<b>Character Name:</b>				Age:	_ He	eight:	$\mathbf{W}$	eight:	
Race: Select	Dwarf _	_ Human _	_ Half-orc	Size: Me	dium-size	;	Gen	der:	
Class: Fighter		Level: 1		Alignme	nt: choos	e any non-e	vil:		
Ability	Score	Mod		pints by buying the				apply racia	I modifiers to
Strength			your ability score Write the	es. Your final score bonuses for your o	es will range hosen ability	points in the M	20. lod field to the	right of the	ability scores.
Dexterity			Attribute Co	ost Bonus	Racial M	<u>lodifiers</u>			
Constitution			6 7		Human Dwarf	None +2 Cons	titution, –2 Ch	arisma	
Intelligence			8 0 9 1	-1 -1	Elf Gnome	+2 Dexte	erity, –2 Const titution, –2 Str	itution	
Wisdom			10 2 11 3	0	Half-elf Half-orc	None	gth, –2 Intellig	J	agriema
Charisma			12 4	+1	Halfling		erity, –2 Streng		iansina
Languages: Commor Money: 10 gp	ı, dwarven oı	orc	13 5 14 6 15 8 16 10 17 13 18 16 19	+3					
Saving Throws			20	+5					
Type Reflex (Dex) Fortitude (Con) Will (Wis)	Total	Base = Save + = 0 + + 2 = 0 + + 2	- - <u>—</u>	+ Misc. + * + * + * + *		Bonuses Dwarf): *+2	vs. poison a	and spells	
Armor	Armoi	Shield	Dex	Size	Misc.	Hit	Points [10-	+Con mod	]
Class = 10 = 10	+ Bonus	+ <b>Bonus</b> + +2	+ Mod	+ <b>Mod</b> + + <u>0</u> +	+ Mod				
Armor Type / Bonus Check Penalty: <u>-6</u> Spell Failure: <u>n/a</u> Melee Base	Str	Movemen Weight: Size	<b>nt:</b> <u>15′</u> (20' hui <u>40 lb.</u>	Ranged	c) itiative: I	Total —— Base	= Dex	- + Size	Misc. +4 (human)
<b>Attack</b> = <b>Attack</b> = +1	+ Mod +	1 + Mod + <u>0</u>	<u>.</u>	Attack		<b>Attack +</b> ⊦ <u>1</u> +		+ <b>Mod</b> + <u>0</u>	
Weapon		Attaalr	Damaga	C	<b>:</b> 4	Danga	<b>W</b> /4	C:	Tymo
(Dwarf) dwarven war	ave [focus]	Attack	<b>Damage</b> <u>1d10</u>	<u>x</u>	rit 3	Range	<b>Wt.</b> 15 lb.	Size Med.	<b>Type</b> Slash
(Human, half-orc) bas	-	eusl	<u>1d10</u> 1d10	<u>x</u>		=	10 lb.	Med.	<u>Slash</u>
shortbow	, and the Lie		1d6	<u>x</u>		60′	2 lb.	Med.	Pierce
Skill (cross-class?) Choose [2 + Int bonus	s] x 4 ranks o		Ability nks + Mod +	Armor	Special Al	oilities, heroi	ic feats, etc.		
Climb [Str]		= _	_ + +	<u>-6</u>	(Dwarf and	d half-orc) <u>Da</u>	arkvision (6	<u>0′)</u>	
Jump [Str]		= _	_ + +	<u>-6</u>	(Dwarf) <u>In</u>	tuit unusual s	stonework (	+2)	
Ride [Dex]		= _	_ + +	. <u> </u>	(Dwarf) <u>+2</u>	2 saves vs.po	ison and spe	<u>ells</u>	
Listen* [Wis]		=	_ + +	<u> </u>	(Dwarf) <u>+1</u>	attack vs. o	rcs and gob	<u>linoids</u>	
Search* [Int]		= _	_ + +	· _	(Dwarf) <u>+4</u>	dodge bonu	s vs. giants		
Spot* [Wis]		_ = _	_ + _ +	. <u>–</u>	(Dwarf) <u>+2</u>	on Alchemy	checks		
Swim [Str]		= _	_ ++			pon proficie	- '		
* cross-class skill					-	ocus (+1 w/ v		astard swo	<u>rd)</u>
					(Human) <u>I</u>	mproved Init	iative (+4)		

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Quiver with 20 arrows

Class: Barbarian	<b>Character Name:</b>				Ag	e:	ŀ	leight:		Veight:	
Ability   Score   Mod   Strength   Cost   Cost   Strength   Cost	Race: Select	Human	Half-orc			Size: Med	ium		Ge	nder:	
Strength	Class: Barbarian		Level: 1			Alignmen	t: choo	ose any non	-evil non-la	wful:	
Constitution	Ability	Score	Mod							en apply racial	modifiers to
Constitution	Strength									ne right of the	ability scores.
Constitution	Dexterity			Attribute	Cost	Bonus	Racia	l Modifiers			
Intelligence	Constitution								nstitution, -2 C	Charisma	
No	Intelligence					-1		+2 De	xterity, -2 Con	stitution	
Charisma	Wisdom			10	2	0	Half-e	lf None	,	J	ariema
Languages: Common, maybe orc   15	Charisma	_	_	12 13	4 5	+1 +1					ansma
Total   Save   Ability   Ability   Ability   Ability   Ability   Ability   Ability   Abil		n, maybe orc		15 16 17 18	8 10 13 16	+2 +3 +3 +4					
Total	Saving Throws										
Class	Reflex (Dex) Fortitude (Con)	Total —— ——	= Save = <u>0</u> = <u>+2</u>	+ Mod +	+ + +			Bonuses			
Shield Type   Bonus:   Studded leather   Shield Type   Bonus:   None					+				lit Points [12	2+Con mod]	I
Check Penalty: -1								_			
Check Penalty: _											
Neight   Spell Failure:   1/2   Neight   Size   Nanged   Nattack   Size   Attack   Size   Size   Attack   Size   Size		Studded 1			hield Ty	pe / Bonus:	: None	=			
Melee	•							Tota	al = Dex	Mod +	Misc.
Attack         =         Attack         +         Mod         +         Mod         +         Mod         +         Mod         +         Mod         -         Mod         +         Mod         -         Mod         +         Mod         -         Type         Greataxe [focus]         Crit         Range         Wt.         Size         Type         Slash         Dagger         Lg.         Slash         Dagger         July         1 ld4         x2         10'         1 lb.         Tiny.         Pierce           Shortbow         Id6         x3         60'         2 lb.         Med.         Pierce           Ability           Skill (cross-class?)         Total         = Ranks + Mod + Armor         Special Abilities, heroic feats, etc.           Choose [4 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank.           Climb [Str]         = = + + - + - 1         (Half-orc) Darkvision (60')           Weight [Authors]         Weapon Focus (+1 w/g	Spell Failure: n/a		Weight:	<u>20 lb.</u>		Init	iative:		_ = -	+	_
Greataxe [focus]	Attack = Attack	κ + <b>Mo</b>	d + Mo					Attack +	Mod	+ Mod	
Greataxe [focus]	Weapon		Attack	Dama	ige	Cri	t	Range	Wt.	Size	Type
Shortbow	Greataxe [focus]				_	<u>x3</u>		=	20 lb.	Lg.	
Skill (cross-class?)  Total = Ranks + Mod + Armor Special Abilities, heroic feats, etc.  Choose [4 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank.  Climb [Str] = + + -1 (Half-orc) Darkvision (60')  Wilderness Lore [Wis] = + + + -1 Weapon Focus (+1 w/ greataxe)  Listen [Wis] = + + + -1 Barbarian Rage (+4 Con, +4 Str, +2 Will saves, -2 AC, Swim [Str] = + + + -1 + -1 + -1 + 2 hp); after rage -2 Str, -2 Con until next encounter;  Ride [Dex] = + + + + -1 Fast Movement (+10 move, included above)  Intuit Direction [Wis] *	<u>Dagger</u>			<u>1d4</u>	<u>l</u>	<u>x2</u>		<u>10'</u>	<u>1 lb.</u>	Tiny.	<u>Pierce</u>
Skill (cross-class?)  Total = Ranks + Mod + Armor Choose [4 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank.  Climb [Str] = + + -1 (Half-orc) Darkvision (60')  Wilderness Lore [Wis] = + + + -1 (Human) Alertness (+2 on Listen and Spot)  Listen [Wis] = + + -1 Barbarian Rage (+4 Con, +4 Str, +2 Will saves, -2 AC,  Swim [Str] = + + -1 + -1 + -1 + -1 + -1 + -1 + -1	Shortbow			<u>1d6</u>	<u>)</u>	<u>x3</u>		<u>60'</u>	<u>2 lb.</u>	Med.	<u>Pierce</u>
Climb [Str]       =       +       +       -1       (Half-orc) Darkvision (60')         Wilderness Lore [Wis]       =       +       +       -       Weapon Focus (+1 w/ greataxe)         Listen [Wis]       =       +       +       -       (Human) Alertness (+2 on Listen and Spot)         Jump [Str]       =       +       +       -1       Barbarian Rage (+4 Con, +4 Str, +2 Will saves, -2 AC,         Swim [Str]       =       +       +       -1       +2 hp); after rage -2 Str, -2 Con until next encounter;         Ride [Dex]       =       +       +       -       rage lasts 3 + Con mod rounds unless ended earlier         Intimidate [Cha]       =       +       +       -       Fast Movement (+10 move, included above)         Intuit Direction [Wis]       =       +       +       -       Cannot read or write         Spot [Wis] *       =       +       +       -       Cannot read or write				anks + Mod	i + Arn						
Wilderness Lore [Wis]       =       +       +       Weapon Focus (+1 w/ greataxe)         Listen [Wis]       =       +       +       (Human) Alertness (+2 on Listen and Spot)         Jump [Str]       =       +       +       -1       Barbarian Rage (+4 Con, +4 Str, +2 Will saves, -2 AC,         Swim [Str]       =       +       +       -1       +2 hp); after rage -2 Str, -2 Con until next encounter;         Ride [Dex]       =       +       +       rage lasts 3 + Con mod rounds unless ended earlier         Intimidate [Cha]       =       +       +       Fast Movement (+10 move, included above)         Intuit Direction [Wis]       =       +       +       Cannot read or write         Spot [Wis] *       =       +       +		s] x 4 ranks	of skills from th	nis list. Cross						per rank.	
Listen [Wis]       =       +       +       (Human) Alertness (+2 on Listen and Spot)         Jump [Str]       =       +       +       -1       Barbarian Rage (+4 Con, +4 Str, +2 Will saves, -2 AC, Swim [Str]         Swim [Str]       =       +       +       -1       +2 hp); after rage -2 Str, -2 Con until next encounter; rage lasts 3 + Con mod rounds unless ended earlier         Intimidate [Cha]       =       +       +       Fast Movement (+10 move, included above)         Intuit Direction [Wis]       =       +       +       Cannot read or write         Spot [Wis] *       =       +       +		_	_ =	_ +	+ <u>-1</u>						
Jump [Str]         =         +         +         -1         Barbarian Rage (+4 Con, +4 Str, +2 Will saves, -2 AC, Swim [Str]         =         +         -1         +2 hp); after rage -2 Str, -2 Con until next encounter; rage lasts 3 + Con mod rounds unless ended earlier           Ride [Dex]         =         +         +         rage lasts 3 + Con mod rounds unless ended earlier           Intimidate [Cha]         =         +         +         Fast Movement (+10 move, included above)           Intuit Direction [Wis]         =         +         +         Cannot read or write           Spot [Wis] *         =         +         +         -	=	S]		_ + _	+ -	_				10.0	
Swim [Str]         =         +         +         -1         +2 hp); after rage -2 Str, -2 Con until next encounter;           Ride [Dex]         =         +         +         rage lasts 3 + Con mod rounds unless ended earlier           Intimidate [Cha]         =         +         +         Fast Movement (+10 move, included above)           Intuit Direction [Wis]         =         +         +         Cannot read or write           Spot [Wis] *         =         +         +         +				_ + _	+ _						2 4 6
Ride [Dex]         =         +         +         rage lasts 3 + Con mod rounds unless ended earlier           Intimidate [Cha]         =         +         +         Fast Movement (+10 move, included above)           Intuit Direction [Wis]         =         +         +         Cannot read or write           Spot [Wis] *         =         +         +	_		<del></del> .	_ + _	·						
Intimidate [Cha]         =         +         +         Fast Movement (+10 move, included above)           Intuit Direction [Wis]         =         +         +         Cannot read or write           Spot [Wis] *         =         +         +				_ + _	+ <u>-1</u>			_			
Intuit Direction [Wis]       =       +       +				_ + _	+ -	<del></del> '	_				i eariier
<u>Spot [Wis] * + _ + </u>		Ī	<del></del> .	+ _	_ + -				move, inclu	ueu above)	
		I			_ <sup>-</sup>		aiiii0l ľ	cau oi write			
	* cross-class skill				- ' -	_					

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Quiver with 20 arrows.

<b>Character Name:</b>					A	.ge:	_ ]	Height:		•	Wei	ght:	
Race: Select	_Elf	_ Huma	ın	Half-orc		Size: Me	dium-s	ize		Ge	ende	r:	
Class: Ranger			Level:	1		Alignme	nt: cho	ose any no	n-evil	:			
Ability	Score	Mod	i			by buying the					nen ap	ply racial	modifiers to
Strength						our final score uses for your o					the rig	ht of the	ability scores.
Dexterity				Attribute	Cost	Bonus	Racia	al Modifiers					
Constitution				6 7		-2 -2	Hum Dwar			tion, –2 (	Chari	sma	
Intelligence				8 9	0 1	-1 -1	Elf Gnor	+2 [	Dexterity	, –2 Cor tion, –2 \$	nstitut	ion	
Wisdom				10 11	2 3	0 0	Half-	elf Non	е			ce, –2 Ch	ariama
Charisma		_		12 13	4 5	+1 +1	Halfli			, –2 inte , –2 Stre		ce, –2 Cii	ansma
Languages: Common Money: 22 gp	n, elven or	orc		14 15 16 17 18	6 8 10 13 16	+2 +2 +3 +3							
Saving Throws				19 20		+4 +5							
Type Reflex (Dex) Fortitude (Con) Will (Wis)	Total	= = = =	Base Save <u>0</u> +2 <u>0</u>	+ Mod + — + — + —	•	Misc. * - * - *		Bonuses (Elf): * +2	2 vs Ei	nchantr	nent	spells	
Armor	Arn	nor	Shiel	d Dex		Size	Mi	sc.	Hit Po	oints [1	0+C	on mod	]
Class = 10			Bonu		l +	Mod -							
= 10	+ +3	<u>+</u>	+0	- +	+	_0	- 0	)					
Armor Type / Bonus	s: Studded	l leather	<del>-/+3</del>		Shield T	Гуре / Bonu	s: Non	<u>e</u>					
Check Penalty: <u>-1</u>			Moven	nent: <u>30′</u>				To	otal	= De	x M	od +	Misc.
Spell Failure: <u>n/a</u>			Weight	t: <u>20 lb.</u>		In	itiative:			=		+	
Melee Base Attack = Attack = +1		tr Iod	+ M + <u>0</u>	ze od		Ranged Attack	=	Base Attack +1		Dex Mod	++	Size Mod <u>0</u>	
Weapon			Attac	k Dan	nage	Cı	it	Range		Wt.		Size	Type
Long Sword				<u>10</u>	<u>d8</u>	<u>X</u>	<u>2</u>	=		<u>4 lb.</u>		Med.	<u>Slash</u>
Short Sword (off-han	d)			<u>10</u>	<u>d6</u>	<u>X</u>	<u>2</u>	=		<u>3 lb.</u>		Sm.	<u>Pierce</u>
Longbow When striking with sword, which is in the				s –2 with each		<u>x</u> If the rang	_	100′ Strength bo	onus, a	3 lb. dd only	/ halt	Lg. of it to	Pierce damage with the sho
<b>Skill</b> (cross-class?) Choose [4 + Int bonu	s] y 1 ranl	<b>Tota</b>		Abi Ranks + Months this list Cro	od + M			bilities, her				· rank	
Wilderness Lore [Wi		UI SKI	=	+	+			Darkvision		SKIIIS	. pei	iuiik.	
Animal Empathy [Ch	=	_	=	+	_ +			light vision		ormal ra	ange	)	
Hide [Dex]		_	=	+	+			une to magi			_		ents
Move Silently [Dex]			=	+	_ +			n Search, Sp					<u>-</u>
Listen [Wis]		_	=	_ + _	_ +			5' of secret					
Spot [Wis]		_	=	_ + _	+			handed (in					ties
Search [Int]			=	+	+			nk Shot: +1*					
Heal [Wis]			=	+	_ +	_ (H	uman) <u>I</u>	Precise Shot	: shoot	into m	nelee	w/out p	enalty
Intuit Direction [Wis													
	]		=	+	_ +	<u>Fa</u>	vored ei	nemy:					

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Three torches. Quiver with 20 arrows.

			A	ge:	Height:	Weight:
Race: Select	Human	Half-elf	Gnome	Size: Mediu	ım (small for gnome)	Gender:
Class: Paladin		Level: 1		Alignment:	choose any non-evil:	Lawful good
Ability	Score	Mod				ints. Then apply racial modifiers to
Strength					vill range between 6 and 20. en ability points in the Mod f	field to the right of the ability scores.
Dexterity			Attribute Cost	Bonus	Racial Modifiers	
Constitution			6 7	-2 -2	Human None Dwarf +2 Constitution	on, –2 Charisma
Intelligence			8 0 9 1	-1 -1	Elf +2 Dexterity,	–2 Constitution on, –2 Strength
Wisdom			10 2 11 3	0	Half-elf None	–2 Intelligence, –2 Charisma
Charisma			12 4 13 5	+1 +1	Halfling +2 Dexterity,	
Languages: Common Money: 8 gp	n, elven or g	nome	14 6 15 8 16 10 17 13 18 16 19	+1 +2 +3 +3 +4 +4		
Saving Throws		Base	Ability	Tal		
Type Reflex (Dex) Fortitude (Con) Will (Wis)	Total	= Save = <u>0</u> = <u>+2</u>	+ Mod + + + + + + + + + + + + + + + + + + +	Misc. * * * *	Bonuses (Gnome): *+2 vs. illus (Half-Elf): * +2 vs En Add Cha mod to all sa	chantment spells, +4 vs magical sleep
Armor Class = 10	Armo + Bonu		Dex + Mod +	Size Mod +	Misc. Hit Poi	ints [10+Con mod]
= 10	+ +4	+ +2	+ <u>+</u> + <u>+</u>	<u> 1 (gnome)</u> +	0	
A 75 / 15	G 1 :	11/1.4	CITIES (D		1 / 2	
Armor Type / Bonus	Scale mai		Shield Type / Bor	· · · · · ·		Mod + Misc.
Check Penalty: <u>-6</u> Spell Failure: <u>n/a</u>		Weight:	<b>nt:</b> <u>20′</u> (15' for gno	ome) Total Initia		= +_+4 (human)
spen ranure. <u>ma</u>		weight.	40 10.	IIIIII		<u></u>
Melee Base Attack = Attack = +1	Str	d + Mo		Ranged Attack		ex Size lod + Mod + + (gnome)
Weapon		Attack	Damage	Crit	Range	Wt. Size Type
(Human, half-elf) Lor	ng Sword [fo	ocus]	<u>1d8</u>		8	• •
(Gnome) Short Sword				<u>x2</u>	=	4 lb. Med. Slash
(Onlonie) Short Sword	l [focus]		<u>1d6</u>	<u>x2</u> <u>x2</u>	= =	<u>4 lb. Med. Slash</u> <u>3 lb. Sm. Pierce</u>
Shortbow	l [focus]	<u> </u>				
Shortbow Skill (cross-class?)			1d6 1d6 Ability anks + Mod + M	$\frac{x2}{x3}$ lisc Special Skills cost 2 po	= 60′ ecial Abilities, heroic foints per rank, and class	3 lb. Sm. Pierce 2 lb. Med. Pierce  eats, etc. skills 1 per rank.
Shortbow Skill (cross-class?)			1d6 1d6 Ability anks + Mod + M	$\frac{x2}{x3}$ lisc Special Skills cost 2 po	= 60′ ecial Abilities, heroic foints per rank, and class	3 lb. Sm. Pierce 2 lb. Med. Pierce eats, etc.
Skill (cross-class?) Choose [2 + Int bonu			1d6 1d6 Ability anks + Mod + M	<u>x2</u>   <u>x3</u>   <b>lisc                                    </b>	= 60' ecial Abilities, heroic for the following per rank, and class alf-Elf, Gnome) Low-lig	3 lb. Sm. Pierce 2 lb. Med. Pierce  eats, etc. skills 1 per rank.
Skill (cross-class?) Choose [2 + Int bonu Heal [Wis] Ride [Dex] Diplomacy [Cha]			1d6 1d6 Ability anks + Mod + M	<u>x2</u>   <u>x3</u> 	= 60' ecial Abilities, heroic for ints per rank, and class alf-Elf, Gnome) Low-light 1-Elf) +4 save vs magicalf-Elf) +1 on Search, Spanson	3 lb. Sm. Pierce 2 lb. Med. Pierce  eats, etc. skills 1 per rank. tht vision (x2 normal range) cal sleep, +2 vs Enchantment pot, and Listen checks
Shortbow  Skill (cross-class?) Choose [2 + Int bonu Heal [Wis] Ride [Dex] Diplomacy [Cha] Spot [Wis] *		of skills from the = =	1d6 1d6 Ability anks + Mod + M	<u>x2</u>   <u>x3</u> 	= 60' ecial Abilities, heroic for ints per rank, and class alf-Elf, Gnome) Low-light 1-Elf) +4 save vs magicalf-Elf) +1 on Search, Spanome) Small: +1 AC, +1	3 lb. Sm. Pierce 2 lb. Med. Pierce  eats, etc. skills 1 per rank. tht vision (x2 normal range) cal sleep, +2 vs Enchantment pot, and Listen checks attack, +4 Hide, +4 dodge vs giants
Shortbow  Skill (cross-class?) Choose [2 + Int bonu Heal [Wis] Ride [Dex] Diplomacy [Cha] Spot [Wis] * Listen [Wis] *		of skills from tl	1d6 1d6 Ability  Anks + Mod + M  Anis list. Cross-class	<u>x2</u>   <u>x3</u>   Sisc   Spo   skills cost 2 po   (Ha   (Ha   (Ga   (Ga	= 60' ecial Abilities, heroic for ints per rank, and class alf-Elf, Gnome) Low-light alf-Elf) +4 save vs maginalf-Elf) +1 on Search, Spanome) Small: +1 AC, +1 mome) +1 attack vs goble	3 lb. Sm. Pierce 2 lb. Med. Pierce  eats, etc. skills 1 per rank. tht vision (x2 normal range) cal sleep, +2 vs Enchantment bot, and Listen checks attack, +4 Hide, +4 dodge vs giants inoids and kobolds
Skill (cross-class?) Choose [2 + Int bonu Heal [Wis] Ride [Dex] Diplomacy [Cha] Spot [Wis] * Listen [Wis] * Climb [Str] *		of skills from the skills from	1d6 1d6 Ability  Anks + Mod + M  Anis list. Cross-class	x2   x3	= 60′  ecial Abilities, heroic for ints per rank, and class alf-Elf, Gnome) Low-lig alf-Elf) +4 save vs magicalf-Elf) +1 on Search, Spanome) Small: +1 AC, +1 nome) +1 attack vs goblenome) +2 on Listen and	3 lb. Sm. Pierce 2 lb. Med. Pierce  eats, etc. skills 1 per rank. tht vision (x2 normal range) cal sleep, +2 vs Enchantment bot, and Listen checks attack, +4 Hide, +4 dodge vs giants inoids and kobolds
Shortbow  Skill (cross-class?) Choose [2 + Int bonumed of the learn of		of skills from tl = = = =	1d6 1d6 Ability  Anks + Mod + M  Anis list. Cross-class	<u>x2</u>   <u>x3</u>	ecial Abilities, heroic for ints per rank, and class alf-Elf, Gnome) Low-ligalf-Elf) +4 save vs maginalf-Elf) +1 on Search, Sphome) Small: +1 AC, +1 mome) +1 attack vs goblemome) +2 on Listen and steet evil at will	3 lb. Sm. Pierce 2 lb. Med. Pierce  eats, etc. skills 1 per rank. tht vision (x2 normal range) cal sleep, +2 vs Enchantment pot, and Listen checks attack, +4 Hide, +4 dodge vs giants inoids and kobolds Alchemy Checks
Skill (cross-class?) Choose [2 + Int bonu Heal [Wis] Ride [Dex] Diplomacy [Cha] Spot [Wis] * Listen [Wis] * Climb [Str] *		of skills from the skills from	1d6 1d6 Ability  Anks + Mod + M  Anis list. Cross-class	<u>x2</u>   <u>x3</u>	ecial Abilities, heroic for ints per rank, and class alf-Elf, Gnome) Low-light alf-Elf) +4 save vs magicalf-Elf) +1 on Search, Spanome) Small: +1 AC, +1 mome) +1 attack vs goblenome) +2 on Listen and tect evil at will vine grace (add Cha model)	3 lb. Sm. Pierce 2 lb. Med. Pierce  eats, etc. skills 1 per rank. tht vision (x2 normal range) cal sleep, +2 vs Enchantment pot, and Listen checks attack, +4 Hide, +4 dodge vs giants inoids and kobolds Alchemy Checks
Skill (cross-class?) Choose [2 + Int bonu Heal [Wis] Ride [Dex] Diplomacy [Cha] Spot [Wis] * Listen [Wis] * Climb [Str] * Search [Int] * * cross-class skill	s] x 4 ranks	of skills from the second stills from the second still s	1d6 1d6  Ability  Anks + Mod + M  nis list. Cross-class  - +	X2   X3   X3   X3   X4   X5   X5   X5   X5   X5   X5   X5	ecial Abilities, heroic for ints per rank, and class alf-Elf, Gnome) Low-ligalf-Elf) +4 save vs maginalf-Elf) +1 on Search, Spannome) Small: +1 AC, +1 mome) +1 attack vs goblemome) +2 on Listen and steet evil at will vine grace (add Cha mody on hands (2 points/day)	3 lb. Sm. Pierce 2 lb. Med. Pierce  eats, etc. skills 1 per rank. tht vision (x2 normal range) cal sleep, +2 vs Enchantment pot, and Listen checks attack, +4 Hide, +4 dodge vs giants inoids and kobolds Alchemy Checks  d to saves) e) – or can use to damage undead
Shortbow  Skill (cross-class?) Choose [2 + Int bonumed of the learn of	s] x 4 ranks	of skills from the second of skills from the	1d6 1d6  Ability  Anks + Mod + M  nis list. Cross-class	X2   X3   X3   X3   X3   X3   X3   X4   X4	ecial Abilities, heroic for ints per rank, and class alf-Elf, Gnome) Low-ligalf-Elf) +4 save vs magicalf-Elf) +1 on Search, Sphome) Small: +1 AC, +1 mome) +1 attack vs goblemome) +2 on Listen and steet evil at will vine grace (add Cha mody on hands (2 points/day vine health (immune to converse to the steet of the same of the sam	3 lb. Sm. Pierce 2 lb. Med. Pierce  eats, etc. skills 1 per rank. tht vision (x2 normal range) cal sleep, +2 vs Enchantment pot, and Listen checks attack, +4 Hide, +4 dodge vs giants inoids and kobolds Alchemy Checks  d to saves) e) – or can use to damage undead

Race: SelectHalflingHumanElf Size: Medium (small for halfling) Gender: Class: Rogue Level: 1 Alignment: choose any non-evil:	_
Class: Rogue Level: 1 Alignment: choose any non-evil:	
Ability Score Mod Assign ability points by buying the from this table. You have 28 points. Then apply racial modifications are also as a second of the secon	rs to
your ability scores. Your final scores will range between 6 and 20.  Strength Write the bonuses for your chosen ability points in the Mod field to the right of the ability s	cores.
Dexterity Attribute Cost Bonus Racial Modifiers	
Constitution 62 Human None	
Intelligence         8         0         -1         Elf         +2 Dexterity, -2 Constitution           9         1         -1         Gnome         +2 Constitution, -2 Strength	
Wisdom 10 2 0 Half-elf None	
Charisma 12 4 +1 Halfling +2 Dexterity, -2 Strength	
Languages: Common, halfling or elven 15 8 +2	
17 13 +3	
18 16 +4 19 +4	
Saving Throws 20 +5	
Type Total = Save + Mod + Misc. Bonuses	
Reflex (Dex)       = +2 +	
Armor Armor Shield Dex Size Misc. Hit Points [6+Con mod] Class = 10 + Bonus + Bonus + Mod + Mod + Mod	
= 10 + <u>+2</u> + <u>+0</u> + + <u>+1 (halfling)</u> + 0	
· · · · · · · · · · · · · · · · · · ·	
Armon Tring / Banuar I cathor/12 Chield Tring / Banuar None	
Armor Type / Bonus: Leather/+2 Shield Type / Bonus: None  Cheek Panelty: 6 Mayament: 20′ (20 for halflings) Total = Day Mod + Miss	
Check Penalty: <u>-6</u> Movement: <u>30'</u> (20 for halflings) Total = Dex Mod + Miss	•
Check Penalty: _6         Movement: 30' (20 for halflings)         Total         = Dex Mod         + Miss           Spell Failure: n/a         Weight: 15 lb.         Initiative:         = +	
Check Penalty: _6     Movement: 30' (20 for halflings)     Total     = Dex Mod + Miss       Spell Failure: n/a     Weight: 15 lb.     Initiative: = +       Melee Base     Str Size     Ranged     Base     Dex Size	•
Check Penalty: _6       Movement: 30' (20 for halflings)       Total       = Dex Mod + Miss         Spell Failure: n/a       Weight: 15 lb.       Initiative: = +         Melee       Base       Str       Size       Ranged       Base       Dex       Size	
Check Penalty: _6         Movement: 30' (20 for halflings)         Total         = Dex Mod         + Miss           Spell Failure: n/a         Weight: 15 lb.         Initiative:         =	<u>)</u>
Check Penalty: _6         Movement: 30' (20 for halflings)         Total         = Dex Mod         + Miss           Spell Failure: n/a         Weight: 15 lb.         Initiative: = +         = +           Melee         Base         Str         Size         Ranged         Base         Dex         Size           Attack         Attack         = Attack + Mod         + Mod         + Mod         + Mod         + Mod           = +0         + + 1 (halfling)         = 0         + + 1 (halfling)           Weapon         Attack         Damage         Crit         Range         Wt.         Size         Typ	<u>)                                    </u>
Check Penalty: _6         Movement: 30' (20 for halflings)         Total         = Dex Mod         + Miss           Spell Failure: n/a         Weight: 15 lb.         Initiative: = +         = +            Melee         Base Attack + Mod + M	)_ e e
Check Penalty: _6         Movement: 30' (20 for halflings)         Total         = Dex Mod + Miss           Spell Failure: n/a         Weight: 15 lb.         Initiative: = +           Melee         Base Attack + Mod + Mod _ + Mod _ + Mod _ + Mod _ + + 1 (halfling)         Ranged Attack = Attack + Mod + Mod _ + Mod _ + Mod _ + + 1 (halfling)           Weapon         Attack Damage Crit Range Wt. Size Types           Short Sword 1d6         x2 3 lb. Sm. Piender           Lt Crossbow         1d8         x2 3 lb. Med. Piender	<u>)</u> e e e
Check Penalty:6         Movement: 30' (20 for halflings)         Total         = Dex Mod         + Miss           Spell Failure: n/a         Weight: 15 lb.         Initiative:	<u>)</u> e e e
Check Penalty: _6         Movement: 30' (20 for halflings)         Total         = Dex Mod         + Miss           Spell Failure: n/a         Weight: 15 lb.         Initiative: = +         = +           Melee         Base         Str         Size         Ranged         Base         Dex         Size           Attack         Attack         = Attack + Mod         + M	<u>)</u> e e e
Check Penalty: _6         Movement: 30' (20 for halflings)         Total = Dex Mod + Miss           Spell Failure: n/a         Weight: 15 lb.         Initiative: = +           Melee Base Str Size Attack + Mod + Mod _ = + 0 + + 1 (halfling)         Ranged Attack = Attack + Mod + Mod _ + Mod _ + Mod +           _ = +0 + _ + 1 (halfling)         = 0 + +           Weapon Attack Damage Crit Range Wt. Size Type Short Sword         _ 1d6	<u>)</u> e e e
Check Penalty: _6         Movement: 30′ (20 for halflings)         Total = Dex Mod + Miss           Spell Failure: n/a         Weight: 15 lb.         Initiative: = +           Melee Base Attack + Mod + Mod _ = +0 + + Mod + Mod _ = +0 + + 1 (halfling)         Ranged Attack = Attack + Mod + Mod _ + Mod _ = 0 + + 1 (halfling)           Weapon	)_ e e e e e
Check Penalty: _6         Movement: 30' (20 for halflings)         Total = Dex Mod + Miss           Spell Failure: n/a         Weight: 15 lb.         Initiative: = +           Melee Base Attack + Mod + Mod _ = +0 + + 1 (halfling)         Ranged Attack = Attack + Mod + Mod _ + Mod _ = 0 + + 1 (halfling)           Weapon Attack Damage Crit Range Wt. Size Types           Short Sword Lt Crossbow Dagger 1d8         x2 3lb. Sm. Piene           Lt Crossbow Dagger 1d4         x2 10' 1lb. Med. Piene           Ability Skill (cross-class?)         Total = Ranks + Mod + Misc Special Abilities, heroic feats, etc.           Choose [8 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank.           Climb [Str]	)_ e e e e e
Check Penalty: _6         Movement: 30' (20 for halflings)         Total = Dex Mod + Miss         Moss           Spell Failure: n/a         Weight: 15 lb.         Initiative: = _ = _ +         = +           Melee Base Str Size Attack = Attack + Mod + Mod _ = +0 + +         Ranged Attack = Attack + Mod + Mod _ + Mod         Mod + Mod _ + Mod _ + Mod _ + Mod           Weapon Short Sword Lt Crossbow 1d6         1d6         3lb. Sm. Pien _ Pien           Lt Crossbow 1d8         1d4         2         3lb. Med. Pien _ Pien           Dagger 1d4         1d4         2         1lb. Med. Pien _ Pien           Skill (cross-class?) Total = Ranks + Mod + Misc Shills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank.         Climb [Str] +	)_ e e e e e
Check Penalty: _6         Movement: 30′ (20 for halflings)         Total         = Dex Mod         + Miss           Spell Failure: n/a         Weight: 15 lb.         Initiative:	<u>)</u> e e e e e
Check Penalty: _6         Movement: 30' (20 for halflings)         Total         = Dex Mod         + Miss           Spell Failure: n/a         Weight: 15 lb.         Initiative: = +         = + +         +           Melee         Base         Str         Size         Ranged         Base         Dex         Size           Attack         = Attack + Mod         + Mod         + Mod         + Mod         + Mod         + Mod           = +0         + + 1 (halfling)         = 0         + + 1 (halfling)         = 3 lb.         Sm.         Pier           Short Sword         1d6         x2         3 lb.         Sm.         Pier           Lt Crossbow         1d8         x2         80'         7 lb.         Med.         Pier           Dagger         1d4         x2         10'         1 lb.         Tiny.         Pier           Ability         Skill (cross-class?)         Total         = Ranks + Mod + Misc         Special Abilities, heroic feats, etc.           Choose [8 + Int bonus] x 4 ranks of skills from this list. Cross-class skills cost 2 points per rank, and class skills 1 per rank.         Climb (Str]         Hide [Dex]         = + + + (Halfling) + 1 attack with thrown weapons         Hide [Dex]	<u>)</u> e e e e e
Check Penalty: _6	<u>)</u> e e e e e
Check Penalty:6	<u>)</u> e e e e e
Check Penalty:6	<u>)</u> e e e e e
Check Penalty: _6	<u>)</u> e e e e e
Check Penalty:6	<u>)</u> e e e e e
Check Penalty: _6	<u>)</u> e e e e e

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Thieves' tools. Hooded lantern and 3 pints of oil. Case with 10 crossbow bolts.

<b>Character Name:</b>			A	Age:	Height	: Weight:
Race: Select	Half-elf	Human		Size: Med	ium	Gender:
Class: Bard		Level: 1		Alignmen	t: choose any	non-evil non-lawful:
Ability	Score	Mod	your ability scores.	Your final scores	will range between	
Strength			Write the bon	uses for your cho	osen ability points	s in the Mod field to the right of the ability scores.
<b>Dexterity</b> (min 13)		_	Attribute Cost 6	Bonus -2	Racial Modifie Human	<u>rs</u> None
Constitution			7 8 0	-2 -1	Dwarf Elf	+2 Constitution, –2 Charisma +2 Dexterity, –2 Constitution
Intelligence			9 1	-1	Gnome	+2 Constitution, –2 Strength
Wisdom			10 2 11 3	0 0	Half-elf Half-orc	None +2 Strength, –2 Intelligence, –2 Charisma
Charisma (min 10)			12 4 13 5	+1 +1	Halfling	+2 Dexterity, –2 Strength
Languages: Common Money: 32 gp	n, maybe elv	ren	14 6 15 8 16 10 17 13 18 16	+2 +2 +3 +3 +4		
Saving Throws			19 20	+4 +5		
Type Reflex (Dex) Fortitude (Con) Will (Wis)	Total	Base = Save = $\frac{+2}{0}$ = $\frac{0}{0}$ = $\frac{1}{2}$	<u> </u>	* - *	<b>Bonuses</b> (Half-Elf):	* +2 vs Enchantment spells, +4 vs magical sle
Armor	Armo	or Shield	Dex	Size	Misc.	Hit Points [6+Con mod]
Class $= 10$	+ Bonu		+ <b>Mod</b> +	Mod +	Mod	<del></del>
= 10	+ +3	+ +0	+ _ +	<u>+0</u> +	0	
Armor Type / Bonus	: Studded 1	eather/+3	Shield '	Type / Bonus:	None	
Check Penalty: <u>-1</u>		Movemen		Tota	· ·	= Dex Mod + Misc.
Spell Failure: 15%		Weight:		Initi	iative:	= + +4 (human)
Melee Base Attack = Attack = 0	Str x + Mo +			Ranged Attack	Base = Attac = <u>0</u>	Dex Size k + Mod + Mod + + 0
Weapon		Attack	Damage	Crit	t Ran	ge Wt. Size Type
Long Sword [focus]			1d8	<u>x2</u>	=	4.1h Mad Clash
Shortbow			<u>1d6</u>	<u>x3</u>	<u>60</u>	
Skill (cross-class?) Choose [4 + Int bonumer Perform [Cha] Spellcraft [Int] Use Magical Device [Gather Information [Cha] Decipher Script [Int] Diplomacy [Cha] Knowledge (any area) Pick Pockets [Dex]	Cha] Cha]		Ability nks + Mod + N is list. Cross-class	Skills cost 2 p	oints per rank Half-Elf) Low- Half-Elf) +4 sa Half-Elf) +1 or odge (+1 AC - Human) Impro pells known (c Cantrips: alter light, and reac ardic Music: F attacks, inspir	es, heroic feats, etc.  a, and class skills 1 per rank.  dight vision (x2 normal range)  eve vs magical sleep, +2 vs Enchantment  Search, Spot, and Listen checks  evs chosen opponent)  eved Initiative (+4)  can cast 4 per day): (cast "on the fly")  r instrument, detect magic, ghost sound,  d magic  eascinate 1 creature, countersong musical  e confidence (+2 Will saves vs charm, fear)  dige (1 + Int Mod check to know general

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Three torches. Quiver with 20 arrows. Lute (common instrument), spell component pouch.

## A Chance Run-in Demo Character Sheets

<b>Character Name:</b>				_ Aş	ge:	Height:	Weight:
Race: Human					Size: Mediu	ım	Gender:
Class: Monk		Le	vel: 1		Alignment:	choose any no	on-evil lawful:
Ability Strength	Score	Mod		ability scores. Y	our final scores w	vill range between 6	ve 28 points. Then apply racial modifiers to s and 20. the Mod field to the right of the ability scores.
Dexterity (min 13)				bute Cost		Racial Modifiers	
Constitution			6 7			Human Non Dwarf +2 (	ie Constitution, –2 Charisma
Intelligence			8 9	0 1		Elf +2 [ Gnome +2 (	Dexterity, –2 Constitution Constitution, –2 Strength
Wisdom			10 11	2 3		Half-elf Non	
Charisma			12	4 5			Dexterity, –2 Strength
Languages: Common Money: 6 gp	1		14 15 16 17 18	6 8 10 13 16	+2 +2 +3 +3 +4		
Saving Throws		ъ	19 20		+4 +5		
Type Reflex (Dex) Fortitude (Con) Will (Wis)	Total	$ \begin{array}{rcl} & & & & & \\ & = & & & \\ & = & & +2 \\ & = & & +2 \\ & = & & +2 \end{array} $		Ability Mod +	Misc. * * * *	Bonuses	
Armor Class = 10 = 10	Arn + Boi + <u>+(</u>	nus + B	hield sonus + +0 +	Dex Mod + +	Size Mod + +0 +	Wis. Mod	Hit Points [8+Con mod]
Armor Type / Bonus	: None	Shi	ield Type /	Bonus: None			
Check Penalty: <u>0</u>	: None	Mo	ovement: 30	<u>)′</u>			otal = Dex Mod + Misc.
	: None	Mo		<u>)′</u>	Initia		otal = Dex Mod + Misc. _ +
Check Penalty: <u>0</u>	S	Mo	ovement: 30	<u>)′</u>		tive:	
Check Penalty: 0 Spell Failure: n/a  Melee Attack = Attack	S x + M	Mo We tr Iod + +	ovement: 30 eight: 0 lb. Size Mod	<u>)′</u>	Initia Ranged	Base Attack	= + Dex Size + Mod + Mod
Check Penalty: 0 Spell Failure: n/a  Melee Base Attack = Attack = 0  Weapon Unarmed	S x + M	Mo We tr Iod + +	eight: 0 lb.  Size  Mod  0	<u></u>	Initia Ranged Attack	Base	= + Dex Size + Mod + Mod + + 0
Check Penalty: <u>0</u> Spell Failure: <u>n/a</u> Melee Attack = Attack = <u>0</u> Weapon	S x + M	Mo We tr Iod + +	eight: 0 lb.  Size  Mod  0	Damage	Initia Ranged Attack —— Crit	Base = Attack = 0	= + Dex Size + Mod + Mod + + 0  Wt. Size Type
Check Penalty: 0 Spell Failure: n/a  Melee Base Attack = Attack = 0  Weapon Unarmed	S x + M	Mo We tr Iod + +	eight: 0 lb.  Size  Mod  0	Damage	Initia Ranged Attack —— Crit x2	### Base   Base   Attack   Example   Base   Example   Ex	= +  Dex Size + Mod + Mod + + 0  Wt. Size Type 0 lb Tiny Bludg
Check Penalty: 0 Spell Failure: n/a  Melee Base Attack = Attack	S + M + _	Mo We tr Iod + — A — - — -	Size Mod 0 ttack  Ranks	Damage  1d6 1d6 1d4  Ability + Mod + M	Initia  Ranged Attack  Crit  x2  x2  x2  x2	tive: Base = Attack = 0 Range ====================================	=
Check Penalty: 0 Spell Failure: n/a  Melee Base Attack = Attack	S + M + _	Mo We tr Iod + — A — - — -	Size Mod 0 ttack  Ranks	Damage  1d6 1d6 1d4  Ability + Mod + M	Initia  Ranged Attack  Crit  x2  x2  x2  x2  skills cost 2 po	tive: Base = Attack = 0 Range ====================================	Dex   Size   Hod   Hod
Check Penalty: 0 Spell Failure: n/a  Melee Base Attack = Attack = 0  Weapon Unarmed Quarterstaff Sling  Skill (cross-class?) Choose [4 + Int bonus	S + M + _	Mo We tr Iod +  A  Total = as of skills fi	Size Mod 0 ttack  Ranks	Damage  1d6 1d6 1d4  Ability + Mod + M	Ranged Attack  Crit  x2  x2  x2  x2  isc Speskills cost 2 po	Base  Attack  Mange  Solve  Solve  Cocial Abilities, heints per rank, an armed strike 1d6	Dex   Size   Hod   Hod
Check Penalty: 0 Spell Failure: n/a  Melee Base Attack = Attack	S + M + _	Mo We tr Iod + A  Total = as of skills fi	Size Mod 0 ttack  Ranks  rom this list	Damage  1d6 1d6 1d4  Ability + Mod + M	Initia  Ranged Attack  Crit  x2  x2  x2  x2  isc Speskills cost 2 po  Una No	Base  Attack  Attack  D  Range  Solve  Solve  Call Abilities, hand armed strike 1d6 weapon attacks	Dex   Size   Hod   + Mod   + O
Check Penalty: 0 Spell Failure: n/a  Melee Base Attack = Attack	S + M + _	Mo We tr Iod +  A  Total =  as of skills fi	Size Mod 0 ttack  Ranks from this list	Damage  1d6 1d6 1d4  Ability + Mod + M	Initia  Ranged Attack  Crit  x2  x2  x2  isc Speskills cost 2 po  Una  No Eva	Base  Attack  Attack  D  Range  Solve  Solve  Call Abilities, hand armed strike 1d6 weapon attacks	Dex Size  + Mod + Mod + + 0  Wt. Size Type 0 lb Tiny Bludg 4 lb. Lg. Bludg 0 lb. Sm. Bludg  d class skills 1 per rank. d damage of opportunity against you o dmg on reflex saves vs magical att)
Check Penalty: 0 Spell Failure: n/a  Melee Base Attack = Attack = 0  Weapon Unarmed Quarterstaff Sling  Skill (cross-class?) Choose [4 + Int bonustieten [Wis] Climb [Str] Move Silently [Dex]	S + M + _	Mo We  tr Iod +  A  Total =  as of skills fi	Size Mod 0  Example 1  Example 2  Brown this lise  Example 2  Example 2  Example 3  Example 3  Example 4  Exam	Damage  1d6 1d6 1d4  Ability + Mod + M	Initia   Ranged   Attack   Crit   x2   x2   x2   x2   x2	Base  Attack  Attack  Base  Attack  Base  Attack  Base  Comparison  Range  Solve  Solve  Coial Abilities, hand armed strike 1de weapon attacks assion (save for namning attack 1/d)	Dex Size  + Mod + Mod + + 0  Wt. Size Type 0 lb Tiny Bludg 4 lb. Lg. Bludg 0 lb. Sm. Bludg  d class skills 1 per rank. d damage of opportunity against you o dmg on reflex saves vs magical att)
Check Penalty: 0 Spell Failure: n/a  Melee Base Attack = Attack	S + M + _	Mo We tr Iod +  A  Total =  ss of skills fi	Size Mod 0  Example 1  Example 2  Brown this lise  Example 2  Example 2  Example 3  Example 3  Example 4  Exam	Damage  1d6 1d6 1d4  Ability + Mod + M t. Cross-class s + + + + + + + +	Initia   Ranged   Attack   Crit   x2   x2   x2   x2	Base  Attack  Attack  Mange  M	Dex Size  + Mod + Mod + 0  Wt. Size Type  Olb Tiny Bludg  4 lb. Lg. Bludg  Olb. Sm. Bludg  Olb. Sm. Bludg  deroic feats, etc. d class skills 1 per rank. damage of opportunity against you odmg on reflex saves vs magical att) ay ave vs 10+Wis mod or is stunned 1 rd)
Check Penalty: 0 Spell Failure: n/a  Melee Base Attack = Attack	S + M + _	Mo We tr Iod +  A  Total =  as of skills fi  —	Size Mod 0  ttack  Ranks from this list  =	Damage  1d6 1d6 1d4  Ability + Mod + M t. Cross-class s + + + + + + + +	Initia   Ranged   Attack   Crit   x2   x2   x2   x2   x2   x2   x2   x	Base  Attack  Attack  D  Range  So'  Coial Abilities, haints per rank, an armed strike 1de weapon attacks asion (save for mining attack 1/d foe makes Fort sod Wis mod to Adbility (+4 AC vs.)	Dex Size  + Mod + Mod  + + 0  Wt. Size Type  Olb Tiny Bludg  4 lb. Lg. Bludg  Olb. Sm. Bludg  Olb. Sm. Bludg  deroic feats, etc. d class skills 1 per rank. damage of opportunity against you odmg on reflex saves vs magical att) ay ave vs 10+Wis mod or is stunned 1 rd)  Contact the same of t
Check Penalty: 0 Spell Failure: n/a  Melee Base Attack = Attack	S + M + -	Mo   We   tr   Iod	Size Mod  O  Eranks  Trom this list  Trom this	Damage  1d6 1d6 1d4  Ability + Mod + M t. Cross-class s + + + + + + + +	Initia   Ranged   Attack   Crit   x2   x2   x2   x2   x2   x2   x2   x	Base  Attack  Attack  D  Range  So'  Coial Abilities, haints per rank, an armed strike 1de weapon attacks asion (save for mining attack 1/d foe makes Fort sod Wis mod to Adbility (+4 AC vs.)	Dex Size  + Mod + Mod + 0  Wt. Size Type  Olb Tiny Bludg  4 lb. Lg. Bludg  Olb. Sm. Bludg  Olb. Sm. Bludg  deroic feats, etc. d class skills 1 per rank. damage of opportunity against you odmg on reflex saves vs magical att) ay ave vs 10+Wis mod or is stunned 1 rd)

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Three torches. Pouch with 10 sling stones.

<b>Character Name:</b>				Age:	I	leight:	Weight: _	
Race: Select	Halfling	Human	Half-orc	Size: M	ledium (s	mall for halfling	g) Gender:	
Class: Cleric		Level: 1		Alignm	ent: choo	ose any non-evi	1:	_
Ability	Score	Mod					points. Then apply rac	cial modifiers to
Strength						ge between 6 and 20 lity points in the Moo	u. I field to the right of th	ne ability scores.
Dexterity			Attribute Cost	Bonus		Modifiers		
Constitution			6 7	-2 -2	Huma Dwarf		ution, –2 Charisma	
Intelligence			8 0 9 1	-1 -1	Elf Gnom		y, –2 Constitution ution, –2 Strength	
Wisdom (min 11)			10 2 11 3	0 0	Half-e Half-o	lf None	h, –2 Intelligence, –2	Charisma
Charisma		_	12 4 13 5 14 6	+1 +1 +2	Halflin		y, –2 Strength	Chancina
Languages: Common Money: 24 gp	, halfling or	orc	15 8 16 10 17 13 18 16	+2 +3 +3 +4 +4				
<b>Saving Throws</b>			19 20	+5				
Type Reflex (Dex) Fortitude (Con) Will (Wis)	Total	=	Ability - Mod	+ <u>*</u> + <u>*</u>		Bonuses (Halfling): *+1	vs. all	
Armor Class = 10	Armor + Bonus		Dex + Mod +	Size Mod	Mis + Mo		oints [8+Con mod	1]
= 10	+ +4	+ <u>+2</u>		+1 (halfling				
	· <u></u>	· <u>2</u>		· I (IIIIIIII)	<u>, , , , , , , , , , , , , , , , , , , </u>			
Armor Type / Bonus	: Scale mail	<u>/+4</u>	Shield Type / Bo	onus: <u>Larg</u>	e wooden/-	<u>+2</u>		
Check Penalty: <u>-6</u>		Moveme	<b>nt:</b> <u>30′</u> (20′ for ha			Total	= Dex Mod +	Misc.
Spell Failure: n/a		Weight:	<u>40 lb.</u>	]	initiative:		= +	· <u>—</u>
Melee Base Attack = Attack = 0	Str + Mod +			Ranged Attack	= =		Dex Siz Mod + Mo + +1	
Weapon		Attack	Damage	(	Crit	Range	Wt. Size	Type
Heavy mace			<u>1d8</u>		<u>x2</u>	<u></u>	<u>12 lb</u> <u>Med</u>	Bludg
<u>Light crossbow</u>		_	<u>1d8</u>		<u>x2</u>	=	<u>6 lb.</u> <u>Sm.</u>	<u>Pierce</u>
Skill (cross-class?) Choose [2 + Int bonus Spellcraft [Int] Concentration [Con] Heal [Wis] Knowledge (religion) Diplomacy [Cha] Gather Information [Clisten [Wis]* * cross-class skill	s] x 4 ranks o		Ability Inks + Mod + Pais list. Cross-clas	s skills cost  _ ( _ ( _ ( _ ( _ ( _ ( _ ( _ ( _ ( _	2 points p Halfling) : Half-orc) ! Halfling) : Halfling) : Dodge (+1 Human) A Change and Furn Under Choose dei	Hattack with the Darkvision (60') Small. +1 AC, +1 Hattack with the Darkvision (60') Small. +1 AC, +1 Hattack with the Darkvision (60') Small. +1 AC, +1 Hattack with the Darkvision (60') Small. +1 AC, +1 Hattack with the Darkvision (60') Th	s skills 1 per rank rown weapons attack, +4 Hide Silently, Jump, & e foe)	Listen  Same lvl

Spells per day: 3 orisons, plus 1 1st level and 1 domain spell (If Wis 12+.you get one extra 1st level spell per day)

**Gear:** Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Case with 10 crossbow bolts. Wooden holy symbol. Three torches.

<b>Character Name:</b>				Age:		Height:		Weight:	
Race: Select	_Elf	Gnome	Human	Si	i <b>ze:</b> Mediu	m (small for	gnome)	Gender:	
Class: Druid		Level:	1	A	lignment:	choose any i	non-evil wit	h neutral co	omp:
Ability	Score	Mod				n this table. You l		Then apply rac	cial modifiers to
Strength						en ability points i		to the right of the	ne ability scores.
Dexterity			Attribute	Cost B	<u>Sonus</u>	Racial Modifiers			
Constitution			6 7				one 2 Constitution, -	–2 Charisma	
Intelligence		<del></del>	8	0 -	1	Elf +2	2 Dexterity, -2	Constitution	
Wisdom (min 11)		<del></del>	9 10	1 -	1	Half-elf N	2 Constitution, - one	· ·	
Charisma			11 12	3 0 +			2 Strength, –2 I 2 Dexterity, –2 :	ntelligence, –2 Strength	Charisma
Charisma			13 14		·1 ·2	· ·	•	Ū	
Languages: Common	n, elven or	gnome	15	8 +	2				
Money: 11 gp			16 17	13 +	·3 ·3				
			18 19		4 ·4				
Saving Throws			20		. <del>Ś</del>				
Typo	Total	Base = Save	Abilit + Mod	-	Misc.	Bonuse	6		
Type Reflex (Dex)	1 Otai		+ Mou +	+	* _		s e): *+2 vs. Ill	usion	
Fortitude (Con)	_	= <u>+2</u>	+		<u>+2</u>			ntment spells	<b>;</b>
Will (Wis)		= <u>+2</u>	+	+	*				
Armor	Arm		Dex		ize	Misc.	Hit Points	[8+Con mod	1]
Class $= 10$					(od +	Mod		_	
= 10	+ +3	+ +2	+	+ <u>+1 (g</u>	nome) +	0			
Armor Type / Bonus	s. Uido/⊥2								
	s: <u>mue/±3</u>		Shield Typ	oe / Bonus:	Large woo	oden/+2			
Check Penalty: <u>-5</u>	s: <u>mue/±3</u>		Shield Typ ent: <u>30′</u> (20'				Γotal =	Dex Mod +	Misc.
	5. <u>mue/+3</u>		ent: <u>30′</u> (20°			•	Γotal = 1	Dex Mod +	Misc.
Check Penalty: <u>-5</u>	St <u>111de/+3</u>	Moveme Weight:	ent: 30′ (20° 35 lb.	for gnome	) Initia	•		+	<u> </u>
Check Penalty: <u>-5</u> Spell Failure: <u>n/a</u> Melee Base Attack = Attacl	St k + M	Movemo Weight: r Size od + Mo	ent: 30′ (20° 35 lb.	for gnome	)	tive:  Base  Attack	= Dex + Mod	+ Siz + Mo	e e d
Check Penalty: <u>-5</u> Spell Failure: <u>n/a</u> Melee Base	St	Movemo Weight: r Size od + Mo	ent: 30′ (20° 35 lb.	for gnome	) Initia anged	tive: Base	= Dex	+ Siz + Mo	e
Check Penalty: <u>-5</u> Spell Failure: <u>n/a</u> Melee Base Attack = Attacl	St k + M	Movemo Weight: r Size od + Mo	ent: 30′ (20° 35 lb.  e d (gnome)	Ra An	) Initia anged	tive:  Base  Attack	=     Dex   +   Mod   +	Siz + Mo + ±1	e e d
Check Penalty: <u>-5</u> Spell Failure: <u>n/a</u> Melee Base Attack = Attack = 0	St k + M	Movemo Weight: r Size od + Mo + +1	ent: 30′ (20° 35 lb.  e d (gnome)	Rank Andrews	Initia anged ttack	tive:  Base  Attack  0	=     Dex   +   Mod   +	+ Siz + Mo + +1	e od (gnome)
Check Penalty: -5 Spell Failure: n/a  Melee Attack = Attack = 0  Weapon	St k + M	Movemo Weight: r Size od + Mo + +1	ent: 30′ (20° 35 lb.  e d (gnome)	for gnome  R: Al   age	Initia Initia anged ttack — Crit	tive:  Base  Attack  0  Range	= Dex + Mod + W	Siz + Ma + +1  (t. Size   Med	e od (gnome) Type
Check Penalty: -5 Spell Failure: n/a  Melee Attack = Attack = 0  Weapon Scimitar	St k + M	Movemo Weight: r Size od + Mo + +1	ent: 30′ (20° 35 lb. e d (gnome)  Dama	R: A:	Initiation	tive:  Base  Attack  0  Range	= Dex + Mod + — W	Size + Mo + +1  (t. Size  b	e od (gnome)  Type Slash
Check Penalty: -5 Spell Failure: n/a  Melee Base Attack = Attack = 0  Weapon Scimitar Club	St k + M	Movemo Weight: r Size od + Mo + +1	ent: 30′ (20° 35 lb.  e d (gnome)  Dama  1d6 1d6	R: A:	Initial anged ttack Crit  x2 x2	tive:  Base Attack 0  Range 10°	= Dex Mod + W 41 31	Size + Mo + +1  (t. Size  b	e od (gnome)  Type Slash Bludg
Check Penalty: -5 Spell Failure: n/a  Melee Base Attack = Attack = 0  Weapon Scimitar Club	St k + M	Movemo Weight: r Size od + Mo + <u>+1</u> Attack	ent: 30′ (20° 35 lb.  e d (gnome)  Dama 1d6 1d6	Radio Alexandra	Initial anged ttack Crit x2 x2 x2	tive:  Base Attack 0  Range 10°	= Dex Mod + W 41 31 01	**************************************	e od (gnome)  Type Slash Bludg
Check Penalty: -5 Spell Failure: n/a  Melee Base Attack = Attack = 0  Weapon Scimitar Club Sling	St k + M +	Movemo Weight: r Size od + Mo + +1  Attack  — Total = R	ent: 30′ (20° 35 lb. e d (gnome)  Dama 1d6 1d6 1d4  Abilianks + Moo	R:	Initial anged ttack  Crit  x2  x2  x2  Special scost 2 po	tive:  Base  Attack  0  Range  10' 50'  al Abilities, heints per rank, a	= Dex + Mod + — e W 41 31 01	+	e od (gnome)  Type Slash Bludg Bludg
Check Penalty: -5 Spell Failure: n/a  Melee Base Attack = Attack = 0  Weapon Scimitar Club Sling  Skill (cross-class?) Choose [4 + Int bonu Spellcraft [Int]	St k + M + —	Movemo Weight: r Size od + Mo + +1  Attack  — Total = R	ent: 30′ (20° 35 lb. e d (gnome)  Dama 1d6 1d6 1d4  Abilianks + Moo	Radity d + Misc s-class skil	Initial anged ttack Crit x2 x2 x2 Specials cost 2 por	tive:  Base  Attack  0  Range  10' 50'  al Abilities, he ints per rank, and Gnome) Lo	= Dex + Mod + — e W 41 31 01 eroic feats, e	+	e bd (gnome)  Type Slash Bludg Bludg
Check Penalty: -5 Spell Failure: n/a  Melee Base Attack = Attack	St k + M + —	Moveme Weight: r Size od + Mo + +1 Attack — — Total = R s of skills from t	ent: 30′ (20° 35 lb. e d (gnome)  Dama 1d6 1d6 1d4  Abilianks + Moo	Radity d + Misc s-class skil + - + -	Initial anged	tive:  Base  Attack  0  Range  10' 50'  al Abilities, heints per rank, and Gnome) Logement to mage	Dex + Mod + - e W 41 31 01 eroic feats, e and class skil w-light visio	Siz + Mo + +1  (t. Size   Med   Med   b. Med   b. Sm.    (tc. lls 1 per rank on (x2 normal   2 vs Enchant	e bd (gnome)  Type Slash Bludg Bludg
Check Penalty: -5 Spell Failure: n/a  Melee Base Attack = Attack = 0  Weapon Scimitar Club Sling  Skill (cross-class?) Choose [4 + Int bonu Spellcraft [Int] Animal Empathy [Ch Concentration [Con]	St k + M + s] x 4 rank a]	Moveme Weight: r Size od + Mo _ + +1  Attack   Total = R s of skills from t _ =	ent: 30′ (20° 35 lb. e d (gnome)  Dama 1d6 1d6 1d4  Abilianks + Moo	R: Ai  age  6  4  tty  d + Misc s-class skil  + - + -	Initial   anged   ttack	tive:  Base  Attack  D  Rang  10' 50'  Al Abilities, he ints per rank, and Gnome) Lo mmune to mage 20 on Search, and Search, a	Dex + Mod + e W 41 31 01 eroic feats, e and class skil w-light visio gical sleep, +	Hand	e od (gnome)  Type Slash Bludg Bludg Bludg
Check Penalty: -5 Spell Failure: n/a  Melee Base Attack = Attack	St k + M + s] x 4 rank a]	Moveme Weight: r Size od + Mo _ + +1  Attack   Total = R s of skills from t = = = = =	ent: 30′ (20° 35 lb. e d (gnome)  Dama 1d6 1d6 1d4  Abilianks + Moo	Radity d + Misc s-class skil + - + - + - + -	Initial anged ttack	Base  Attack  Attack  D  Range  10' 50'  al Abilities, he ints per rank, and Gnome) Loe  Immune to many  2 on Search, which is of secret.	Dex + Mod + e W 41 31 01 eroic feats, e and class skil w-light vision gical sleep, + Spot, and Lis et door, gets	Size  + Mo + +1  (t. Size    b	e od (gnome)  Type Slash Bludg Bludg Bludg
Check Penalty: -5 Spell Failure: n/a  Melee Base Attack = Attack = 0  Weapon Scimitar Club Sling  Skill (cross-class?) Choose [4 + Int bonuse Spellcraft [Int] Animal Empathy [Checoncentration [Con] Wilderness Lore [Wither Mean [Wis]]	St k + M + s] x 4 rank a]	Movemed   Weight:   r	ent: 30′ (20° 35 lb.  e d (gnome)  Dama  1de 1de 1de Abili anks + Moe his list. Cross	Radity d + Misc s-class skil + - + - + - + - + +	Initial anged	tive:  Base  Attack  D  Range  10' 50'  al Abilities, he ints per rank, and Gnome) Lo immune to may 20 on Search, which so is search, which so of secure.	Dex + Mod + e W  41 31 01 eroic feats, e and class skil w-light visio gical sleep, + Spot, and Lis et door, gets AC, +1 attac	Size  + Mo + +1  (t. Size    b	e bd (gnome)  Type Slash Bludg Bludg Bludg
Check Penalty: -5 Spell Failure: n/a  Melee Base Attack = Attack	St k + M + s] x 4 rank a] s]	Movemed   Weight:   r	ent: 30′ (20° 35 lb.  e d (gnome)  Dama 1de 1de 1de Abili anks + Moo his list. Cross +	Radity d + Misc s-class skil + - + - + - + -	Initial anged	Base = Attack = 0  Range = 10' 50'  al Abilities, heints per rank, and Gnome) Loe mmune to many +2 on Search, w/in 5' of sections) Small: +1 me) +1 attack v	Dex + Mod + e W  41 31 01  eroic feats, e and class skil w-light visio gical sleep, + Spot, and Lis et door, gets AC, +1 attaces goblinoids	Size  + Mo + +1  (t. Size    Med   Med   b. Med   b. Sm.    Size   Med   Size   Med   Size   Med   Size   Med   Me	e bd (gnome)  Type Slash Bludg Bludg Bludg
Check Penalty: -5 Spell Failure: n/a  Melee Base Attack = Attack = 0  Weapon Scimitar Club Sling  Skill (cross-class?) Choose [4 + Int bonu Spellcraft [Int] Animal Empathy [Ch Concentration [Con] Wilderness Lore [Wish Heal [Wis] Handle Animals [Cha Knowledge (nature) [	St k + M + s] x 4 rank a] s]	Movemed Weight:  r Size od + Mo	Pant: 30' (20' 35 lb.  e d (gnome)  Dama 1dd 1dd 1dd Abili anks + Moo his list. Cross - +	Radity d + Misc s-class skil + - + - + - + - + +	Initial   anged   ttack	### Base  ### Attack  ### Base  ### Attack  ### Base  ### Attack  ### Base  ### Rang  ### Solution  ### Abilities, he  ### ints per rank, a  ### attack  ### Abilities, he  ### ints per rank, a  ### attack  ### On Search,  ### W/in 5' of secr  ### ints per rank, a  ### attack  ### ints per rank, a  ### i	Dex + Mod +	Size + Mid + +1  (t. Size   b	e bd (gnome)  Type Slash Bludg Bludg Bludg
Check Penalty: -5 Spell Failure: n/a  Melee Base Attack = Attack	St k + M + s] x 4 rank a] s]	Movemed   Weight:   r	ent: 30′ (20° 35 lb.  e d (gnome)  Dama  1de 1de 1de Abili anks + Moe his list. Cross - +	Radity d + Misc s-class skil + - + - + - + - + +	Initial   anged   ttack	### Base  ### Attack  ### Base  ### Attack  ### Base  ### Attack  ### Base  ### Base #	Dex + Mod + — e W 41 31 01 eroic feats, e and class skil w-light visio gical sleep, + Spot, and Lis et door, gets AC, +1 attac vs goblinoids conus vs giar en and Alche	Size  + Mo + +1  (t. Size    b	e od (gnome)  Type Slash Bludg Bludg  range) tments
Check Penalty: -5 Spell Failure: n/a  Melee Base Attack = Attack	St k + M + s] x 4 rank a] s]	Movemed Weight:  r Size od + Mo	Pant: 30' (20' 35 lb.  e d (gnome)  Dama 1dd 1dd 1dd Abili anks + Moo his list. Cross - +	Radity d + Misc s-class skil + - + - + - + - + +	Initial anged ttack Crit x2 x2 x2 Specials cost 2 poo (Elf ar (Elf) I (Gnon (Gnon (Gnon Identi	tive:  Base  Attack  D  Range  10' 50'  al Abilities, he ints per rank, and Gnome) Lo immune to many 12 on Search, which is year and Search, which is year attack when the search is 12 on Search, which is year attack when the search is 14 dodge is 15 on List fy plants, anim	Dex + Mod + e W 41 31 01 eroic feats, e and class skil w-light visio gical sleep, + Spot, and Lis et door, gets AC, +1 attac vs goblinoids conus vs giar en and Alche nals, pure wa	Size  + Mo + +1  (t. Size    b	e bd (gnome)  Type Slash Bludg Bludg bludg range) tments
Check Penalty: -5 Spell Failure: n/a  Melee Base Attack = Attack	St k + M + s] x 4 rank a] s]	Movemed   Weight:   r	ent: 30′ (20° 35 lb.  e d (gnome)  Dama  1de 1de 1de Abili anks + Moe his list. Cross - +	Radity d + Misc s-class skil + - + - + - + - + +	Initial anged ttack  Crit x2 x2 x2 x2 specials cost 2 po (Elf and (Elf) 1/2 (Gnond (Gn	Base = Attack = 0  Range = 10' 50'  Al Abilities, he ints per rank, and Gnome) Lo mmune to many +2 on Search, w/in 5' of secrence) Small: +1 me) +1 attack wene) +4 dodge lence) +2 on Lister fy plants, anims per day: 3 ori	Dex + Mod + e W  41 31 01 eroic feats, e and class skil w-light visio gical sleep, + Spot, and Lis et door, gets AC, +1 attac s goblinoids conus vs giar en and Alche hals, pure wa sons, plus 1	size + Mo + +1  (t. Size   h Med   h Med   b Med   b Med   b Med   c M	e od (gnome)  Type Slash Bludg Bludg  range) tments
Check Penalty: -5 Spell Failure: n/a  Melee Base Attack = Attack	St   k + M   +  s] x 4 rank  a]  s]	Movemed   Weight:   r	ent: 30′ (20° 35 lb.  e d (gnome)  Dama 1d6 1d6 1d6 1d4  Abili anks + Moo his list. Cross - +	Radity d + Misc s-class skil + - + - + - + - + +	Initial anged ttack  Crit x2 x2 x2 Specials cost 2 po (Elf all (Elf) 1/2 (Gnoral)	Base  = Attack  = 0  Range  10' 50'  al Abilities, he ints per rank, and Gnome) Lo manume to	Dex + Mod +	Siz  + Mid + +1  (t. Size    h	e bd (gnome)  Type Slash Bludg Bludg bludg range) tments

**Gear:** Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Pouch with 10 sling bullets. Holly and mistletoe. Three torches.

Character Name:				Age:	_ Height:		Weight:	
Race: Select Elf	Dwa	rf H	Iuman	Size: Me	dium	Ge	ender:	
Class: Wizard		Level: 1		Alignme	nt: choose any	non-evil:		
Ability Sco	re Mo	d			from this table. You	u have 28 points. Th	en apply racia	I modifiers to your
Strength	<u> </u>					and 20. s in the Mod field to t	he right of the	ability scores.
Dexterity			Attribute Cos		Racial Modifier			
Constitution			6 7	-2 -2		None +2 Constitution, –2 (	Charisma	
Intelligence (min 11)		.	8 0 9 1	-1 -1	Elf	+2 Dexterity, –2 Cor	nstitution	
Wisdom			10 2 11 3	0	Familiar Table Bat	(choose a familiar- None	-don't pay gp	cost for this demo)
Charisma			12 4	+1	Cat	Master gains a +2	bonus on Mov	e Silently checks
		·	14 6	+1 +2	Hawk Owl	None Has low-light vision		s a +2 bonus on
Languages: Common, elv Money: 15 gp	en or dwarv	en	15 8 16 10	+2 +3	Rat	Move Silently che Master gains a +2	bonus on Forti	itude saves
<b>Попсу</b> . 13 gp			17 13 18 16	+3 +4	Raven Snake (Tiny	Speaks one langua ) Poisonous bite	age	
Caving Thuawa			19 20	+4 +5	Toad Weasel	Master gains +2 to Master gains a +2		
Saving Throws		Base	Ability					
J 1	Total =	Save +		+ Misc.	Bonus			
Reflex (Dex) Fortitude (Con)	_ = =	0 +	<del></del>	+ <u>*</u> + *		f): *+2 vs. poisor * +2 vs Enchantn		
Will (Wis)	_ =	<u>0</u> + +2 +		+ *	(EII).	· +2 vs Enchanu	nent spens	
Armor	Armor	Shield	Dex	Size	Misc.	Hit Points [4	+Con mod -	+3]
		Bonus			+ Mod			
= 10 +	<u>+0</u> +	+0	+ _ +	+0	+ 0			
Armor Type / Bonus: No		C1 + 1 1 T	/ TD 3.7					
Armor Type / Donus. IN	<u>one</u>	Shield Ty	pe / Bonus: No	<u>one</u>				
Check Penalty: 0	<u>one</u>		r <b>pe / Bonus:</b> <u>No</u> nt: <u>30′</u> (20' for o			Total = De	x Mod +	Misc.
	<u>one</u>		nt: <u>30′</u> (20' for o	lwarf)	itiative:	Total = De = =	x Mod + +	Misc.
Check Penalty: <u>0</u> Spell Failure: <u>n/a</u> Melee Base	Str	Movemen Weight: Size	<b>nt:</b> <u>30′</u> (20' for one of the state of the	lwarf) In Ranged	Base	= Dex	+ Size	_
Check Penalty: <u>0</u> Spell Failure: <u>n/a</u> Melee Base Attack = Attack +	Str - Mod	Movemen Weight: Size + Mod	<b>nt:</b> <u>30′</u> (20' for one of the state of the	lwarf) In	Base = Attack	= Dex   Mod	+ Size + Mod	_
Check Penalty: <u>0</u> Spell Failure: <u>n/a</u> Melee Base Attack = Attack + 0	Str - Mod	Movemer Weight: Size + Mod + 0	<b>nt:</b> <u>30′</u> (20' for one of the state of the	lwarf) In Ranged	Base = Attac	=	+ Size	_
Check Penalty: <u>0</u> Spell Failure: <u>n/a</u> Melee Base Attack = Attack + = <u>0</u> +	Str - Mod	Movemen Weight: Size + Mod	nt: 30' (20' for 0 0 lb.  Damage	lwarf) In Ranged Attack ——	$\begin{array}{ccc} & & \text{Base} \\ & = & \text{Attack} \\ & = & \underline{0} \\ \text{rit} & & \text{Range} \end{array}$	= Dex k + Mod + — ge Wt.	+ Size + Mod	Туре
Check Penalty: 0 Spell Failure: n/a  Melee Base Attack = Attack + = 0 +  Weapon Quarterstaff	Str - Mod	Movemer Weight: Size + Mod + 0	<b>Damage</b> 1d6	lwarf) In Ranged Attack C	$\begin{array}{ccc} & & \mathbf{Base} \\ & = & \mathbf{Attack} \\ & = & \underline{0} \\ \mathbf{rit} & \mathbf{Ran} \\ \underline{2} & = & \phantom{AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA$	= Dex k + Mod + — ge Wt. 4 lb.	+ Size + Mod + 0 Size Lg.	Type Bludg
Check Penalty: <u>0</u> Spell Failure: <u>n/a</u> Melee Base Attack = Attack +	Str - Mod	Movemer Weight: Size + Mod + 0	Damage  1d6  1d6	lwarf) In Ranged Attack C	$ \begin{array}{rcl} & & \mathbf{Base} \\ & = & \mathbf{Attacl} \\ & = & \underline{0} \end{array} $ $ \begin{array}{rcl} & \mathbf{Ran} \\ \underline{2} & & \underline{-} \\ \underline{3} & & \underline{60} \end{array} $	= Dex Mod + Mod +	+ Size + Mod + 0 Size Lg. Med.	Type Bludg Pierce
Check Penalty: 0 Spell Failure: n/a  Melee Base Attack = Attack + = 0 +  Weapon Quarterstaff	Str - Mod	Movemer Weight: Size + Mod + 0	<b>Damage</b> 1d6	Ranged Attack C	$\begin{array}{ccc} & & \mathbf{Base} \\ & = & \mathbf{Attack} \\ & = & \underline{0} \\ \mathbf{rit} & \mathbf{Ran} \\ \underline{2} & = & \phantom{AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA$	= Dex Mod + Mod +	+ Size + Mod + 0 Size Lg.	Type Bludg
Check Penalty: 0 Spell Failure: n/a  Melee Base Attack = Attack +	Str - Mod - <u>—</u>	Movemer Weight: Size + Mod + 0  Attack	Damage  1d6 1d8 Ability	In   Ranged   Attack   C   2   2   2	$ \begin{array}{rcl} & & \textbf{Base} \\ & = & \textbf{Attack} \\ & = & \underline{0} \end{array} $ rit $ \begin{array}{rcl} & \textbf{Ran} \\ \underline{2} & & \underline{-} \\ \underline{3} & & \underline{60} \\ \underline{2} & & & \underline{80} \end{array} $	= Dex Mod + — Wt. 4 lb. 2 lb. 7 lb.	+ Size + Mod + 0 Size Lg. Med. Med.	Type Bludg Pierce
Check Penalty: 0 Spell Failure: n/a  Melee Base Attack = Attack +	Str - Mod - <u>—</u> Tota	Movemer Weight: Size + Mod + 0  Attack	Damage  1d6 1d8 Ability nks + Mod +	Ranged Attack  C 2 2 Misc Sp	Base	= Dex   Mod   +	+ Size + Mod + 0 Size Lg. Med. Med.	Type Bludg Pierce
Check Penalty: 0 Spell Failure: n/a  Melee Base Attack = Attack +	Str - Mod - <u>—</u> Tota	Movemer Weight: Size + Mod + 0  Attack	Damage  1d6 1d8 Ability nks + Mod +	Ranged Attack  C  2  Misc Sp ss skills cost 2	Base	=   Dex   Mod   +	+ Size + Mod + 0 Size Lg. Med. Med.	Type Bludg Pierce
Check Penalty: 0 Spell Failure: n/a  Melee Base Attack = Attack + = 0 +  Weapon Quarterstaff (Elf) shortbow (Not elf) Lt Crossbow  Skill (cross-class?) Choose [2 + Int bonus] x & Spellcraft [Int]	Str - Mod - <u>—</u> Tota	Movemer Weight: Size + Mod + 0  Attack	Damage  1d6 1d8 Ability nks + Mod +	Ranged Attack  C  2  Misc Sp ss skills cost 2	Base = Attack = 0  rit Ran 2 = 3 3 60 2 80  pecial Abilities, proper rank the points per rank the points per rank	=   Dex	Size + Mod + 0 Size Lg. Med. Med.	Type Bludg Pierce Pierce
Check Penalty: 0 Spell Failure: n/a  Melee Base Attack = Attack +	Str - Mod - <u>—</u> Tota	Movemer Weight: Size + Mod + 0  Attack	Damage  1d6 1d8 Ability nks + Mod +	Ranged Attack  C  2  Misc Sp ss skills cost 2  — (E	Base	=	Size + Mod + 0 Size Lg. Med. Med.  1 per rank.  ange)	Type Bludg Pierce Pierce
Check Penalty: 0 Spell Failure: n/a  Melee Base Attack = Attack +	Str - Mod - <u>—</u> Tota	Movemer Weight: Size + Mod + 0  Attack al = Ra ills from th = =	Damage  1d6 1d8 Ability nks + Mod +	Misc Sp Ss skills cost 2 (E (E	Base	Dex k + Mod + ge Wt. 2 lb. 7 lb. heroic feats, etc. and class skills ion (x2 normal raagical sleep, +2 v. Spot, and Lister	Size + Mod + 0 Size Lg. Med. Med.  1 per rank.  ange) vs Enchantmen checks	Type Bludg Pierce Pierce
Check Penalty: 0 Spell Failure: n/a  Melee Base Attack = Attack +	Str - Mod - <u>—</u> Tota	Movemer Weight: Size + Mod + 0  Attack al = Ra ills from th = =	Damage  1d6 1d8 Ability nks + Mod +	Misc Spss skills cost 2  — (E — (E — (E	Base	Dex k + Mod +  ge Wt. 2 lb. 7 lb. heroic feats, etc. and class skills ion (x2 normal ra agical sleep, +2 v Spot, and Lister cret door, gets se-	Size + Mod + 0 Size Lg. Med. Med.  1 per rank. ange) vs Enchantm n checks arch check	Type Bludg Pierce Pierce
Check Penalty: 0 Spell Failure: n/a  Melee Base Attack = Attack +	Str - Mod - <u>—</u> Tota	Movemer Weight: Size + Mod + 0  Attack al = Ra ills from th = = =	Damage  1d6 1d8 Ability nks + Mod +	Misc Sp (E — (E	Base = Attack = 0  rit Ran  2 = 3  2 80  pecial Abilities, 12  points per rank  If) Low-light vis  If) Low-light vis  If) Immune to m  If) +2 on Search  If) W/in 5' of see  warf and half-or	Dex k + Mod + — ge Wt. 2 lb. 7 lb. heroic feats, etc. and class skills ion (x2 normal ra agical sleep, +2 v Spot, and Lister cret door, gets serence) Darkvision (60	Size + Mod + 0 Size Lg. Med. Med.  1 per rank.  ange) vs Enchantm 1 checks arch check 0')	Type Bludg Pierce Pierce
Check Penalty: 0 Spell Failure: n/a  Melee Base Attack = Attack +	Str - Mod - <u>—</u> Tota	Movemer Weight: Size + Mod + 0  Attack al = Ra ills from th = = = =	Damage  1d6 1d8 Ability nks + Mod +	In   Ranged   Attack   C   2   2   2   2   2   2   2   2   2	Base = Attack = 0  rit Range = 3 60 2 80  pecial Abilities, le points per rank. ltp Low-light vis ltp Immune to m ltp +2 on Search ltp W/in 5° of second and half-or lowarf) Intuit unu	Dex k + Mod + ge Wt. 2 lb. 7 lb. heroic feats, etc. and class skills ion (x2 normal raagical sleep, +2 y Spot, and Lister cret door, gets ser c) Darkvision (66 sual stonework (-	Size + Mod + 0 Size Lg. Med. Med.  1 per rank. ange) vs Enchantm 1 checks arch check 0') +2), +2 Alch	Type Bludg Pierce Pierce
Check Penalty: 0 Spell Failure: n/a  Melee Base Attack = Attack +	Str - Mod - <u>—</u> Tota	Movemer Weight: Size + Mod + 0  Attack al = Ra ills from th = = = = = =	Damage  1d6 1d8 Ability nks + Mod +	Misc Sp (E — (E	Base = Attack = 0  rit Ran 2 = 3 3 60 2 80  pecial Abilities, 1 2 points per rank 1 points per rank 2 points per rank 3 points per rank 4	Dex k + Mod + — ge Wt. 2 lb. 7 lb. heroic feats, etc. and class skills ion (x2 normal ra agical sleep, +2 v , Spot, and Lister cret door, gets ser c) Darkvision (60 sual stonework (- vs. orcs and gobl	Size + Mod + 0 Size Lg. Med. Med.  1 per rank. ange) vs Enchantm 1 checks arch check 0') +2), +2 Alch	Type Bludg Pierce Pierce
Check Penalty: 0 Spell Failure: n/a  Melee Base Attack = Attack +	Str - Mod - <u>—</u> Tota	Movemer Weight: Size + Mod + 0  Attack al = Ra ills from th = = = = = = = = -	Damage  1d6 1d8 Ability nks + Mod +	Misc Sp (E — (E	Base = Attack = 0  rit Ran 2 = 3 3 60 2 80  pecial Abilities, 12 2 points per rank 1f) Low-light vis 1f) Immune to m 1f) +2 on Search 1f) W/in 5' of se  warf and half-or owarf) Intuit unu twarf) +1 attack warf) +4 dodge	Dex k + Mod + — ge Wt. 2 lb. 7 lb. heroic feats, etc. and class skills ion (x2 normal ra agical sleep, +2 x Spot, and Lister cret door, gets see c) Darkvision (60 sual stonework (- vs. orcs and gobl bonus vs. giants	Size + Mod + 0 Size Lg. Med. Med.  1 per rank. ange) vs Enchantm 1 checks arch check 0') +2), +2 Alch	Type Bludg Pierce Pierce
Check Penalty: 0 Spell Failure: n/a  Melee Base Attack = Attack +	Str - Mod	Movemer Weight: Size + Mod + 0  Attack al = Ra ills from th = = = = = = = = -	Damage  1d6 1d8  Ability nks + Mod + is list. Cross-cla - + +	In   Ranged   Attack   C   2   2   2   2   2   2   2   2   2	Base = Attack = 0  rit Ran 2 = 3 60 2 80  pecial Abilities, 1 points per rank 1th Low-light vis 1th 1th 2 on Search 1th 2 on Search 1th 2 on Search 1th 2 on Search 2 owarf 1	Dex k + Mod + — ge Wt. 2 lb. 7 lb. heroic feats, etc. and class skills ion (x2 normal ra agical sleep, +2 x Spot, and Lister cret door, gets see c) Darkvision (60 sual stonework (- vs. orcs and gobl bonus vs. giants	Size + Mod + 0 Size + Lg. Med. Med.  1 per rank. ange) vs Enchantm n checks arch check 0') +2), +2 Alch inoids	Type Bludg Pierce Pierce

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Ten candles, map case, three pages of parchment, ink, inkpen. Spell component pouch, spellbook (may be kept safely at home). Quiver with 20 arrows or bolts.

## A Chance Run-in Demo Character Sheets

<b>Character Name:</b>			Ag	ge:	Height:	Weight: _	
Race: Select	_ Human	Half-elf	Half-orc	Size	e: Medium	Gender:	
Class: Sorceror		Level: 1		Alignment:	choose any non	-evil:	
Ability Strength	Score	Mod	ability scores. Your fire	nal scores will rang	ge between 6 and 20	28 points. Then apply rad ). Mod field to the right of the	
Dexterity			Attribute Cost		Racial Modifiers		
Constitution			6 7		Human None Half-elf None		
Intelligence			8 0 9 1	-1 F -1	Half-orc +2 Str	ength, –2 Intelligence, –2	Charisma
Wisdom			10 2 11 3	0 <u>F</u>	Familiar Table (choo	ose a familiar—don't pay o	p cost for this demo)
Charisma (min 11)			12 4 13 5	+1 +1		ter gains a +2 bonus on M	ove Silently checks
Languages: Common Money: 17 gp	n, elven or o	re	14 6 15 8 16 10 17 13 18 16 19	+2 +2 +3 +3 +4 +4	Owl Has Mo Rat Mast Raven Spea Snake (Tiny) Poise Toad Mast	low-light vision; master ga pose Silently checks ter gains a +2 bonus on Fo aks one language onous bite ter gains +2 to Constitution	ortitude saves
Saving Throws		<u></u>	20	+5 _	Weasel Mast	ter gains a +2 bonus on R	etiex saves
Type Reflex (Dex) Fortitude (Con) Will (Wis)	Total	Base = Save + = 0 + = +2 + +	<u> </u>	Misc. * * * *	<b>Bonuses</b> (Half-Elf): * +2	vs Enchantment spells	s, +4 vs magical sleep
Armor	Armo	r Shield	Dex	Size	Misc. H	lit Points [4+Con mod	d +3]
Class = 10	+ Bonus	s + Bonus	+ <b>Mod</b> +	Mod +	Mod _		•
1.0							
= 10	+ +0	+ +0	+ _ +	+0 +	0		
Armor Type / Bonus			+ + vpe / Bonus: None		0		
			pe / Bonus: None		0 Tota	al = Dex Mod +	- Misc.
Armor Type / Bonus		Shield Ty	rpe / Bonus: None nt: 30'		Tota		- <b>Misc.</b> - +4 (human)
Armor Type / Bonus Check Penalty: <u>0</u>	s: None	Shield Ty Movemen Weight:		<del></del>	Tota	_ = + Dex Siz Mod + Mo	<u>+4 (human)</u>
Armor Type / Bonus Check Penalty: 0 Spell Failure: n/a Melee Base Attack = Attack = 0	s: <u>None</u> Str k + Mo	Shield Ty Movemen Weight: 9 Size d + Mod		Initiat Ranged	Totalive:  Base	_ = + Dex Siz Mod + Mo	e od
Armor Type / Bonus Check Penalty: <u>0</u> Spell Failure: <u>n/a</u> Melee Base Attack = Attack	s: <u>None</u> Str k + Mo	Shield Ty Movemen Weight: Size d + Mod + 0		Initiat Ranged Attack	Tota ive: Base = Attack +	Dex Siz Mod + Mod + 0	<u>+4 (human)</u>
Armor Type / Bonus Check Penalty: 0 Spell Failure: n/a Melee Attack = Attack = 0 Weapon	s: <u>None</u> Str k + Mo	Shield Ty Movemen Weight: Size d + Mod + 0	rpe / Bonus: None nt: 30' 0 lb.  Damage	Initiat Ranged Attack —— Crit	Totalive:  Base   Attack +   0 +   Range	Dex Size    Mod + Mod + 0	e od Type
Armor Type / Bonus Check Penalty: 0 Spell Failure: n/a Melee Base Attack = Attack = 0 Weapon Shortspear Lt Crossbow Skill (cross-class?)	s: None Str k + Mo	Shield Ty Movemen Weight: Size d + Mod + 0  Attack Total = Rai	Pamage  1 d8  1 d8  Ability  nks + Mod + Mi	Initiat Ranged Attack Crit x3 x2 isc Specia	Totalive:    Base	Dex Size Mod + Mo + 0  Wt. Size 5 lb. Lg. 7 lb. Med.	- +4 (human)  e od  Type  Pierce  Pierce
Armor Type / Bonus Check Penalty: 0 Spell Failure: n/a Melee Base Attack = Attack = 0 Weapon Shortspear Lt Crossbow Skill (cross-class?)	s: None Str k + Mo	Shield Ty Movemen Weight: Size d + Mod + 0  Attack Total = Rai	Pamage  1 d8  1 d8  Ability  nks + Mod + Mi	Initiat Ranged Attack  Crit  x3  x2  isc Specia skills cost 2 poin	Totalive:	Dex   Size   Mod   + Mod   + 0	- +4 (human) ee od  Type Pierce Pierce
Armor Type / Bonus Check Penalty: 0 Spell Failure: n/a Melee Base Attack = Attack = 0 Weapon Shortspear Lt Crossbow Skill (cross-class?) Choose [2 + Int bonus	s: None Str k + Mo	Shield Ty Movemen Weight:  Size d + Mod + 0  Attack  Total = Rai of skills from this	Pamage  1 d8  1 d8  Ability  nks + Mod + Mi	Initiat  Ranged Attack  Crit  x3  x2  isc Specia skills cost 2 poin (Half-I	Totalive:  Base  Attack +  0 +  Range  20' 80'  Abilities, heroints per rank, and Elf) Low-light visitives.	Dex Size Mod + Mo + 0  Wt. Size 5 lb. Lg. 7 lb. Med.  c feats, etc. class skills 1 per rank	- +4 (human) e od  Type Pierce Pierce
Armor Type / Bonus Check Penalty: 0 Spell Failure: n/a  Melee Base Attack = Attack	s: None  Str k + Mod +	Shield Ty Movemen Weight: Size d + Mod + 0  Attack  Total = Ran of skills from the	Pamage  1 d8  1 d8  Ability  nks + Mod + Mi	Initiat Ranged Attack —— Crit x3 x2 isc Specia skills cost 2 poin — (Half-H	Totalive:  Base  Attack +  0 +  Range  20' 80'  Il Abilities, heroints per rank, and Elf) Low-light viself) +4 save vs m	=	- +4 (human)  e od  Type Pierce Pierce
Armor Type / Bonus Check Penalty: 0 Spell Failure: n/a  Melee Base Attack = Attack = 0  Weapon Shortspear Lt Crossbow  Skill (cross-class?) Choose [2 + Int bonus Spellcraft [Int] Concentration [Con]	s: None  Str  k + Mod  4  [Int]	Shield Ty Movemen Weight:  Size d + Mod + 0  Attack  Total = Rai of skills from thi  = = =	Pamage  1 d8  1 d8  Ability  nks + Mod + Mi	Initiat  Ranged Attack  Crit  x3  x2  isc Specia skills cost 2 poi: (Half-I (Half-I (Half-I	Totalive:  Base  Attack +  0 +  Range  20' 80'  Il Abilities, heroints per rank, and Elf) Low-light viself) +4 save vs m	Dex Size Mod + Mod + 0  Wt. Size 5 lb. Lg. 7 lb. Med.  c feats, etc. class skills 1 per rank sion (x2 normal range) magical sleep, +2 vs Er	- +4 (human)  e od  Type Pierce Pierce
Armor Type / Bonus Check Penalty: 0 Spell Failure: n/a Melee Base Attack = Attack = 0 Weapon Shortspear Lt Crossbow  Skill (cross-class?) Choose [2 + Int bonus Spellcraft [Int] Concentration [Con] Knowledge (arcana)	s: None  Str  k + Mod  4  [Int]	Shield Ty Movemen Weight:  Size d + Mod + 0  Attack   Total = Ran of skills from thi	Pamage  1 d8  1 d8  Ability  nks + Mod + Mi	Initiat  Ranged Attack  Crit x3 x2  isc Specia skills cost 2 poi: (Half-I (Half-I (Half-I	Tota  ive:  Base  = Attack +  = 0 +  Range  20' 80'  I Abilities, heroints per rank, and elf) Low-light vise of the content of	Dex Size Mod + Mod + 0  Wt. Size 5 lb. Lg. 7 lb. Med.  c feats, etc. class skills 1 per rank sion (x2 normal range) magical sleep, +2 vs Er Spot, and Listen che	- +4 (human)  e od  Type Pierce Pierce
Armor Type / Bonus Check Penalty: 0 Spell Failure: n/a  Melee Base Attack = Attack = 0  Weapon Shortspear Lt Crossbow  Skill (cross-class?) Choose [2 + Int bonus Spellcraft [Int] Concentration [Con] Knowledge (arcana)	s: None  Str  k + Mod  4  [Int]	Shield Ty Movemen Weight: Size d + Mod + 0  Attack  Total = Rai of skills from thi  = = = = = = = = = = = = = = = = = = =	Pamage  1 d8  1 d8  Ability  nks + Mod + Mi	Initiat Ranged Attack  Crit x3 x2  isc Specia skills cost 2 poin (Half-I (Half-I (Half-I (Half-I Tough	Totalive:  Base  Attack +  0 +  Range  20' 80'  Abilities, heroints per rank, and Elf) Low-light vise Elf) +4 save vs m Elf) +1 on Search orc) Darkvision (6)	Dex Siz Mod + Mo + 0  Wt. Size 5 lb. Lg. 7 lb. Med.  c feats, etc. class skills 1 per rank sion (x2 normal range) nagical sleep, +2 vs Er , Spot, and Listen che	- +4 (human)  e od  Type Pierce Pierce
Armor Type / Bonus Check Penalty: 0 Spell Failure: n/a  Melee Base Attack = Attack = 0  Weapon Shortspear Lt Crossbow  Skill (cross-class?) Choose [2 + Int bonus Spellcraft [Int] Concentration [Con] Knowledge (arcana) Gather Information [Con] Diplomacy [Cha] * Hide [Dex] * Move Silently [Dex]	s: None  Str k + Mo  ss] x 4 ranks	Shield Ty	Damage  1d8  1d8  Ability  nks + Mod + Mi	Initiat  Ranged Attack  Crit x3 x2  isc Specia skills cost 2 poi (Half-I Spells	Totalive:  Base  Attack +  0 +  Range 20' 80'  I Abilities, heroints per rank, and Elf) Low-light vise Elf) +4 save vs m Elf) +1 on Search Orc) Darkvision (oness (+3 hit points) Improved Initiper day: 5 cantriper day: 5 cantrip	Dex Size Mod + Mod + 0  Wt. Size 5 lb. Lg. 7 lb. Med.  c feats, etc. class skills 1 per rank sion (x2 normal range) nagical sleep, +2 vs Er Spot, and Listen che 60') isi) iative (+4) ps, plus 3 1st level (+1	Type Pierce Pierce Pierce  hechantments cks
Armor Type / Bonus Check Penalty: 0 Spell Failure: n/a Melee Base Attack = Attack = 0 Weapon Shortspear Lt Crossbow  Skill (cross-class?) Choose [2 + Int bonus Spellcraft [Int] Concentration [Con] Knowledge (arcana) Gather Information [G Diplomacy [Cha] * Hide [Dex] *	s: None  Str k + Mo  ss] x 4 ranks	Shield Ty Movemen Weight:  Size d + Mod + 0  Attack  Total = Ran of skills from thi  = = = = = = = = = = = = = = = = = = =	Damage   1d8   1d8     Ability   si sist. Cross-class s   +	Initiat  Ranged Attack  Crit x3 x2  isc Specia skills cost 2 poi (Half-I Spells	Totalive:  Base  Attack +  0 +  Range 20' 80'  I Abilities, heroints per rank, and Elf) Low-light vise Elf) +4 save vs m Elf) +1 on Search Orc) Darkvision (oness (+3 hit points) Improved Initiper day: 5 cantriper day: 5 cantrip	Dex Size Mod + Mod + 0  Wt. Size 5 lb. Lg. 7 lb. Med.  c feats, etc. class skills 1 per rank sion (x2 normal range) nagical sleep, +2 vs Er Spot, and Listen che 60') isi) iative (+4) ps, plus 3 1st level (+1	Type Pierce Pierce  Characteristics  Pierce  Pierce  Pierce  Piecks
Armor Type / Bonus Check Penalty: 0 Spell Failure: n/a  Melee Base Attack = Attack = 0  Weapon Shortspear Lt Crossbow  Skill (cross-class?) Choose [2 + Int bonus Spellcraft [Int] Concentration [Con] Knowledge (arcana) Gather Information [Con] Diplomacy [Cha] * Hide [Dex] * Move Silently [Dex]	s: None  Str k + Mo  ss] x 4 ranks	Shield Ty Movemen Weight:  Size d + Mod + 0  Attack  Total = Ran of skills from thi  = = = = = = = = = = = = = = = = = = =	Damage   1d8   1d8     Ability   si sist. Cross-class s   +	Initiat  Ranged Attack  Crit x3 x2  isc Specia skills cost 2 poi: (Half-I (Half-I (Half-I (Half-I (Huma Spells Spells cant	Tota  ive:  Base  Attack +  0 +  Range 20' 80'  I Abilities, heroi nts per rank, and Elf) Low-light vis Elf) +4 save vs m Elf) +1 on Search orc) Darkvision (6 ness (+3 hit point an) Improved Initi per day: 5 cantrip Known: (cast sper rips—detect mag	Dex Size Mod + Mod + 0  Wt. Size 5 lb. Lg. 7 lb. Med.  c feats, etc. class skills 1 per rank sion (x2 normal range) nagical sleep, +2 vs Er Spot, and Listen che 60') isi) iative (+4) ps, plus 3 1st level (+1	Type Pierce Pierce Pierce  Characteristics  1st lvl if Cha 12+) Demorizing in advance)  read magic;

**Gear:** Backpack with waterskin, one day's trail rations, bedroll, sack, and flint & steel. Ten candles, map case, three pages of parchment, ink, inkpen. Spell component pouch, spellbook (may be kept safely at home). Quiver with 20 arrows or bolts.