (enc 1 ea.): 3

**DRUID SPELLS** (default selection)

1st: animal friendship  
 detect magic  
 detect snares & pits  
 entangle  
 faerie fire  
 speak with animals

2nd: charm person or mammal  
 cure light wounds  
 heat metal  
 warp wood

3rd: neutralize poison  
 stone shape

4th: cure serious wounds

**BINGO SANDYMAN – Halfling Thief 5 – Male – 3'1" – 68 lbs. – age 55**

**Chaotic Neutral**

STR	14	attack/dmg +0/+0 weight allw. +200	open doors 1-2 bars/gates 7%
INT	13		
WIS	4	magical attack adjustment -2	
DEX	16	defensive adjustment -2	reaction & attack adjustment +1
CON	15	system shock survival 91%	resurrection survival 94%
CHA	12		

MOVEMENT	9"
ARMOR CLASS	5 (7 rear)
HIT POINTS	24

SAVING THROWS	
Paralyzation, Poison, Death Magic	12
Petrifacation, Polymorph	11
Rod, Staff, Wand	12
Breath Weapon	15
Spells	13
Modifiers: +1 from armor as applicable. +4 vs. magic & poison. -2 vs. mental/will. +2 vs. dodgeable.	

Languages: common, dwarvish, elvish, gnome, goblin, halfling, orcish, thieves' cant  
 Weapon Proficiencies: short sword, sling, dagger  
 Infravision 60'  
 75% chance to detect up/down grade of a passage  
 50% chance to determine direction of a passage  
 1-4 chance to surprise enemies when in a party composed only of elves & halflings in non-metal armor, so long as no door must be opened.  
 Back stab +4 to hit, x3 damage

**MONEY & TREASURE**  
 small diamond (1000 gp, enc 1)  
 blue quartz gems (10 gp & enc 1 ea.): 5  
 10 gp

**COMBAT TABLE**

roll + mods	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5

**WEAPON/ATTACK**

		to hit	10	9	8	7	6	5	4	3	2	1	0	damage	mod
short sword	spd 3		+2	0	+1	0	0	0	-1	-2	-3	-4	-5	1-6/1-8	
silver dagger	spd 2		+3	+1	+1	0	0	-2	-2	-3	-3	-4	-4	1-4/1-3	
thrown	rof 2, rng 1/2/3	+1	+1	0	0	-1	-1	-2	-3	-4	-5	-6	-7	1-4/1-3	
sling															
large pouch w/20 bullets	rng 5/10/20	+1	+3	+1	+2	0	0	0	-1	-2	-2	-3	-3	2-5/2-7	

**EQUIPMENT**

leather armor +1 (AC 7)  
 scroll of protection from magic  
 magic-user scroll (detect evil)  
 potion of healing (2d4+2)  
 backpack (capacity 300 enc)  
 bone map/scroll case  
 small belt pouch (capacity 25 enc)  
 small sack (capacity 100 enc)  
 iron rations: 1 week  
 waterskin  
 thieves' picks and tools  
 empty vials (enc 5 ea.): 2

**THIEF ABILITIES**

Pick Pockets 55%  
 Open Locks 52%  
 Find/Remove Traps 45%  
 Move Silently 50%  
 Hide in Shadows 46%  
 Hear Noise 20%  
 Climb Walls 75%  
 Read Languages 20%

<b>ENCUMBRANCE 351</b>	9" up to 550	6" up to 900	3" up to 1250	3" up to 1700
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(Sheet Version A — assumes halflings have 9" base move)

**BINGO SANDYMAN – Halfling Thief 5 – Male – 3'1" – 68 lbs. – age 55****Chaotic Neutral**

STR	14	attack/dmg +0/+0 weight allw. +200	open doors 1-2 bars/gates 7%
INT	13		
WIS	4	magical attack adjustment -2	
DEX	16	defensive adjustment -2	reaction & attack adjustment +1
CON	15	system shock survival 91%	resurrection survival 94%
CHA	12		

MOVEMENT	12"
ARMOR CLASS	5 (7 rear)
HIT POINTS	24

<b>SAVING THROWS</b>	
Paralyzation, Poison, Death Magic	12
Petrifacation, Polymorph	11
Rod, Staff, Wand	12
Breath Weapon	15
Spells	13
Modifiers: +1 from armor as applicable. +4 vs. magic & poison. -2 vs. mental/will. +2 vs. dodgeable.	

Languages: common, dwarvish, elvish, gnome, goblin, halfling, orcish, thieves' cant  
 Weapon Proficiencies: short sword, sling, dagger  
 Infravision 60'  
 75% chance to detect up/down grade of a passage  
 50% chance to determine direction of a passage  
 1-4 chance to surprise enemies when in a party composed only of elves & halflings in non-metal armor, so long as no door must be opened.  
 Back stab +4 to hit, x3 damage

**MONEY & TREASURE**  
 small diamond (1000 gp, enc 1)  
 blue quartz gems (10 gp & enc 1 ea.): 5  
 10 gp

**COMBAT TABLE**

roll + mods	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5

**WEAPON/ATTACK**

		to hit	10	9	8	7	6	5	4	3	2	1	0	damage	mod
short sword	spd 3		+2	0	+1	0	0	0	-1	-2	-3	-4	-5	1-6/1-8	
silver dagger	spd 2		+3	+1	+1	0	0	-2	-2	-3	-3	-4	-4	1-4/1-3	
thrown	rof 2, rng 1/2/3	+1	+1	0	0	-1	-1	-2	-3	-4	-5	-6	-7	1-4/1-3	
sling															
large pouch w/20 bullets	rng 5/10/20	+1	+3	+1	+2	0	0	0	-1	-2	-2	-3	-3	2-5/2-7	

**EQUIPMENT**

leather armor +1 (AC 7)  
 scroll of protection from magic  
 magic-user scroll (detect evil)  
 potion of healing (2d4+2)  
 backpack (capacity 300 enc)  
 bone map/scroll case  
 small belt pouch (capacity 25 enc)  
 small sack (capacity 100 enc)  
 iron rations: 1 week  
 waterskin  
 thieves' picks and tools  
 empty vials (enc 5 ea.): 2

**THIEF ABILITIES**

Pick Pockets 55%  
 Open Locks 52%  
 Find/Remove Traps 45%  
 Move Silently 50%  
 Hide in Shadows 46%  
 Hear Noise 20%  
 Climb Walls 75%  
 Read Languages 20%

**ENCUMBRANCE 351**

12" up to 550 9" up to 900 6" up to 1250 3" up to 1700

STR	18/47	attack/dmg +1/+3 weight allw. +1000	open doors 1-3 bars/gates 20%
INT	14		
WIS	8		
DEX	13		
CON	9	system shock survival 65%	resurrection survival 70%
CHA	16	reaction adjustment +20%	loyalty base +25%

MOVEMENT	12”
ARMOR CLASS	3 (2 w/shield)
HIT POINTS	33

SAVING THROWS	
Paralyzation, Poison, Death Magic	11
Petrifacation, Polymorph	12
Rod, Staff, Wand	13
Breath Weapon	13
Spells	14
Modifiers: +1 from armor as applicable.	

Languages: common, elvish, gnome, goblin, halfling, hobgoblin, orcish, gnoll  
 Weapon Proficiencies: long sword, short sword, long bow, morning star, spear  
 +1 to hit with short swords, long swords, and bows (except crossbows)  
 90% resistant to sleep and charm spells  
 Infravision 60’  
 1 in 6 or 2 in 6 to detect secret doors; 3 in 6 for concealed doors  
 1-4 chance to surprise enemies when in a party composed only of elves & halflings in non-metal armor, so long as no door must be opened.  
 5 melee attacks per round vs. creatures with less than 1 full hit die

MONEY & TREASURE	
electrum plated necklace (250 gp, enc 5)	
pearls (100 gp & enc 1 ea.): 2	
5 gp	

**COMBAT TABLE**

roll + mods	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5

**WEAPON/ATTACK**

		to hit	10	9	8	7	6	5	4	3	2	1	0	damage	mod
<b>long sword +1</b> (20’ r. light)	spd 5	+3	+2	+1	0	0	0	0	0	-1	-2	-3	-4	1-8/1-12	+4
short sword	spd 3	+2	+2	0	+1	0	0	0	-1	-2	-3	-4	-5	1-6/1-8	+3
long bow	rof 2, rng 7/14/21		+3	+3	+3	+3	+2	+1	0	0	-1	-2	-3		
quiver w/8 arrows +1		+2												1-6	+1
quiver w/20 arrows		+1												1-6	

**EQUIPMENT**

- banded mail +1** (AC 3)
- large shield (+1 AC thrice/round)
- scroll of protection from demons**
- potion of extra-healing** (3d8+3 or 3x 1d8)
- backpack (capacity 300 enc)
- leather map/scroll case
- large belt pouch (capacity 50 enc)
- large sack (capacity 400 enc)
- iron rations: 1 week
- waterskin
- 100’ rope
- grapnel
- chalk (enc 2)



**GURDANK THE TRAPWRECKER – Dwarf Fighter 4 / Thief 5 – Male – 4’6” – 142 lbs. – age 88**

**Neutral**

STR	12	attack/dmg +0/+0 weight allw. +100	open doors 1-2 bars/gates 4%
INT	10		
WIS	12		
DEX	14		
CON	13	system shock survival 85%	resurrection survival 90%
CHA	13	reaction adjustment +5%	

MOVEMENT	9”
ARMOR CLASS	8
HIT POINTS	22

<b>SAVING THROWS</b>	
Paralyzation, Poison, Death Magic	12
Petrifacation, Polymorph	11
Rod, Staff, Wand	12
Breath Weapon	15
Spells	13
Modifiers: +3 vs. magic & poison.	

Languages: common, dwarvish, gnome, goblin, kobold, orcish, stone giant, red dragon, thieves’ cant  
 Weapon Proficiencies: bastard sword, hand axe, heavy crossbow, halberd, short bow  
 Infravision 60’  
 75% chance to detect grade, slope, and new construction; 2 in 3 chance to detect shifting/sliding rooms; 50% chance to detect pits, falling blocks, and stonework traps; 50% chance to determine depth underground  
 +1 to attack half-orcs, goblins, hobgoblins, and orcs  
 -4 to be hit by ogres, trolls, ogre magi, giants, and titans  
 Back stab +4 to hit, x3 damage  
 4 melee attacks per round vs. creatures with less than 1 full hit die

<b>MONEY &amp; TREASURE</b>	
420 gp	
352 sp	

<b>COMBAT TABLE</b>															
roll + mods	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4

**WEAPON/ATTACK**

		to hit	10	9	8	7	6	5	4	3	2	1	0	damage	mod
bastard sword	spd 6		0	+1	+1	+1	+1	+1	+1	0	0	0	0	2-8/2-16	
one-handed	spd 5		+2	+1	0	0	0	0	0	-1	-2	-3	-4	1-8/1-12	
short bow	rof 2, rng 5/10/15		+2	+2	+2	+1	0	0	-1	-4	-5	-6	-7		
quiver w/20 arrows														1-6	

**EQUIPMENT**

leather armor (AC 8)  
**ring of feather falling**  
**bag of holding** (capacity 5000 enc)  
**potion of healing** (2d4+2)  
 backpack (capacity 300 enc)  
 iron rations: 6 weeks  
 waterskin: 6  
 300’ rope  
 10’ pole  
 thieves’ picks and tools  
 holy water vials: 4  
 arrows: 100

**THIEF ABILITIES**

Pick Pockets 50%  
 Open Locks 52%  
 Find/Remove Traps 55%  
 Move Silently 40%  
 Hide in Shadows 31%  
 Hear Noise 20%  
 Climb Walls 80%  
 Read Languages 20%

(Most of his gear is in his bag of holding. Encumbrance is based on keeping only one weapon out at a time.)

<b>ENCUMBRANCE 440</b>	9” up to 450	6” up to 800	3” up to 1150	3” up to 1600
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**GURDANK THE TRAPWRECKER – Dwarf Fighter 4 / Thief 5 – Male – 4’6” – 142 lbs. – age 88**

**Neutral**

STR	12	attack/dmg +0/+0 weight allw. +100	open doors 1-2 bars/gates 4%
INT	10		
WIS	12		
DEX	14		
CON	13	system shock survival 85%	resurrection survival 90%
CHA	13	reaction adjustment +5%	

MOVEMENT	12"
ARMOR CLASS	8
HIT POINTS	22

<b>SAVING THROWS</b>	
Paralyzation, Poison, Death Magic	12
Petrifacation, Polymorph	11
Rod, Staff, Wand	12
Breath Weapon	15
Spells	13
Modifiers: +3 vs. magic & poison.	

Languages: common, dwarvish, gnome, goblin, kobold, orcish, stone giant, red dragon, thieves' cant  
 Weapon Proficiencies: bastard sword, hand axe, heavy crossbow, halberd, short bow  
 Infravision 60'  
 75% chance to detect grade, slope, and new construction; 2 in 3 chance to detect shifting/sliding rooms; 50% chance to detect pits, falling blocks, and stonework traps; 50% chance to determine depth underground  
 +1 to attack half-orcs, goblins, hobgoblins, and orcs  
 -4 to be hit by ogres, trolls, ogre magi, giants, and titans  
 Back stab +4 to hit, x3 damage  
 4 melee attacks per round vs. creatures with less than 1 full hit die

<b>MONEY &amp; TREASURE</b>	
420 gp	
352 sp	

<b>COMBAT TABLE</b>																
roll + mods	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5

**WEAPON/ATTACK**

		to hit	10	9	8	7	6	5	4	3	2	1	0	damage	mod
bastard sword	spd 6		0	+1	+1	+1	+1	+1	+1	0	0	0	0	2-8/2-16	
one-handed	spd 5		+2	+1	0	0	0	0	0	-1	-2	-3	-4	1-8/1-12	
short bow	rof 2, rng 5/10/15		+2	+2	+2	+1	0	0	-1	-4	-5	-6	-7		
quiver w/20 arrows														1-6	

**EQUIPMENT**

- leather armor (AC 8)
- ring of feather falling
- bag of holding (capacity 5000 enc)
- potion of healing (2d4+2)
- backpack (capacity 300 enc)
- iron rations: 6 weeks
- waterskins: 6
- 300' rope
- 10' pole
- thieves' picks and tools
- holy water vials: 4
- arrows: 100

**THIEF ABILITIES**

- Pick Pockets 50%
- Open Locks 52%
- Find/Remove Traps 55%
- Move Silently 40%
- Hide in Shadows 31%
- Hear Noise 20%
- Climb Walls 80%
- Read Languages 20%

(Most of his gear is in his bag of holding. Encumbrance is based on keeping only one weapon out at a time.)

<b>ENCUMBRANCE 440</b>	12" up to 450	9" up to 800	6" up to 1150	3" up to 1600
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(Sheet Version B — assumes dwarves have 12" base move)

STR	14	attack/dmg +0/+0 weight allw. +200	open doors 1-2 bars/gates 7%
INT	6		
WIS	16	magical attack adjustment +2	
DEX	7		
CON	14	system shock survival 88%	resurrection survival 92%
CHA	13	reaction adjustment +5%	

MOVEMENT	9"
ARMOR CLASS	4 (3 w/shield)
HIT POINTS	23

<b>SAVING THROWS</b>	
Paralyzation, Poison, Death Magic	9
Petrifacation, Polymorph	12
Rod, Staff, Wand	13
Breath Weapon	15
Spells	14
Modifiers: +2 vs. mental/will.	

Languages: common Weapon Proficiencies: horseman's flail, footman's mace, hammer Turn Undead Clerical Spells (5/5/1)
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<b>MONEY &amp; TREASURE</b> amethysts (150 gp & enc 2 ea.): 3 19 pp
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**COMBAT TABLE**

roll + mods	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5

**WEAPON/ATTACK**

		to hit	10	9	8	7	6	5	4	3	2	1	0	damage	mod
horseman's flail	spd 6		0	+1	+1	+1	0	0	0	0	0	0	0	2-5	
hammer	spd 4		0	0	0	0	0	+1	0	+1	0	0	0	2-5/1-4	
thrown	rng 1/2/3		+1	0	0	0	0	0	0	-1	-2	-3	-4	2-5/1-4	

**EQUIPMENT**

- banded mail (AC 4, move 9")
- small shield (+1 AC once/round)
- clerical scroll (protection from evil)
- potion of clairvoyance
- potion of healing (2d4+2)
- silver holy symbol (enc 5)
- backpack (capacity 300 enc)
- leather map/scroll case
- large belt pouch (capacity 50 enc)
- small belt pouch (capacity 25 enc)
- large sack (capacity 400 enc)
- wineskin
- 10' pole
- holy water vials: 2
- small silver mirror

**CLERIC SPELLS (default selection)**

- 1st: cure light wounds
- cure light wounds
- cure light wounds
- detect magic
- sanctuary
- 2nd: augury
- hold person
- hold person
- silence 15' radius
- spiritual hammer
- 3rd: dispel magic

**GARNAL YELLOWFEATHER – Half-Elf Fighter 4 / Magic-User 4 – Male – 5’5” – 117 lbs. – age 46**
**Neutral**

STR	12	attack/dmg +0/+0 weight allw. +100	open doors 1-2 bars/gates 4%
INT	14	chance to learn spell	55%
WIS	12		
DEX	7		
CON	15	system shock survival	91% resurrection survival 94%
CHA	12		

MOVEMENT	12”
ARMOR CLASS	4 (3 w/shield)
HIT POINTS	20

SAVING THROWS	
Paralyzation, Poison, Death Magic	13
Petrifacation, Polymorph	13
Rod, Staff, Wand	11
Breath Weapon	15
Spells	12
Modifiers: +1 from armor when applicable.	

Languages: common, elvish, gnome, halfling, goblin, hobgoblin, orcish, gnoll  
 Weapon Proficiencies: long sword, short bow, spear, dagger, footman's mace  
 Infravision 60'  
 30% resistant to sleep and charm spells  
 1 in 6 or 2 in 6 to detect secret doors; 3 in 6 for concealed doors  
 Magic-User Spells (3/2)  
 4 melee attacks per round vs. creatures with less than 1 full hit die

MONEY & TREASURE	
pearls (100 gp & enc 1 ea.):	4
gp	50

COMBAT TABLE																
roll + mods	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5

**WEAPON/ATTACK**

		to hit	10	9	8	7	6	5	4	3	2	1	0	damage	mod
long sword	spd 5		+2	+1	0	0	0	0	-1	-2	-3	-4	1-8/1-12		
dagger +1 (10' r. light)	spd 2	+1	+3	+1	+1	0	0	-2	-2	-3	-3	-4	-4	1-4/1-3	+1
thrown	rof 2, rng 1/2/3	+1	+1	0	0	-1	-1	-2	-3	-4	-5	-6	-7	1-4/1-3	+1
short bow	rof 2, rng 5/10/15		+2	+2	+2	+1	0	0	-1	-4	-5	-6	-7		
quiver w/20 arrows														1-6	

**EQUIPMENT**

**chain mail +1** (AC 4)  
 large shield (+1 AC thrice/round)  
**magic-user scroll** (water breathing)  
 backpack (capacity 300 enc)  
 leather map/scroll case  
 large belt pouch (capacity 50 enc)  
 large sack (capacity 400 enc)  
 small silver mirror  
 holy water vials: 1

**MAGIC-USER SPELLS** (default selection)

1st: feather fall  
       magic missile  
       magic missile

2nd: knock  
       strength

Spell book: 1st—affect normal fires, feather fall, identify, magic missile, read magic; 2nd—knock, strength.

STR	10		open doors 1-2 bars/gates 2%
INT	15		
WIS	16	magical attack adjustment +2	
DEX	18	defensive adjustment -4	reaction & attack adjustment +3
CON	10	system shock survival 70%	resurrection survival 75%
CHA	13	reaction adjustment +5%	

MOVEMENT	9"
ARMOR CLASS	4 (8 rear)
HIT POINTS	12

<b>SAVING THROWS</b>	
Paralyzation, Poison, Death Magic	13
Petrifacation, Polymorph	12
Rod, Staff, Wand	14
Breath Weapon	16
Spells	15
Modifiers: +2 vs. magic. +2 vs. mental/will. +3 vs. dodgeable.	

Languages: common, dwarvish, gnome, halfling, goblin, kobold, elvish, dryad, thieves' cant  
 Weapon Proficiencies: long sword, sling  
 Infravision 60'  
 80% chance to detect grade or slope; 70% chance to detect unsafe walls, ceilings, or floors; 60% chance to determine depth underground; 50% chance to determine direction of travel underground  
 +1 to attack kobolds and goblins  
 -4 to be hit by gnolls, bugbears, ogres, trolls, ogre magi, giants, and titans  
 Back stab +4 to hit, x2 damage

<b>MONEY &amp; TREASURE</b>
gold pendant (60 gp, enc 10) 3 gp

<b>COMBAT TABLE</b>															
roll + mods	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21
AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4

<b>WEAPON/ATTACK</b>		to hit	10	9	8	7	6	5	4	3	2	1	0	damage	mod
long sword	spd 5		+2	+1	0	0	0	0	0	-1	-2	-3	-4	1-8/1-12	
sling															
large pouch w/20 bullets	rng 5/10/20	+3	+3	+1	+2	0	0	0	-1	-2	-2	-3	-3	2-5/2-7	

**EQUIPMENT**  
 leather armor (AC 8)  
 backpack (capacity 300 enc)  
 waterskin  
 thieves' picks and tools  
 small silver mirror  
 chalk (enc 2)

**THIEF ABILITIES**  
 Pick Pockets 55%  
 Open Locks 57%  
 Find/Remove Traps 50%  
 Move Silently 48%  
 Hide in Shadows 40%  
 Hear Noise 25%  
 Climb Walls 73%  
 Read Languages 20%

STR	10		open doors 1-2 bars/gates 2%
INT	15		
WIS	16	magical attack adjustment +2	
DEX	18	defensive adjustment -4	reaction & attack adjustment +3
CON	10	system shock survival 70%	resurrection survival 75%
CHA	13	reaction adjustment +5%	

MOVEMENT	12"
ARMOR CLASS	4 (8 rear)
HIT POINTS	12

<b>SAVING THROWS</b>	
Paralyzation, Poison, Death Magic	13
Petrifacation, Polymorph	12
Rod, Staff, Wand	14
Breath Weapon	16
Spells	15
Modifiers: +2 vs. magic. +2 vs. mental/will. +3 vs. dodgeable.	

Languages: common, dwarvish, gnome, halfling, goblin, kobold, elvish, dryad, thieves' cant  
 Weapon Proficiencies: long sword, sling  
 Infravision 60'  
 80% chance to detect grade or slope; 70% chance to detect unsafe walls, ceilings, or floors; 60% chance to determine depth underground; 50% chance to determine direction of travel underground  
 +1 to attack kobolds and goblins  
 -4 to be hit by gnolls, bugbears, ogres, trolls, ogre magi, giants, and titans  
 Back stab +4 to hit, x2 damage

<b>MONEY &amp; TREASURE</b>
gold pendant (60 gp, enc 10) 3 gp

<b>COMBAT TABLE</b>															
roll + mods	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21
AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4

<b>WEAPON/ATTACK</b>		to hit	10	9	8	7	6	5	4	3	2	1	0	damage	mod
long sword	spd 5		+2	+1	0	0	0	0	0	-1	-2	-3	-4	1-8/1-12	
sling															
large pouch w/20 bullets	rng 5/10/20	+3	+3	+1	+2	0	0	0	-1	-2	-2	-3	-3	2-5/2-7	

**EQUIPMENT**  
 leather armor (AC 8)  
 backpack (capacity 300 enc)  
 waterskin  
 thieves' picks and tools  
 small silver mirror  
 chalk (enc 2)

**THIEF ABILITIES**  
 Pick Pockets 55%  
 Open Locks 57%  
 Find/Remove Traps 50%  
 Move Silently 48%  
 Hide in Shadows 40%  
 Hear Noise 25%  
 Climb Walls 73%  
 Read Languages 20%

STR	17	attack/dmg +1/+1 weight allw. +500	open doors 1-3 bars/gates 13%
INT	6		
WIS	10		
DEX	10		
CON	13	system shock survival 85%	resurrection survival 90%
CHA	8		loyalty base -5%

MOVEMENT	6”
ARMOR CLASS	3 (2 w/shield)
HIT POINTS	23

<b>SAVING THROWS</b>	
Paralyzation, Poison, Death Magic	13
Petrifacation, Polymorph	14
Rod, Staff, Wand	15
Breath Weapon	16
Spells	16
Modifiers: none.	

Languages: common  
 Weapon Proficiencies: dagger, javelin, long sword, morning star, short bow  
 4 melee attacks per round vs. creatures with less than 1 full hit die

<b>MONEY &amp; TREASURE</b>
50 gp

<b>COMBAT TABLE</b>																
roll + mods	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5

WEAPON/ATTACK		to hit													damage	mod
		10	9	8	7	6	5	4	3	2	1	0				
long sword	spd 5	+1	+2	+1	0	0	0	0	-1	-2	-3	-4	1-8/1-12		+1	
morning star	spd 7	+1	+2	+2	+1	+1	+1	+1	+1	0	0	0	2-8/2-7		+1	
dagger	spd 2	+1	+3	+1	+1	0	0	-2	-2	-3	-3	-4	-4	1-4/1-3		+1
thrown	rof 2, rng 1/2/3	+1	0	0	-1	-1	-2	-3	-4	-5	-6	-7	1-4/1-3			
short bow	rof 2, rng 5/10/15	+2	+2	+2	+1	0	0	-1	-4	-5	-6	-7				
quiver w/20 arrows													1-6			

- EQUIPMENT**
- plate mail (AC 3, move 6”)
  - large shield (+1 AC thrice/round)
  - wand of metal and mineral detection (20 charges, command word ‘lucrum’)
  - backpack (capacity 300 enc)
  - large belt pouch (capacity 50 enc)
  - large belt pouch (capacity 50 enc)
  - large sack (capacity 400 enc)
  - iron rations: 1 week
  - waterskin
  - hooded lantern (30’ r.)
  - flasks of oil: 3
  - tinder box

STR 10		open doors 1-2 bars/gates 2%	MOVEMENT 6"	<b>SAVING THROWS</b> Paralyzation, Poison, Death Magic 9 Petrification, Polymorph 12 Rod, Staff, Wand 11 Breath Weapon 15 Spells 12 Modifiers: none.
INT 12	chance to learn spell 45%		ARMOR CLASS 3	
WIS 14			HIT POINTS 14	
DEX 13				
CON 7	system shock survival 55%	resurrection survival 60%		
CHA 12				

Languages: common, elvish, gnome, halfling, goblin, hobgoblin, orcish, gnoll  
 Weapon Proficiencies: footman's mace, dagger  
 Infravision 60'  
 30% resistant to sleep and charm spells  
 1 in 6 or 2 in 6 to detect secret doors; 3 in 6 for concealed doors  
 Turn Undead  
 Clerical Spells (5/2)  
 Magic-User Spells (3/2)

**MONEY & TREASURE**  
 jade stones (100 gp & enc 3 ea.): 6  
 20 gp

**COMBAT TABLE**

roll + mods	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5

**WEAPON/ATTACK**

		to hit	10	9	8	7	6	5	4	3	2	1	0	damage	mod
footman's mace	spd 7		-1	+1	0	0	0	0	0	+1	+1	+2	+2	2-7/1-6	
5 daggers	spd 2		+3	+1	+1	0	0	-2	-2	-3	-3	-4	-4	1-4/1-3	
thrown	rof 2, rng 1/2/3		+1	0	0	-1	-1	-2	-3	-4	-5	-6	-7	1-4/1-3	

**EQUIPMENT**

- plate mail (AC 3, move 6")
- ring of free action
- magic-user scroll (fireball) (cast at 6th level)
- silver holy symbol (enc 5)
- backpack (capacity 300 enc)
- leather map/scroll case
- large sack (capacity 400 enc)
- large belt pouch (capacity 50 enc)
- iron spikes: 3
- small hammer (enc 20)

**CLERIC SPELLS** (default selection)

- 1st: cure light wounds
- cure light wounds
- cure light wounds
- detect magic
- protection from evil
- 2nd: find traps
- hold person

**MAGIC-USER SPELLS** (default selection)

- 1st: magic missile
- push
- spider climb
- 2nd: detect invisibility
- invisibility

Spell book: 1st–magic missile, mending, push, read magic, spider climb; 2nd–detect invisibility, invisibility. (Unable to learn ESP, web, wizard lock.)



STR	16	attack/dmg +0/+1 weight allw. +350	open doors 1-3 bars/gates 10%
INT	10		
WIS	9		
DEX	17	defensive adjustment -3	reaction & attack adjustment +2
CON	15	system shock survival 91%	resurrection survival 94%
CHA	11		

MOVEMENT	9"
ARMOR CLASS	1 (4 rear)
HIT POINTS	17

<b>SAVING THROWS</b>	
Paralyzation, Poison, Death Magic	13
Petrifacation, Polymorph	14
Rod, Staff, Wand	15
Breath Weapon	16
Spells	16
Modifiers: +3 vs. dodgeable.	

Languages: common, dwarvish, hobgoblin  
 Weapon Proficiencies: hand axe, long bow, long sword, spetum  
 3 melee attacks per round vs. creatures with less than 1 full hit die

<b>MONEY &amp; TREASURE</b>
35 gp

<b>COMBAT TABLE</b>																
roll + mods	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5

WEAPON/ATTACK		to hit														damage	mod
		10	9	8	7	6	5	4	3	2	1	0					
long sword	spd 5	+2	+1	0	0	0	0	-1	-2	-3	-4	1-8/1-12	+1				
hand axe	spd 4	+1	+1	+1	0	0	-1	-2	-2	-3	-4	-5	1-6/1-4	+1			
thrown	rng 1/2/3	+2	+1	0	0	0	-1	-1	-2	-3	-4	-5	-6	1-6/1-4			
spetum	spd 8	+2	+1	0	0	0	0	-1	-2	-2	-2	2-7/2-12	+1				
long bow	rof 2, rng 7/14/21	+3	+3	+3	+3	+2	+1	0	0	-1	-2	-3					
quiver w/20 arrows		+2												1-6			
quiver w/20 arrows		+2												1-6			

- EQUIPMENT**
- banded mail (AC 4, move 9")
  - potion of healing** (2d4+2)
  - backpack (capacity 300 enc)
  - large sack (capacity 400 enc)
  - large belt pouch (capacity 50 enc)
  - waterskin
  - bullseye lantern (80' beam)
  - flasks of oil: 3
  - tinder box

STR	15	attack/dmg +0/+0 weight allw. +200	open doors 1-2 bars/gates 7%
INT	15		
WIS	14		
DEX	16	defensive adjustment -2	reaction & attack adjustment +1
CON	15	system shock survival 91%	resurrection survival 94%
CHA	15	reaction adjustment +15%	loyalty base +15%

<b>MOVEMENT</b>	9"
<b>ARMOR CLASS</b>	2 (1 w/shield) (4 rear)
<b>HIT POINTS</b>	22

<b>SAVING THROWS</b>	
Paralyzation, Poison, Death Magic	13
Petrifacation, Polymorph	14
Rod, Staff, Wand	15
Breath Weapon	16
Spells	16
Modifiers: +2 vs. dodgeable.	

Languages: common, elvish, gnome, halfling, goblin, hobgoblin, orcish, gnoll  
 Weapon Proficiencies: long sword, short bow, spear  
 Infravision 60'  
 30% resistant to sleep and charm spells  
 1 in 6 or 2 in 6 to detect secret doors; 3 in 6 for concealed doors  
 Tracking  
 +3 damage in melee vs. various giants and humanoids  
 3 in 6 chance to surprise enemies  
 1 in 6 chance for self or party to be surprised  
 3 melee attacks per round vs. creatures with less than 1 full hit die

<b>MONEY &amp; TREASURE</b>
4 gp 12 sp

**COMBAT TABLE**

roll + mods	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
AC hit	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5

**WEAPON/ATTACK**

	to hit	10	9	8	7	6	5	4	3	2	1	0	damage	mod
long sword	spd 5	+2	+1	0	0	0	0	0	-1	-2	-3	-4	1-8/1-12	
short bow	rof 2, rng 5/10/15	+2	+2	+2	+1	0	0	-1	-4	-5	-6	-7		
quiver w/10 arrows +1		+2											1-6	+1
and w/10 arrows		+1											1-6	

**EQUIPMENT**

banded mail (AC 4, move 9")  
 large shield (+1 AC thrice/round)  
 backpack (capacity 300 enc)  
 large sack (capacity 400 enc)  
 large belt pouch (capacity 50 enc)  
 iron rations: 1 week  
 waterskin  
 finder box  
 holy water vials: 3

STR	11		open doors 1-2 bars/gates 2%
INT	9		
WIS	13		
DEX	15	defensive adjustment -1	
CON	9	system shock survival 65%	resurrection survival 70%
CHA	9		

<b>MOVEMENT</b>	<b>9”</b>
<b>ARMOR CLASS</b>	<b>4</b> (3 w/shield) (5 rear)
<b>HIT POINTS</b>	<b>13</b>

<b>SAVING THROWS</b>	
Paralyzation, Poison, Death Magic	10
Petrifacation, Polymorph	13
Rod, Staff, Wand	14
Breath Weapon	16
Spells	15
Modifiers: +1 vs. dodgeable.	

Languages: common, elvish  
 Weapon Proficiencies: horseman’s flail, quarter staff  
 Turn Undead  
 Clerical Spells (3/1)

**MONEY & TREASURE**  
 5 gp

**COMBAT TABLE**

roll + mods	10	11	12	13	14	15	16	17	18	19	<b>20</b>	20	20	20	20	20
AC hit	10	9	8	7	6	5	4	3	2	1	<b>0</b>	-1	-2	-3	-4	-5

**WEAPON/ATTACK**

	spd	6	to hit	10	9	8	7	6	5	4	3	2	1	0	damage	mod
horseman’s flail				0	+1	+1	+1	0	0	0	0	0	0	0	2-5	

**EQUIPMENT**

- chain mail (AC 5, move 9”)
- large shield (+1 AC thrice/round)
- wooden holy symbol (enc 5)
- backpack (capacity 300 enc)
- large sack (capacity 400 enc)
- large belt pouch (capacity 50 enc)
- iron rations: 1 week
- waterskin
- iron spikes: 5
- small hammer (enc 20)

**CLERIC SPELLS (default selection)**

- 1st: cure light wounds  
 cure light wounds  
 protection from evil
- 2nd: silence 15’ radius