



Level

1

Character: Greybold Grimbeard

Player:

Class: Dwarf

Origin:

Alignment: Neutral

Height: 1.52m

Weight: 85kg

Sex: Male

Age: 54

Hair: Light brown

Eyes: Black

Marks:

CHARACTERISTICS

Score		Modifiers	
15	Strength	+1	To melee attacks/damage and tear down doors
13	Dexterity	-1/+1	AC and ranged attacks
16	Constitution	+2	To hit points
13	Intelligence	+1	To read and write languages
15	Wisdom	+1	To ST against magical attacks
7	Charisma	+1/6	To reactions and morale of the followers

SAVING THROWS

D20 to beat		Modifiers
8	Poison or Death	+2
9	Rod, Staff or Wand	+1
10	Petrification or Paralysis	+2
13	Breath Weapon	+1
12	Spell and Magic Weapons	+1

MOVEMENT

Base	In combat	Running	Encumbered
20m	7m	40m	10m

Elves: 40m / 13m / 80m / 20m
 Dwarves & Halflings: 20m / 7m / 40m / 10m
 Humans: 30m / 10m / 60m / 15m

ABILITIES

Base	In Id6	
1-2	1-2	Surprise
1	1	Hear noises
1-2	1-3	Tear down doors
Sp	1-2	Detect secret doors
1	1-2	Detect traps and pits
Sp	-	Track in wilderness
Sp	-	Track in interiors
Sp	-	Hide

ARMOR CLASS

Base / Armor	AC	Shield	Others modifiers	AC
Scalemail armor	6			
Shield	AC			
Surprised	AC			
Without Dexterity or Shield	6			

HIT POINTS AND WOUNDS

Wounds	Hit Points
	9

Die: 8

EQUIPMENT

Scalemail armor	20kg
Heavy crossbow	2kg
Dagger	0.5kg
Battleaxe	3kg
Rope (50m)	5kg
Bolts (20)	1kg
Backpack	1kg
Blanket	1kg
Food ration (2)	1kg
Tinder and flint	0kg
Water skin	2kg
Spikes (3)	0.5kg
Hammer	1kg
Wine (2 liters)	2kg
Pouch	2kg
Small sack	0.5kg
Big sack	0.5kg

SPECIAL ABILITIES

Basic communication with goblins, kobolds, gnomes and orcs
 Infravision (20m)

WEAPONS AND COMBAT

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

Weapon	Attack	Total	STR/DEX	Magic	Base	Strength Modifier	Magic	Special
Battleaxe	+1	+1			1D8	+1		
Dagger	+1	+1			1D4	+1		
Heavy crossbow	+1	+1			1D8	N/A		
					D			
					D			

Max load:	Total
Elves & Halflings: 30 kg	43kg
Humans: 40 kg	
Dwarves: 50 kg	

Treasure

Gems	Platinum:	0
	Gold:	10
	Electro:	0
	Silver:	2
	Copper:	0

INITIATIVE

Total	+1	=	+1	+	
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AMMO OR MUNITIONS

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SPELLS

1	2	3	4	5	6	7	8	9

XP NEC



Level

1

Character: Kaela

Class: Mage

Height: 1.65m

Hair: Light brown

Origin:

Weight: 50Kg

Eyes: Green

Player:

Alignment: Neutral

Sex: Female

Age: 22

Marks:

CHARACTERISTICS

Score		Modifiers	
9	Strength	+0	To melee attacks/damage and tear down doors
15	Dexterity	-2/+2	AC and ranged attacks
10	Constitution	+0	To hit points
16	Intelligence	+2	To read and write languages
11	Wisdom	+0	To ST against magical attacks
13	Charisma	-1/8	To reactions and morale of the followers

ARMOR CLASS

Base / Armor	AC	Shield	AC	Surprised	AC	Others modifiers	AC
No armor	9						
Without Dexterity or Shield	9						



SAVING THROWS

D20 to beat		Modifiers
13	Poison or Death	+0
13	Rod, Staff or Wand	+2
13	Petrification or Paralysis	+0
16	Breath Weapon	+2
14	Spell and Magic Weapons	+0

HIT POINTS AND WOUNDS

Wounds:

Hit Points:

Die:

MOVEMENT

Base	In combat	Running	Encumbered
30m	10m	60m	15m

Elves: 40m / 13m / 80m / 20m
 Dwarves & Halflings: 20m / 7m / 40m / 10m
 Humans: 30m / 10m / 60m / 15m

EQUIPMENT

Feather	0kg
Staff	8kg
Dagger	0.5kg
Sling	0kg
Grimoire	1kg
Torch	0.5kg
Small sack	0.5kg
Kit (map, parchment)	0.5kg
Food ration (3)	1.5kg
Ink (vial)	0kg
Tinder and flint	0kg
Water skin	2kg

ABILITIES

Base	In	Id6	
1-2	1-2		Surprise
1	1		Hear noises
1-2	1-2		Tear down doors
Sp	-		Detect secret doors
1	1		Detect traps and pits
Sp	-		Track in wilderness
Sp	-		Track in interiors
Sp	-		Hide
	0%		Open locks
	0%		Find and disarm traps
	0%		Steal
	0%		Move silently
	0%		Climb walls
	0%		Hiding in the shadows
	0%		Comprehend languages
	0%		Use scrolls

WEAPONS AND COMBAT



Weapon	Attack	Total	STR/DEX	Magic	Base	Strength Modifier	Magic	Special
Staff	+0	+0			1D8	+0		
Dagger	+0	+0			1D4	+0		
Sling	+2	+2			1D6	N/A		
					D			
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INITIATIVE

Total **+2** = Dex **+2** + Misc

AMMO OR MUNITIONS

SPELLS

1 2 3 4 5 6 7 8 9

1

Written in her grimoire:
 Read Magic, Shield and Magic Missile

Max load:
 Elves & Halflings: 30 kg
 Humans: 40 kg
 Dwarves: 50 kg

Total **14.5kg**

Treasure

Gems	Platinum:	0
	Gold:	13
	Electro:	0
	Silver:	6
	Copper:	0

SPECIAL ABILITIES

XP **0** NEC **2500**

Level

1

Character: Khedron Dahl

Player:

Class: Cleric

Origin: Ungoloz

Alignment: Chaotic

Height: 2m

Weight: 85kg

Sex: Male

Age: 24

Hair: Slicked black

Eyes: Hard grey

Marks:

CHARACTERISTICS

Score		Modifiers	
13	Strength	+1	To melee attacks/damage and tear down doors
13	Dexterity	-1/+1	AC and ranged attacks
15	Constitution	+1	To hit points
11	Intelligence	+0	To read and write languages
14	Wisdom	+1	To ST against magical attacks
12	Charisma	+0/7	To reactions and morale of the followers

ARMOR CLASS

Base / Armor	AC		Others modifiers	AC
Scalemail	6			
Shield	AC			
Shield	-1			
Surprised	AC			
Without Dexterity or Shield	6			

SAVING THROWS

D20 to beat		Modifiers
12	Poison or Death	+1
13	Rod, Staff or Wand	+1
14	Petrification or Paralysis	+1
15	Breath Weapon	+1
16	Spell and Magic Weapons	+1

HIT POINTS AND WOUNDS

Wounds	Hit Points
	Die:

MOVEMENT

Base	In combat	Running	Encumbered
30m	10m	60m	15m

Elves: 40m / 13m / 80m / 20m
 Dwarves & Halflings: 20m / 7m / 40m / 10m
 Humans: 30m / 10m / 60m / 15m

EQUIPMENT

Scalemail	20kg
Mace	2kg
Water skin	5kg
Backpack	1kg
Blanket	1kg
Hammer	1kg
Candles (10)	0kg
Stakes (3)	0.5kg
Food ration (3)	1.5kg
Tinder and flint	0kg
Animal food (3 days)	1.5kg
Pouch	2kg
Small sack	0.5kg
Holy symbol, silver	0kg

ABILITIES

Base	In	Id6	
1-2	1-2		Surprise
1	1		Hear noises
1-2	1-3		Tear down doors
Sp	-		Detect secret doors
1	1		Detect traps and pits
Sp	-		Track in wilderness
Sp	-		Track in interiors
Sp	-		Hide

0%	Open locks
0%	Find and disarm traps
0%	Steal
0%	Move silently
0%	Climb walls
0%	Hiding in the shadows
0%	Comprehend languages
0%	Use scrolls

SPECIAL ABILITIES

Guard dog (Mastiff named Skinner)
 Turn undead (see table)

WEAPONS AND COMBAT

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

Weapon	Attack	Total	STR/DEX	Magic	Base	Strength Modifier	Magic	Special
Mace	+1	+1			1D6	+1		
					D			
					D			
					D			
					D			

Max load:	Total
Elves & Halflings: 30 kg	36kg
Humans: 40 kg	
Dwarves: 50 kg	

Treasure

Gems	Platinum: 0
	Gold: 12
	Electro: 0
	Silver: 3
	Copper: 0

INITIATIVE

Total	+1	=	+1	+	
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AMMO OR MUNITIONS

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SPELLS

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XP 0 NEC 1500



Level

1

Character: *Landiel "the Doe of Boceret"* Player:

Class: *Elf*

Origin: *High elf*

Alignment: *Neutral*

Height: *1.59m*

Weight: *55kg*

Sex: *Female*

Age: *34*

Hair: *Black*

Eyes: *Black*

Marks:

CHARACTERISTICS

Score		Modifiers	
9	Strength	+0	To melee attacks/damage and tear down doors
13	Dexterity	-1/+1	AC and ranged attacks
14	Constitution	+1	To hit points
12	Intelligence	+0	To read and write languages
13	Wisdom	+1	To ST against magical attacks
14	Charisma	-1/8	To reactions and morale of the followers

ARMOR CLASS

Base / Armor	AC		Others modifiers	AC
Leather armor	7			
Shield				
Surprised				
Without Dexterity or Shield	7			

SAVING THROWS

D20 to beat		Modifiers
12	Poison or Death	+1
13	Rod, Staff or Wand	+1
13	Petrification or Paralysis	+1
15	Breath Weapon	+1
15	Spell and Magic Weapons	+1

HIT POINTS AND WOUNDS

Wounds:

Hit Points:

Die:

MOVEMENT

Base	In combat	Running	Encumbered
40m	13m	80m	20m

Elves: 40m / 13m / 80m / 20m
 Dwarves & Halflings: 20m / 7m / 40m / 10m
 Humans: 30m / 10m / 60m / 15m

EQUIPMENT

Leather armor	8kg
Heavy crossbow	2kg
Dagger	0.5kg
Grimoire	1kg
Rope	5kg
Bolts (20)	1kg
Backpack	1kg
Blanket	1kg
Food ration (5)	2.5kg
Tinder and flint	0kg
Water skin	2kg

ABILITIES

Base	In	Id6	
1-2	1-2		Surprise
1	1		Hear noises
1-2	1-2		Tear down doors
Sp	1-2		Detect secret doors
1	1		Detect traps and pits
Sp	-		Track in wilderness
Sp	-		Track in interiors
Sp	-		Hide

0%	Open locks
0%	Find and disarm traps
0%	Steal
0%	Move silently
0%	Climb walls
0%	Hiding in the shadows
0%	Comprehend languages
0%	Use scrolls

SPECIAL ABILITIES

Immune to paralysis
 Infravision (20m)

WEAPONS AND COMBAT

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

Weapon	Attack	Total	STR/DEX	Magic	Base	Strength Modifier	Magic	Special
Heavy crossbow	+1	+1			1D8	N/A		
Dagger	+0	+0			1D4	+0		
					D			
					D			
					D			

Max load:	Total
Elves & Halflings: 30 kg	24kg
Humans: 40 kg	
Dwarves: 50 kg	

Treasure

Gems	Platinum:	0
	Gold:	5
	Electro:	0
	Silver:	25
	Copper:	0

INITIATIVE

Total	+1	=	+1	+	
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AMMO OR MUNITIONS

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SPELLS

1	2	3	4	5	6	7	8	9
1								

Written in her grimoire:
 Read Magic, Detect Magic, Open

XP NEC



Level

1

Character: Marvesh "no luck"

Player:

Class: Thief

Origin:

Alignment: Neutral

Height: 1.65m

Weight: 45kg

Sex: Male

Age: 20

Hair: Brown

Eyes: Brown

Marks:

CHARACTERISTICS

Score		Modifiers	
12	Strength	+0	To melee attacks/damage and tear down doors
17	Dexterity	-2/+2	AC and ranged attacks
10	Constitution	+0	To hit points
10	Intelligence	+0	To read and write languages
7	Wisdom	-1	To ST against magical attacks
12	Charisma	+0/7	To reactions and morale of the followers

ARMOR CLASS

Base / Armor	AC	Shield	Others modifiers	AC
Leather armor	7			
Shield	AC			
Surprised	AC			
Without Dexterity or Shield	7			



SAVING THROWS

D20 to beat		Modifiers
16	Poison or Death	+0
15	Rod, Staff or Wand	+2
13	Petrification or Paralysis	+0
16	Breath Weapon	+2
14	Spell and Magic Weapons	-1

HIT POINTS AND WOUNDS

Wounds:

Hit Points:

Die:

MOVEMENT

Base	In combat	Running	Encumbered
30m	10m	60m	15m

Elves: 40m / 13m / 80m / 20m
 Dwarves & Halflings: 20m / 7m / 40m / 10m
 Humans: 30m / 10m / 60m / 15m

EQUIPMENT

Leather armor	8kg
Short sword	1kg
Dagger	0.5kg
Short bow	1.5kg
Picks (12)	4kg
Torch	0.5kg
Small sack	0.5kg
Thieves kit (tools)	1kg
Food ration (3)	1.5kg

ABILITIES

Base	In	Id6	
1-2	1-2		Surprise
1	1-2		Hear noises
1-2	1-2		Tear down doors
Sp	-		Detect secret doors
1	1		Detect traps and pits
Sp	-		Track in wilderness
Sp	-		Track in interiors
Sp	-		Hide

17%	Open locks
14%	Find and disarm traps
23%	Steal
23%	Move silently
87%	Climb walls
13%	Hiding in the shadows
0%	Comprehend languages
0%	Use scrolls

SPECIAL ABILITIES

WEAPONS AND COMBAT	AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20

Weapon	Attack	Total	STR/DEX	Magic	Base	Strength Modifier	Magic	Special
Short sword	+0	+0			1D6	+0		
Dagger	+0	+0			1D4	+0		
Short bow	+2	+2			1D6	N/A		
					D			
					D			

Max load:	Total
Elves & Halflings: 30 kg	18.5kg
Humans: 40 kg	
Dwarves: 50 kg	

Treasure

Gems	Platinum: 0
	Gold: 46
	Electro: 0
	Silver: 6
	Copper: 0

INITIATIVE

Total	+2	=	+2	+	
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AMMO OR MUNITIONS

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SPILLS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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XP 0 NEC 1200



Level



Character: Wein Everlast

Player:

Class: Halfling

Origin:

Alignment: Neutral

Height: 0.85m

Weight: 32Kg

Sex: Female

Age: 42

Hair: Honey

Eyes: Amber

Marks:

CHARACTERISTICS

Score		Modifiers	
13	Strength	+1	To melee attacks/damage and tear down doors
17	Dexterity	-2/+2	AC and ranged attacks
13	Constitution	+1	To hit points
10	Intelligence	+0	To read and write languages
9	Wisdom	+0	To ST against magical attacks
8	Charisma	+1/6	To reactions and morale of the followers

SAVING THROWS

D20 to beat		Modifiers
8	Poison or Death	+1
9	Rod, Staff or Wand	+2
10	Petrification or Paralysis	+1
13	Breath Weapon	+2
12	Spell and Magic Weapons	+0

MOVEMENT

Base	In combat	Running	Encumbered
20m	7m	40m	10m

Elves: 40m / 13m / 80m / 20m
 Dwarves & Halflings: 20m / 7m / 40m / 10m
 Humans: 30m / 10m / 60m / 15m

ABILITIES

Base	In	Id6	
1-2	1-2		Surprise
1	1		Hear noises
1-2	1-2		Tear down doors
Sp	-		Detect secret doors
1	1		Detect traps and pits
Sp	-		Track in wilderness
Sp	-		Track in interiors
Sp	1-4		Hide

ARMOR CLASS

Base / Armor	AC		Others modifiers		AC
Studded leather	6		Big size	2	
Shield	AC				
Surprised	AC				
Without Dexterity or Shield	6				

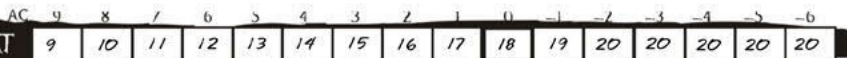
HIT POINTS AND WOUNDS

Wounds:

Hit Points:

Die:

WEAPONS AND COMBAT



Weapon	Attack	Total	STR/DEX	Magic	Base	Strength Modifier	Magic	Special
Hatchet	+1	+1			1D6	+1		
Dagger	+1	+1			1D4	+1		
Sling	+3	+2	+1		1D4	N/A		
Weapon					D			
Weapon					D			

INITIATIVE

Total	+3	=	+2	+	+1
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AMMO OR MUNITIONS

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SPELLS

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EQUIPMENT

Studded leather armor	10kg
Hatchet x2	4kg
Dagger	0.5kg
Sling	0kg
Tinder and flint	0kg
Torch	0.5kg
Small sack	0.5kg
Skin (water)	2kg
Food ration (3)	1.5kg

SPECIAL ABILITIES

- +1 to ranged attack rolls
- 2 to AC if attacked by creatures larger than humans
- +1 to initiative

Max load:	Total
Elves & Halflings: 30 kg	19kg
Humans: 40 kg	
Dwarves: 50 kg	

Treasure

Gems	
Platinum:	0
Gold:	37
Electro:	0
Silver:	6
Copper:	0

XP 0 NEC 2000

