

A Role-Playing Game of Swords, Sorcery, and Weird Fantasy

ROGUES GALLERY II

Being a collection of seven characters in Hyperborea presented at 1st, 4th, and 7th levels

Text: Jeffrey P. Talanian | **Editing:** David Prata | **Additional Development:** Del Teigeler **Art:** Del Teigeler | **Graphic Embellishments:** Daisey Bingham, Glynn Seal





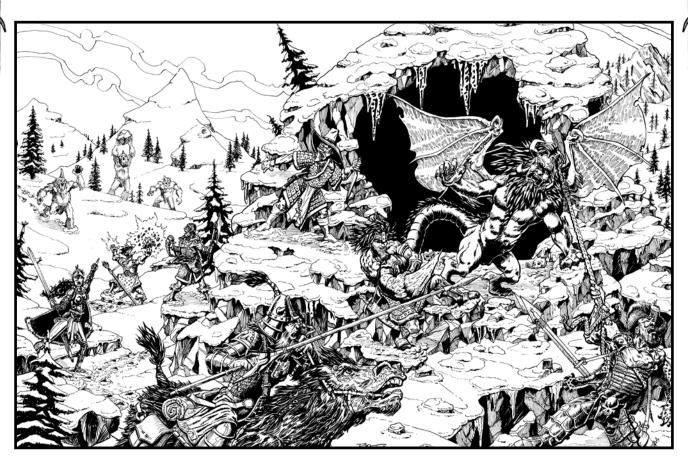




ROGUES GALLERY II

The following cast of characters typifies yet more thriving adventurers of Hyperborea, such as those in Appendix C of Astonishing Swordsmen & Sorcerers of HyperboreaTM Second Edition. These characters can be used by the referee as NPCs, or (with referee approval) by the players as pre-generated PCs. This septet has been featured as class illustrations in $ASESH^{TM}$ and as interior art in the adventure modules The Anthropophagi of XambaalaTM and The Beasts of Kraggoth ManorTM.

These seven characters exhibit the diverse array of subclasses available for play in ASESH. Each is presented with a brief background, as well as statistics at low, middle, and upper-middle level. The referee is encouraged to expand, modify, or ignore any of this information.



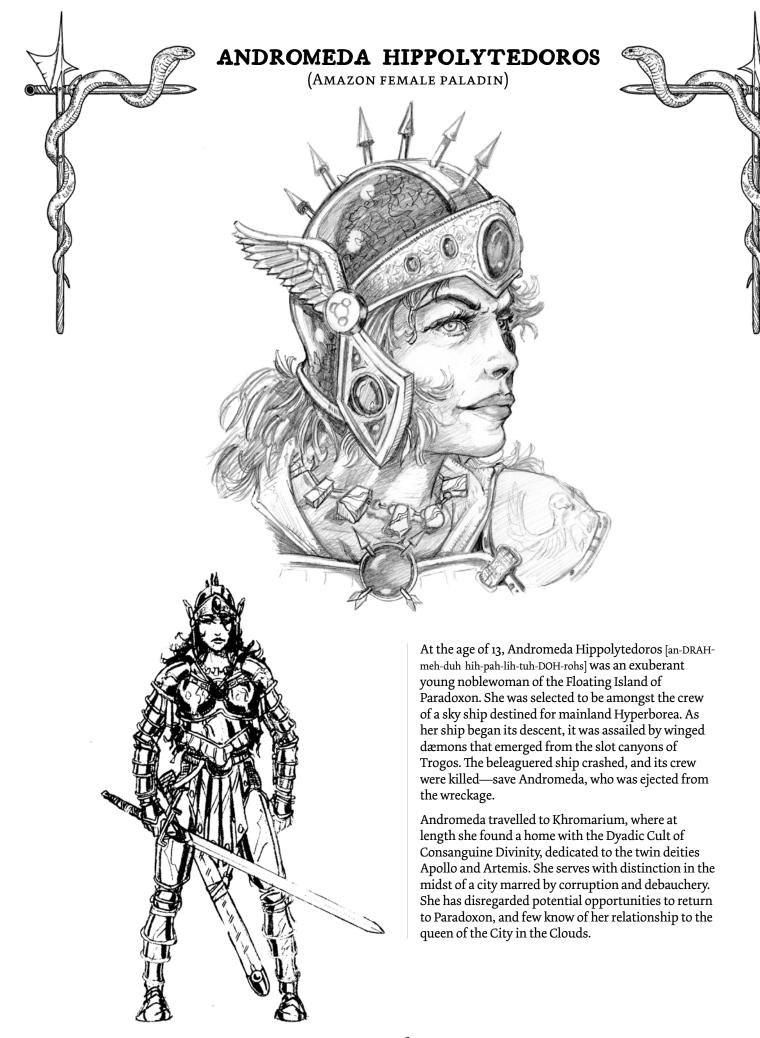
GROUP THREE



This septet is led by the dauntless Andromeda Hippolytedoros. Accompanied by Nikomedes the Lawgiver and Deishu Seet, Andromeda recently ventured out from the bowels of Khromarium to the frontier town of Swampgate. Her Law cult has ordered her to investigate the veracity of the barbarian threat beyond Slade's Creek, in the Fields of Vol. In Swampgate, her original trio were joined by Gregor Kravinsson, Attor Buhr, Zotis Pontos, and Hrolf Styrsson. These four men are wilder and more feral than Andromeda is accustomed to commanding, but their knowledge of the region and mettle in battle are indisputable.

Andromeda Hippolytedoros (AMAZON FEMALE PALADIN)	3
Nikomedes the Lawgiver (KIMMERIAN MALE CATAPHRACT)	
Deishu Seet (HALF-BLOOD PICTISH MALE CRYOMANCER)	
Attor Buhr (SAXON MALE BARBARIAN)	
Gregor Kravinsson (Common male Huntsman)	
Zotis Pontos (ATLANTEAN MALE PURLOINER)	
Hrolf Styrsson (Viking male runegraver)	









Race: Amazon

Align.: Lawful Good

Level: 1

Player Name:

тм Class: Paladin

Player Character Sheet

ATTRIBUTES

<u>Character Name</u>:

Andromeda Hippolytedoros

15 STRENGTH	Attack mod.:+1 (Melee) Damage adj.:+1 Test of ST:3:6, Feat of ST:24%
15 DX	Attack mod.: +1 (Missile) Defence adj.: +1 Test of DX: 3:6 Feat of DX: 16%
16 CN	HP adj.:+1, Trauma survival:85%, Poison adj.:+1, Test of CN:3:6, Feat of CN:16%,
10 IN	Learn spell: Bonus spells: (Magicians et al.)
14 WS	Willpwr. adj.: ±0 Learn spell: Bonus spells: (Clerics et al.)

React. / Loyalty adj.: [→] Undead turning adj.:_ Maximum henchmen: (Clerics et al.)

SAVING THROW





HIT DICE



Saving Throw Modifiers:

DEATH (death magic, death ray, paralysis, poison, radiation) TRANSFORMATION (petrifaction, polymorph)

DEVICE (magical rings, rods, staves, wands)

AVOIDANCE (breath wpns., ray guns, some spells, some traps)

SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: other dodging +1, poison +1

FIGHTING ABILITY



Weapon Masteries / New Weapon Skills: long sword (mastery) (Fighters et al.) (Non-fighters)

Unskilled Weapon Attack Penalty:

ARMOUR CLASS



MISSILE AC VS. MISSILES



MOVEMENT (×2 if running / charging)



Armour and Shield: scale

1 Other AC Modifiers: +1 vs. Evil, Damage Reduction:___

+1 melee w/ off-hand parry

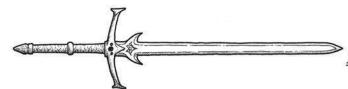
WEAPON COMBAT



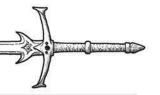
Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
long sword	2	3/2	+2	1d8+2	1d10+2 two-handed
long sword	2	3/2	-1	1d8+2	two-weapon fighting (primary)
dagger	1	1/1	-3	1d4+1	two-weapon fighting (secondary)
dagger	1	1/1	+1	1d4+1	
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
dagger	10/20/30	3/2	+1	1d4+1	
		9920			

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

Target AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Modified d20 Attack Roll	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28







Ability Name	Brief Description of Ability, Chance of Success, Saving Throw, Other Notes
Attack rate	1/1 melee attack rate; improves to 3/2 at 7 th level
Divine protection	immune to natural diseases, +2 bonus to all saves, +1 AC vs. Evil creatures
Healing hands	heal 2 hp ×1 per day, <i>cure disease</i> ×1 per week
Honour	must comport to code of honour or forfeit paladinhood
Horsemanship	can fight from the saddle, can urge mount to nimble feats on the battlefield, and is experienced in close-ordered charges
Sense Evil	60 ft.
Valiant resolve	immune to magically induced fear
Weapon mastery	long sword
41	
51	
7	
Ā	





TURN UNDEAD MATRIX

Undead Type	0	1	2	3	4	5	6	7	8	9	10	11	12	13
Chance to Turn Undead														

(Chance-in-twelve ratio; or, "NT" for not turned, "T" for turned, "D" for destroyed, "UD" for ultimate destruction.) (Sorcerers of 15+ CH are more commanding, hence their chance-in-twelve of success is improved by one.)



SORCERY







Chance to Learn New Spell:_____(See IN for magicians et al.; see WS for clerics et al.)

Spell Level	Base No. of Spells Cast Per Day (Magician)	Bonus Spells (Magician)	Total No. of Spells Cast Per Day (Magician)	Base No. of Spells Cast Per Day (Cleric)	Bonus Spells (Cleric)	Total No. of Spells Cast Per Day (Cleric)
1						
2						
3						
4						
5			is a			
6	Change Age		10 W 62 9002 00	2 22 22 22	WANTED WAY	





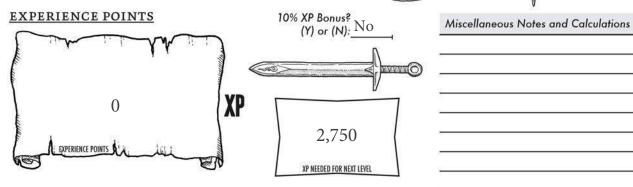
Spell	Level ¹	Other Notes (e.g., range, duration)	Spell	Level ¹	Other Notes (e.g., range, duration)
3					
-				-	
3					
			2	- 0 10	<u>k</u>
	9 2				
				9	

1. If a sorcerer casts from multiple spell categories, note here; e.g., a bard might note D1 for a level 1 druid spell.



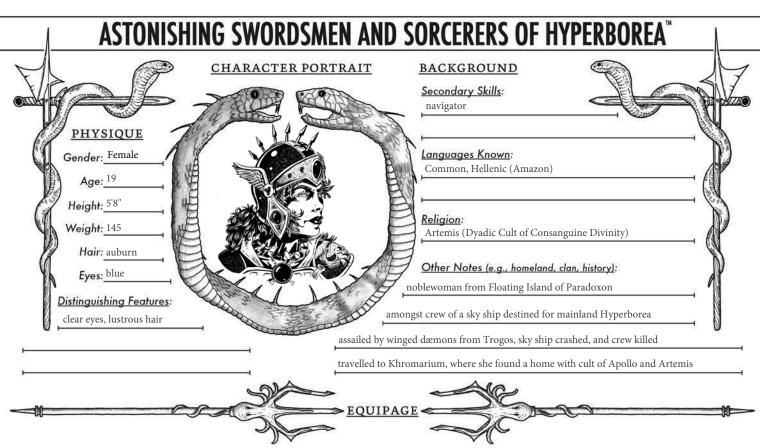
SPELLS MEMORIZED

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
		E			*



HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)
100 100	
92 92	



Weapons, Armour, Gear		Magic Items
scale armour	(25 lbs.)	
dagger	(1 lb.)	
long sword	(4 lbs.)	
backpack	(2 lbs.)	
soft leather pouch		
tinderbox	(1 lb.)	
torches ×2	(2 lbs.)	
wineskin (full)	(4 lbs.)	
belt		
normal boots	(1 lb.)	
cloth cloak	(2 lbs.)	
normal clothing	(3 lbs.)	
tabard		2
iron rations	(5 lbs.)	
wooden holy symbol of Artemis		
-		
<u> </u>		
		Total Calculated Encumbrance: 50 lbs.

C	0	T	NT	A	0	C
C	U	1	IA	n	G	£

Copper (cp): Silver (sp): Electrum (ep):

Gold (gp):_ Platinum (pp):

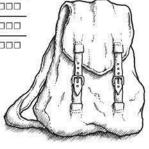
Gems and Jewellery:_

MARKET THE STREET						
Ammunition	(arrows,	bolts.	bullets.	darts,	etc.)	

Supplies (per day)

Rations: 0000000000000000

Animal Feed: aaaaaaaaaaaaaaaaa







Player Name:

тм Class: Paladin

Level: 4

Race: Amazon

Align.: Lawful Good

Character Name:

Andromeda Hippolytedoros

Player Character Sheet

3:6 Feat of ST: 24%

3:6 Feat of DX: 16%

ATTRIBUTES

16 STRENGTH

15

DEXTERITY

16

CONSTITUTIO

10

INTELLIGENCE

Attack mod.:_ Damage adj.: ___+1 .

Attack mod.:_ (Missile)

Defence adj.:

Test of DX:_

Test of ST:__

Bonus spells: __

Bonus spells:

(Clerics et al.)

HP adj.: ___+1 Trauma survival: __ Poison adj.: +1 Test of CN: 3:6 Feat of CN:

Learn spell:

(Magicians et al.) (Magicians et al.) Willpwr. adj.:_

(Clerics et al.) React. / Loyalty adj.:

Learn spell:

Undead turning adj.: 10 Maximum henchmen: (Clerics et al.)

SAVING THROW

15 SAVING THROW

HIT DICE

32 HP

Saving Throw Modifiers:

DEATH (death magic, death ray, paralysis, poison, radiation)

+2

TRANSFORMATION (petrifaction, polymorph)

DEVICE (magical rings, rods, staves, wands)

AVOIDANCE (breath wpns., ray guns, some spells, some traps)

SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: other dodging +1, poison +1

FIGHTING ABILITY



Weapon Masteries / New Weapon Skills: long sword (mastery), (Fighters et al.) (Non-fighters) composite short bow (mastery)

Unskilled Weapon Attack Penalty:

ARMOUR CLASS



MISSILE AC VS. MISSILES

MOVEMENT (×2 if running / charging)

20 MOVEMENT

Armour and Shield: plate mail

Damage Reduction: 2 Other AC Modifiers: +1 vs. Evil,

+1 melee w/ off-hand parry

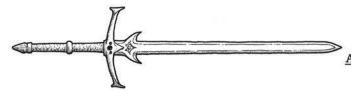
WEAPON COMBAT



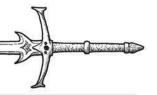
Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
2	3/2	+3	1d8+3	1d10+3 two-handed, casts light in 20-ft. radius
2	3/2	±0	1d8+3	two-weapon fighting (primary), casts light in 20-ft. radius
1	1/1	-3	1d4+1	two-weapon fighting (secondary)
1	1/1	+1	1d4+1	
Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
10/20/30	3/2	+1	1d4+1	
60/120/180	2/1	+2	1d6+1	+1 attack bonus at point-blank range (6–30 feet)
	Class 2 1 1 Range (S/M/L) 10/20/30	Class Rate 2 3/2 2 3/2 1 1/1 1 1/1 Range (S/M/L) Attack Rate 10/20/30 3/2	Class Rate Modifiers 2 3/2 +3 2 3/2 ±0 1 1/1 -3 1 1/1 +1 Range (S/M/L) Attack Rate Modifiers 10/20/30 3/2 +1	Class Rate Modifiers Damage 2 3/2 +3 1d8+3 2 3/2 ±0 1d8+3 1 1/1 -3 1d4+1 1 1/1 +1 1d4+1 Range (S/M/L) Attack Rate Attack Modifiers Damage 10/20/30 3/2 +1 1d4+1

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

Target AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Modified d20 Attack Roll	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25







Ability Name	Brief Description of Ability, Chance of Success, Saving Throw, Other Notes
Attack rate	1/1 melee attack rate; improves to 3/2 at 7 th level
Divine protection	immune to natural diseases, +2 bonus to all saves, +1 AC vs. Evil creatures
Healing hands	heal 8 hp \times 1 per day, <i>cure disease</i> \times 1 per week
Honour	must comport to code of honour or forfeit paladinhood
Horsemanship	can fight from the saddle, can urge mount to nimble feats on the battlefield, and is experienced in close-ordered charges
Sense Evil	60 ft.
Valiant resolve	immune to magically induced fear
Weapon mastery	long sword, composite short bow
Righteous wrath	+4 damage on <i>charge attack</i> vs. Evil foes
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_	
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TURN UNDEAD (Clerics et al.)





TURN UNDEAD MATRIX

Undead Type	0	1	2	3	4	5	6	7	8	9	10	11	12	13
Chance to Turn Undead	Т	Т	11:12	8:12	5:12	2:12	NT							

(Chance-in-twelve ratio; or, "NT" for not turned, "T" for turned, "D" for destroyed, "UD" for ultimate destruction.) (Sorcerers of 15+ CH are more commanding, hence their chance-in-twelve of success is improved by one.)



SORCERY







Chance to Learn New Spell:______ (See IN for magicians et al.; see WS for clerics et al.)

Spell Level	Base No. of Spells Cast Per Day (Magician)	Bonus Spells (Magician)	Total No. of Spells Cast Per Day (Magician)	Base No. of Spells Cast Per Day (Cleric)	Bonus Spells (Cleric)	Total No. of Spells Cast Per Day (Cleric)
1			AS S			
2						
3						
4			<i>i</i> .			
5			S			
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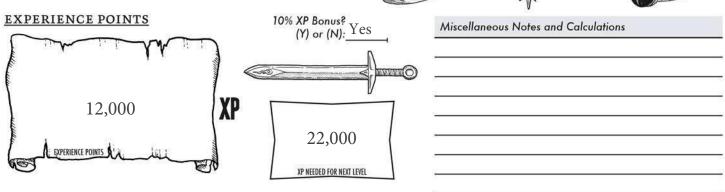
Spell	Level ¹	Other Notes (e.g., range, duration)	Spell	Level ¹	Other Notes (e.g., range, duration)
3					
-				-	
3					
			2	- 0 10	<u>k</u>
	9 2				
				9	

1. If a sorcerer casts from multiple spell categories, note here; e.g., a bard might note D1 for a level 1 druid spell.



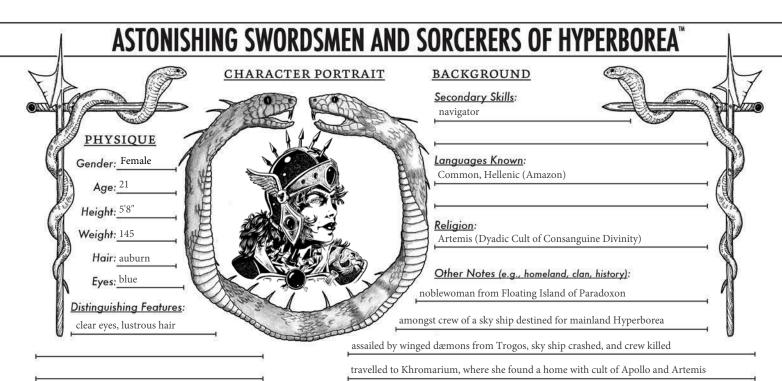
SPELLS MEMORIZED

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
				0	



HENCHMEN | HIRELINGS; ANIMAL | UNDEAD COMPANIONS

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)
74 K	
12.	



EQUIPAGE

QUIPAGE

silver dagger (1 lb.) silver holy symbol of Artemis amulet of undead turning (TA 3) (1 lb.) composite short bow (2 lbs.) ————————————————————————————————————			D 4	A (
silver dagger (1 lb.) silver holy symbol of Artemis amulet of undead turning (TA 3) (1 lb.) composite short bow (2 lbs.) arrow quiver (1 lb.) arrows x12 (1 lb.) backpack (2 lbs.) soft leather pouch pry bar (3 lbs.) large sack tinderbox (1 lb.) torches x3 (3 lbs.) wineskin (full) (4 lbs.) belt riding boots (1 lb.) fine cape (1 lb.) normal clothing (3 lbs.) tabard	Weapons, Armour, Gear				Magic Items	
composite short bow (2 lbs.) arrow quiver (1 lb.) arrows x12 (1 lb.) backpack (2 lbs.) soft leather pouch (3 lbs.) pry bar (3 lbs.) large sack (1 lb.) tinderbox (1 lb.) torches x3 (3 lbs.) wineskin (full) (4 lbs.) belt riding boots fine cape (1 lb.) normal clothing (3 lbs.) tabard (3 lbs.)	plate mail	(40 lbs.)	iron rations	(5 lbs.)	+1 long sword	(4 lbs.)
arrow quiver (1 lb.) arrows ×12 (1 lb.) backpack (2 lbs.) soft leather pouch pry bar (3 lbs.) large sack tinderbox (1 lb.) torches ×3 (3 lbs.) wineskin (full) (4 lbs.) belt riding boots (1 lb.) fine cape (1 lb.) normal clothing (3 lbs.) tabard	silver dagger	(1 lb.)	silver holy symbol of Artemis		amulet of undead turning (TA 3)	(1 lb.)
arrows ×12 (1 lb.) backpack (2 lbs.) soft leather pouch pry bar (3 lbs.) large sack tinderbox (1 lb.) torches ×3 (3 lbs.) wineskin (full) (4 lbs.) belt riding boots (1 lb.) fine cape (1 lb.) normal clothing (3 lbs.) tabard	composite short bow	(2 lbs.)				
backpack (2 lbs.) soft leather pouch pry bar (3 lbs.) large sack tinderbox (1 lb.) torches ×3 (3 lbs.) wineskin (full) (4 lbs.) belt riding boots (1 lb.) fine cape (1 lb.) normal clothing (3 lbs.) tabard	arrow quiver	(1 lb.)				
soft leather pouch (3 lbs.) pry bar (3 lbs.) large sack (1 lb.) torches x3 (3 lbs.) wineskin (full) (4 lbs.) belt riding boots riding boots (1 lb.) fine cape (1 lb.) normal clothing (3 lbs.) tabard (1 lb.)	arrows ×12	(1 lb.)			2	32
Pry bar (3 lbs.)	backpack	(2 lbs.)				53
large sack tinderbox (1 lb.) torches ×3 (3 lbs.) wineskin (full) (4 lbs.) belt riding boots (1 lb.) fine cape (1 lb.) normal clothing (3 lbs.) tabard	soft leather pouch					
tinderbox (1 lb.) torches ×3 (3 lbs.) wineskin (full) (4 lbs.) belt riding boots (1 lb.) fine cape (1 lb.) normal clothing (3 lbs.) tabard	pry bar	(3 lbs.)		0)		78
torches ×3 (3 lbs.) wineskin (full) (4 lbs.) belt riding boots (1 lb.) fine cape (1 lb.) normal clothing (3 lbs.) tabard	large sack				2	32
wineskin (full) (4 lbs.) belt (1 lb.) riding boots (1 lb.) fine cape (1 lb.) normal clothing (3 lbs.) tabard (1 lb.)	tinderbox	(1 lb.)				53
belt fiding boots (1 lb.) fine cape (1 lb.) normal clothing (3 lbs.) (3 lbs.) (3 lbs.)	torches ×3	(3 lbs.)				
riding boots (1 lb.) fine cape (1 lb.) normal clothing (3 lbs.) tabard	wineskin (full)	(4 lbs.)				
fine cape (1 lb.) normal clothing (3 lbs.) tabard (3 lbs.)	belt					32
normal clothing (3 lbs.) tabard	riding boots	(1 lb.)				53
tabard	fine cape	(1 lb.)				
	normal clothing	(3 lbs.)				
Total Calculated Encumbrance: 74 lbs.	tabard				2	- 32
	K				Total Calculated Encumbrance:	74 lbs.

COINAGE

 Copper (cp):
 35

 Silver (sp):
 36

 Electrum (ep):
 29

 Gold (gp):
 66

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Ammunition	(arrows,	bolts.	bullets.	darts,	etc.)

Supplies (per day)

Rations: 000000000000000







Player Name:

тм Class: Paladin

Race: Amazon

Level: 7

Align.: Lawful Good

Character Name:

Andromeda Hippolytedoros

Player Character Sheet

ATTRIBUTES

16	CT
STRENGTH	UI

15

Attack mod.:_

Damage adj.: +1

3:6 Feat of ST: 24% Test of ST:_

Attack mod.:_ DEXTERITY

3:6 Feat of DX: 16% Test of DX:_ Defence adj.:

HP adj.: ___+1 Trauma survival:_

16 CONSTITUTIO

Poison adj.: +1 Test of CN: 3:6 Feat of CN:

Learn spell:

Bonus spells:_-(Magicians et al.) (Magicians et al.)

10

INTELLIGENCE

Willpwr. adj.:_

Bonus spells: Learn spell: (Clerics et al.) (Clerics et al.)

Undead turning adj.: React. / Loyalty adj.: 10 Maximum henchmen: (Clerics et al.)

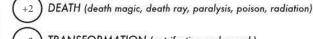
SAVING THROW

13 SAVING THROW

HIT DICE

47 HP

Saving Throw Modifiers:



TRANSFORMATION (petrifaction, polymorph)

+2

DEVICE (magical rings, rods, staves, wands)

AVOIDANCE (breath wpns., ray guns, some spells, some traps)

SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: other dodging +1, poison +1

FIGHTING ABILITY



Weapon Masteries / New Weapon Skills: long sword (mastery), (Fighters et al.) (Non-fighters) composite short bow (mastery)

Unskilled Weapon Attack Penalty:

ARMOUR CLASS



MISSILE AC VS. MISSILES

MOVEMENT (×2 if running / charging)

20 MOVEMENT

Armour and Shield: plate mail

Damage Reduction: 2 Other AC Modifiers: +1 vs. Evil,

+1 melee w/ off-hand parry

WEAPON COMBAT



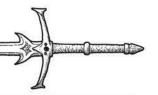
Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
+1 long sword	2	2/1	+3	1d8+3	1d10+3 two-handed, casts light in 20-ft. radius
+1 long sword	2	2/1	±0	1d8+3	two-weapon fighting (primary), casts light in 20-ft. radius
+1 dagger	1	3/2	-2	1d4+2	two-weapon fighting (secondary), casts light in 10-ft. radius
+1 dagger	1	3/2	+2	1d4+2	casts light in 10-ft. radius
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
+1 dagger	10/20/30	3/2	+2	1d4+2	casts light in 10-ft. radius
composite short bow	60/120/180	5/2	+2	1d6+1	+1 attack bonus at point-blank range (6–30 feet),
		201			+2 attack and damage with +2 arrows

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

Target AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Modified d20 Attack Roll	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22







Ability Name	Brief Description of Ability, Chance of Success, Saving Throw, Other Notes
Attack rate	3/2 melee attack rate
Divine protection	immune to natural diseases, +2 bonus to all saves, +1 AC vs. Evil creatures
Healing hands	heal 14 hp ×1 per day, <i>cure disease</i> ×1 per week
Honour	must comport to code of honour or forfeit paladinhood
Horsemanship	can fight from the saddle, can urge mount to nimble feats on the battlefield, and is experienced in close-ordered charges
Sense Evil	60 ft.
Valiant resolve	immune to magically induced fear
Weapon mastery	long sword, composite short bow
Righteous wrath	+7 damage on <i>charge attack</i> vs. Evil foes
Sacred mount	heavy warhorse of superior health and exceptional wisdom
Turn undead	×3 per day
Sorcery	cleric spells

TURN UNDEAD (Clerics et al.)





TURN UNDEAD MATRIX

Undead Type	0	1	2	3	4	5	6	7	8	9	10	11	12	13
Chance to Turn Undead	T	Т	11:12	8:12	5:12	2:12	NT							

(Chance-in-twelve ratio; or, "NT" for not turned, "T" for turned, "D" for destroyed, "UD" for ultimate destruction.) (Sorcerers of 15+ CH are more commanding, hence their chance-in-twelve of success is improved by one.)



SORCERY



CASTING ABILITY
(Magicians, clerics, et al.)



Chance to Learn New Spell: _________(See IN for magicians et al.; see WS for clerics et al.)

Spell Level	Base No. of Spells Cast Per Day (Magician)	Bonus Spells (Magician)	Total No. of Spells Cast Per Day (Magician)	Base No. of Spells Cast Per Day (Cleric)	Bonus Spells (Cleric)	Total No. of Spells Cast Per Day (Cleric)
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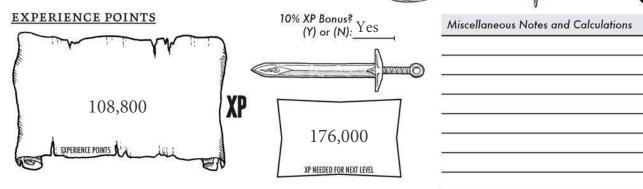
Spell	Level ¹	Other Notes (e.g., range, duration)	Spell	Level ¹	Other Notes (e.g., range, duration)
light	1	R 120 ft., D 6 turns			
2			6		
<u>-</u>					
				-	
				-	
<u>0</u>					
-					
*				 	
9			2		
<u> </u>					
is .					

1. If a sorcerer casts from multiple spell categories, note here; e.g., a bard might note D1 for a level 1 druid spell.



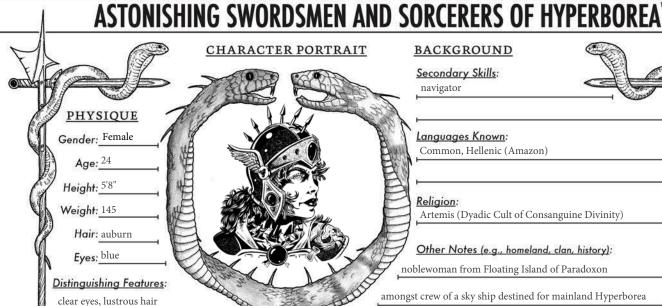
SPELLS MEMORIZED

Level 1	*	Level 2	Level 3	Level 4	Level 5	Level 6
light						
-						
\$25 400	0					
-						
2			E			*



HENCHMEN | HIRELINGS; ANIMAL | UNDEAD COMPANIONS

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)
Heavy Warhorse	AL N; SZ L; MV 20; DX 8; AC 6; DR 1; HD 3+3 (hp 27); #A 3/1 (hoof/hoof/bite); D 1d8/1d8/1d3; SV 15; ML 12; XP 90.
(sacred mount)	Special: Can treble MV in short bursts. Gear: bit and bridle, war saddle, saddle bags, saddle blanket, horseshoes ×4.
Pr.	



BACKGROUND

Secondary Skills:

navigator

Languages Known:

Common, Hellenic (Amazon)

Artemis (Dyadic Cult of Consanguine Divinity)

Other Notes (e.g., homeland, clan, history):

noblewoman from Floating Island of Paradoxon

amongst crew of a sky ship destined for mainland Hyperborea

assailed by winged dæmons from Trogos, sky ship crashed, and crew killed

travelled to Khromarium, where she found a home with cult of Apollo and Artemis





Weapons, Armour, Gear			Magic Items	
plate mail	(40 lbs.)	silver holy symbol of Artemis	+1 dagger	(1 lb.)
composite short bow	(2 lbs.)		+1 long sword	(4 lbs.)
arrow quiver	(1 lb.)		+2 arrows ×5	
arrows ×7			potion of invincibility	**
backpack	(2 lbs.)			31
soft leather pouch				
pry bar	(3 lbs.)			
large sack				**
tinderbox	(1 lb.)			31
torches ×2	(2 lbs.)			
wineskin (full)	(4 lbs.)			
belt				**
riding boots	(1 lb.)			31
fine cape	(1 lb.)			7.
normal clothing	(3 lbs.)			
tabard				
iron rations	(5 lbs.)			55
N.			Total Calculated Encumbrance:	75 lbs.

COINAGE

Copper (cp): 16 Silver (sp):_ 6 Electrum (ep): 430 Gold (gp):_ 62 Platinum (pp):_

Gems and Jewellery: 10-gp eye agates ×3,

10-gp hematites ×4, 10-gp moss agates ×2,

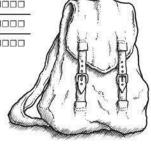
10-gp rhodochrosites ×3

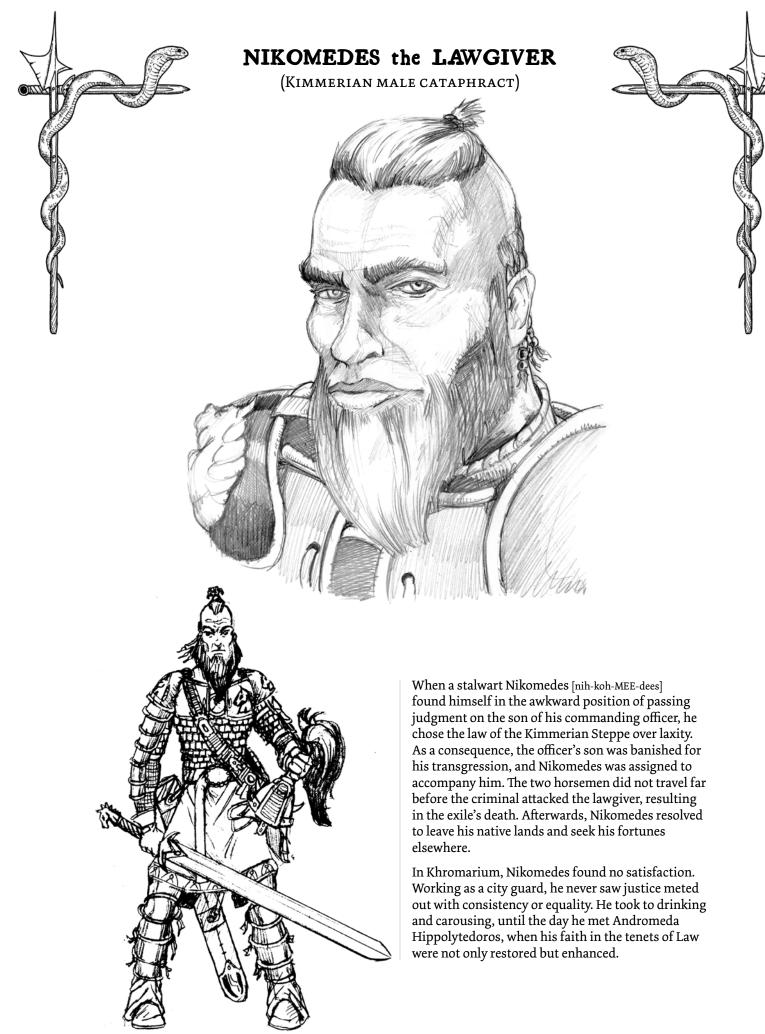
Ammunition (arrows, bolts, bullets, darts, etc.)

arrows +2 arrows

Supplies (per day)

Animal Feed: aaaaaaaaaaaaaaaaa









Player Name:

тм Class: Cataphract

Race: Kimmerian

Level: 1 Align.: Lawful Good

<u>Character Name</u>:

Nikomedes the Lawgiver

Player Character Sheet

3:6 Feat of ST: 24%

ATTRIBUTES

16	27
STRENGTH	U

16

DEXTERITY

12

CONSTITUTIO

Attack mod.:_ Damage adj.: +1

Attack mod.:_ Defence adj.:

3:6 Feat of DX: 16% Test of DX:_

HP adj.: $\underline{\pm 0}$, Trauma survival: $\underline{}$

 ± 0 Test of CN: 2:6 Feat of CN:

Bonus spells: -

(Magicians et al.)

Test of ST:_

INTELLIGENCE

Learn spell:

React. / Loyalty adj.: Maximum henchmen:

(Magicians et al.)

Willpwr. adj.:_ Bonus spells: Learn spell: (Clerics et al.) (Clerics et al.)

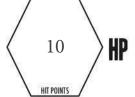
d Undead turning adj.: (Clerics et al.)

SAVING THROW



HIT DICE

Saving Throw Modifiers:



DEATH (death magic, death ray, paralysis, poison, radiation) +2 TRANSFORMATION (petrifaction, polymorph)

DEVICE (magical rings, rods, staves, wands)

AVOIDANCE (breath wpns., ray guns, some spells, some traps)

SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: other dodging +1

FIGHTING ABILITY



Weapon Masteries / New Weapon Skills: lance (mastery), (Fighters et al.) (Non-fighters) bastard sword (mastery)

Unskilled Weapon Attack Penalty:

ARMOUR CLASS



MISSILE AC VS. MISSILES

MOVEMENT (×2 if running / charging)

30 MOVEMENT

Armour and Shield: scale

Damage Reduction: 1 Other AC Modifiers: +1 melee w/ off-hand parry

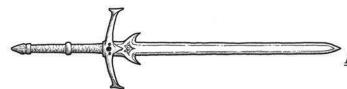
WEAPON COMBAT



Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
bastard sword	3	3/2	+2	1d8+2	2d6+2 two handed
dagger	1	1/1	+1	1d4+1	
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
dagger	10/20/30	3/2	+1	1d4+1	

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

Target AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Modified d20 Attack Roll	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28







Ability Name	Brief Description of Ability, Chance of Success, Saving Throw, Other Notes
Attack rate	1/1 melee attack rate; improves to 3/2 at 7 th level
Horsemanship	can fight from the saddle, can urge mount to nimble feats on the battlefield, and is experienced in close-ordered charges
Mounted charge	lance charge from horseback at +2 to attack roll (+3 vs. footmen) and treble damage dice
Skilful defender	+1 AC when clad in medium or heavy armour
Unbreakable willpower	immune to the effects of magically induced fear
Weapon mastery	lance, bastard sword
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76	
9	
9	
VB	





TURN UNDEAD MATRIX

Undead Type	0	1	2	3	4	5	6	7	8	9	10	11	12	13
Chance to Turn Undead														

(Chance-in-twelve ratio; or, "NT" for not turned, "T" for turned, "D" for destroyed, "UD" for ultimate destruction.) (Sorcerers of 15+ CH are more commanding, hence their chance-in-twelve of success is improved by one.)



SORCERY







Chance to Learn New Spell:______ (See IN for magicians et al.; see WS for clerics et al.)

Spell Level	Base No. of Spells Cast Per Day (Magician)	Bonus Spells (Magician)	Total No. of Spells Cast Per Day (Magician)	Base No. of Spells Cast Per Day (Cleric)	Bonus Spells (Cleric)	Total No. of Spells Cast Per Day (Cleric)
1						
2						
3						
4						:1
5			is a			1
6	2000			20 00 00 00		





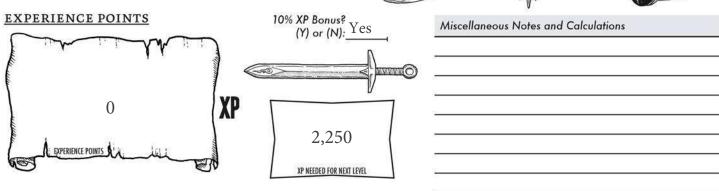
Spell	Level ¹	Other Notes (e.g., range, duration)	Spell	Level	Other Notes (e.g., range, duration)
	4				
				9 6	
				_	
				-	
				-	5
	92				
				-	
			5		

1. If a sorcerer casts from multiple spell categories, note here; e.g., a bard might note D1 for a level 1 druid spell.



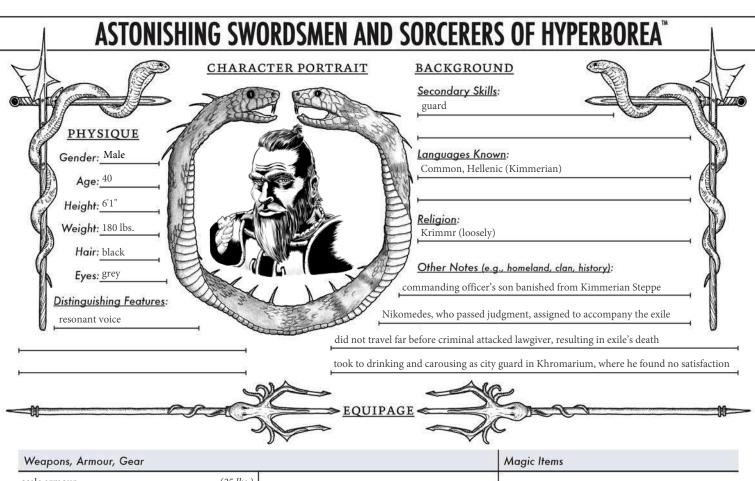
SPELLS MEMORIZED

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
		E			*



HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)
10	
it	



Weapons, Armour, Gear		Magic Items
scale armour (25 lbs.)		
dagger (1 lb.)		
bastard sword (5 lbs.)		
backpack (2 lbs.)		
bandages		33
hooded lantern (2 lbs.)		
lamp oil (1 lb.)		
soft leather pouch		
tinderbox (1 lb.)		22
wineskin (full) (4 lbs.)		
belt		
normal boots (1 lb.))	
normal clothing (3 lbs.)		12
iron rations (5 lbs.)		10
		2 3
		Total Calculated Encumbrance: 50 lbs.

Copper (cp):____

Gold (gp):___

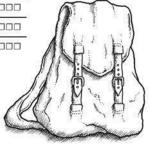
Platinum (pp):_____

Gems and Jewellery:_

A THE THE MEN

Ammunition (arrows, bolts, bullets, darts, etc.)

Supplies (per day)







Player Name:

тм Class: Cataphract

Race: Kimmerian

Level: 4

Align.: Lawful Good

Character Name:

Nikomedes the Lawgiver

Player Character Sheet

3:6 Feat of ST: 24%

ATTRIBUTES

16 STRENGTH

16

DEXTERITY

13

CONSTITUTIO

Attack mod.:_ (Missile) Defence adj.:

Damage adj.: ___+1

Attack mod.:_

3:6 Feat of DX: 16% Test of DX:_

Test of ST:__

Bonus spells:

HP adj.: ___+1, Trauma survival:_

 ± 0 Test of CN: 3:6 Feat of CN:

Learn spell: (Magicians et al.)

Bonus spells:_-(Magicians et al.)

INTELLIGENCE

Willpwr. adj.:_

Learn spell: (Clerics et al.) (Clerics et al.) React. / Loyalty adj.:

¬ Undead turning adj.:_ Maximum henchmen: (Clerics et al.)

SAVING THROW

SAVING THROW

HIT DICE

34 HP

Saving Throw Modifiers:

DEATH (death magic, death ray, paralysis, poison, radiation)

TRANSFORMATION (petrifaction, polymorph)

+2

DEVICE (magical rings, rods, staves, wands)

AVOIDANCE (breath wpns., ray guns, some spells, some traps)

SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: other dodging +1

FIGHTING ABILITY



Weapon Masteries / New Weapon Skills: lance (mastery), (Fighters et al.) (Non-fighters) bastard sword (mastery), composite short bow (mastery)

Unskilled Weapon Attack Penalty:

ARMOUR CLASS



MISSILE AC VS. MISSILES

MOVEMENT (×2 if running / charging)

30 MOVEMENT

Armour and Shield: banded mail

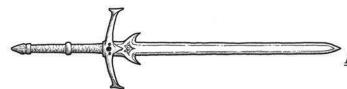
Damage Reduction: 1 Other AC Modifiers: +1 melee w/ off-hand parry



Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
bastard sword	3	3/2	+2	1d8+2	2d6+2 two handed
dagger	1	1/1	+1	1d4+1	
lance	5	3/2	+2	1d8+2	double damage when set vs. charge attack, treble from charging mount
	j j	is.			
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
dagger	10/20/30	3/2	+1	1d4+1	
composite short bow	60/120/180	2/1	+2	1d6+1	+1 attack bonus at point-blank range (6–30 ft.)
	T T	P.)			

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

Target AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Modified d20 Attack Roll	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25







Ability Name	Brief Description of Ability, Chance of Success, Saving Throw, Other Notes
Attack rate	1/1 melee attack rate; improves to 3/2 at 7 th level
Horsemanship	can fight from the saddle, can urge mount to nimble feats on the battlefield, and is experienced in close-ordered charges
Mounted charge	lance charge from horseback at +2 to attack roll (+3 vs. footmen) and treble damage dice
Skilful defender	+1 AC when clad in medium or heavy armour
Unbreakable willpower	immune to the effects of magically induced fear
Weapon mastery	lance, bastard sword, composite short bow
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9	
Ď.	
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TURN UNDEAD MATRIX

Undead Type	0	1	2	3	4	5	6	7	8	9	10	11	12	13
Chance to Turn Undead														

(Chance-in-twelve ratio; or, "NT" for not turned, "T" for turned, "D" for destroyed, "UD" for ultimate destruction.) (Sorcerers of 15+ CH are more commanding, hence their chance-in-twelve of success is improved by one.)



SORCERY







Chance to Learn New Spell:______(See IN for magicians et al.; see WS for clerics et al.)

Spell Level	Base No. of Spells Cast Per Day (Magician)	Bonus Spells (Magician)	Total No. of Spells Cast Per Day (Magician)	Base No. of Spells Cast Per Day (Cleric)	Bonus Spells (Cleric)	Total No. of Spells Cast Per Day (Cleric)
1			AS S			
2						
3						
4			<i>i</i> .			
5			S			
6	G Constant		(2) 101 - 100 - 60 - 80002 - 10	20 54 95 800	AMPONE NO	





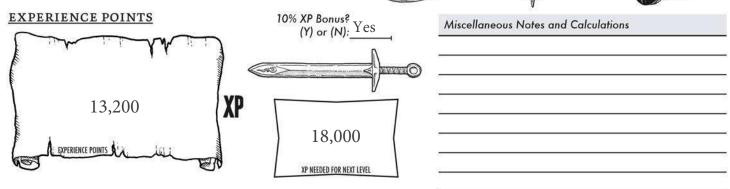
Spell	Level	Other Notes (e.g., range, duration)	Spell	Level	Other Notes (e.g., range, duration)
2					
3					
	3 2				
<u>e</u>	3 2				
-					
2					
in the second se					
<u>0</u>				2	

1. If a sorcerer casts from multiple spell categories, note here; e.g., a bard might note D1 for a level 1 druid spell.



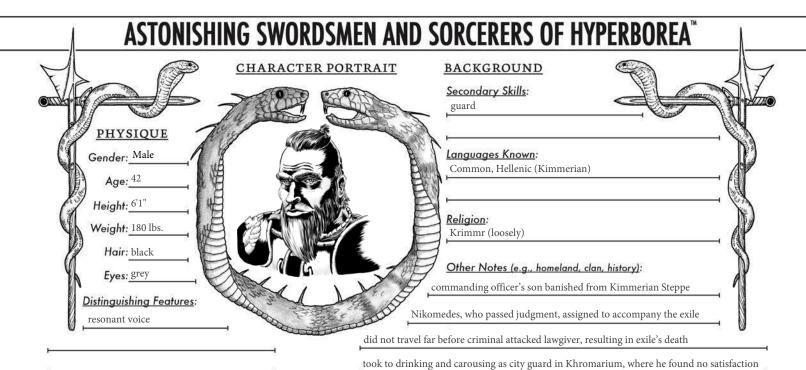
SPELLS MEMORIZED

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
		E			*



HENCHMEN | HIRELINGS; ANIMAL | UNDEAD COMPANIONS

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)
Light Warhorse	AL N; SZ L; MV 30; DX 9; AC 7; HD 2+3 (hp 9); #A 3/1 (hoof/hoof/bite); D 1d6/1d6/1d3; SV 16; ML 9; XP 41.
\$60 \$10	Special: Can treble MV in short bursts. Gear: lance, bit and bridle, war saddle, saddle blanket, horseshoes ×4.
90 90	
-	



EQUIPA



		2 4	v 0		
Weapons, Armour, Gear				Magic Items	
banded mail	(35 lbs.)	wineskin (full)	(4 lbs.)	2	
dagger	(1 lb.)	belt		2	
bastard sword	(5 lbs.)	riding boots	(1 lb.)		
composite short bow	(2 lbs.)	normal clothing	(3 lbs.)		
arrow quiver	(1 lb.)	iron rations	(5 lbs.)	0	5
arrows ×12	(1 lb.)	spurs ×2			7. 7
backpack	(2 lbs.)				
bandages					*
blanket	(3 lbs.)			2	3
small hammer	(2 lbs.)				ў. Т
hooded lantern	(2 lbs.)				
lamp oil ×2	(2 lbs.)				
soft leather pouch				2	8
large sack					ў. Т
small sack					
iron spikes ×12	(3 lbs.)			_	
tinderbox	(1 lb.)			2	
				Total Calculated Encumbrance:	73 lbs.

COINAGE

 Copper (cp):
 3

 Silver (sp):
 3

 Electrum (ep):
 44

 Gold (gp):
 44

 Platinum (pp):
 24

Gems and Jewellery:



Ammunition (arrows, bolts, bullets, darts, etc.)

Supplies (per day)

Rations: 0000000000000000







Player Name:

тм Class: Cataphract

Race: Kimmerian

Level: 7

Align.: Lawful Good

<u>Character Name</u>:

Nikomedes the Lawgiver

Player Character Sheet

ATTRIBUTES

15	T2
STRENGTH	01

15

DEXTERITY

Attack mod.: +1 (Melee) Damage adj.: +1

Attack mod.:_

Defence adj.:

3:6 Feat of DX: 16% Test of DX:_

Test of ST: 3:6 Feat of ST: 24%

12 CONSTITUTIO

Poison adj.: ± 0 Test of CN: ± 0 Feat of CN:

Learn spell: (Magicians et al.)

Bonus spells: __ (Magicians et al.)

Bonus spells:

(Clerics et al.)

HP adj.: $\underline{\pm 0}$, Trauma survival: $\underline{75\%}$

13

INTELLIGENCE

Willpwr. adj.:_ Learn spell: (Clerics et al.)

React. / Loyalty adj.: ¬ Undead turning adj.:_ Maximum henchmen: (Clerics et al.)

SAVING THROW

13 SAVING THROW

HIT DICE

50 HP

Saving Throw Modifiers:

DEATH (death magic, death ray, paralysis, poison, radiation)

+2

TRANSFORMATION (petrifaction, polymorph) DEVICE (magical rings, rods, staves, wands)

AVOIDANCE (breath wpns., ray guns, some spells, some traps)

SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: other dodging +1, willpower +1

FIGHTING ABILITY



Weapon Masteries / New Weapon Skills: lance (mastery), (Fighters et al.) (Non-fighters) bastard sword (mastery), composite short bow (mastery)

Unskilled Weapon Attack Penalty:

ARMOUR CLASS



MISSILE AC VS. MISSILES

MOVEMENT (×2 if running / charging)

20 MOVEMENT

Armour and Shield: plate mail

Damage Reduction: 2 Other AC Modifiers: +1 melee w/ off-hand parry

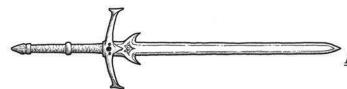
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	WEAPON COMBAT	
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Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
+2 bastard sword	3	2/1	+4	1d8+4	2d6+4 two handed, casts light in 20-ft. radius
dagger	1	3/2	+1	1d4+1	
lance	5	2/1	+2	1d8+2	double damage when set vs. charge attack, treble from charging mount
		8			
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
dagger	10/20/30	3/2	+1	1d4+1	
composite short bow	60/120/180	5/2	+2	1d6+1	+1 attack bonus at point-blank range (6–30 ft.)
		20			

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

Target AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Modified d20 Attack Roll	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22







Ability Name	Brief Description of Ability, Chance of Success, Saving Throw, Other Notes
Attack rate	3/2 melee attack rate
Horsemanship	can fight from the saddle, can urge mount to nimble feats on the battlefield, and is experienced in close-ordered charges
Mounted charge	lance charge from horseback at +2 to attack roll (+3 vs. footmen) and treble damage dice
Skilful defender	+2 AC when clad in medium or heavy armour
Unbreakable willpower	immune to the effects of magically induced fear
Weapon mastery	lance, bastard sword, composite short bow
	
2	
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TURN UNDEAD MATRIX

Undead Type	0	1	2	3	4	5	6	7	8	9	10	11	12	13
Chance to Turn Undead														

(Chance-in-twelve ratio; or, "NT" for not turned, "T" for turned, "D" for destroyed, "UD" for ultimate destruction.) (Sorcerers of 15+ CH are more commanding, hence their chance-in-twelve of success is improved by one.)



SORCERY







Chance to Learn New Spell:______ (See IN for magicians et al.; see WS for clerics et al.)

Spell Level	Base No. of Spells Cast Per Day (Magician)	Bonus Spells (Magician)	Total No. of Spells Cast Per Day (Magician)	Base No. of Spells Cast Per Day (Cleric)	Bonus Spells (Cleric)	Total No. of Spells Cast Per Day (Cleric)
1			69 10			\$ 40 10
2						
3						
4			10.			1
5		3	15 14			10
6						51





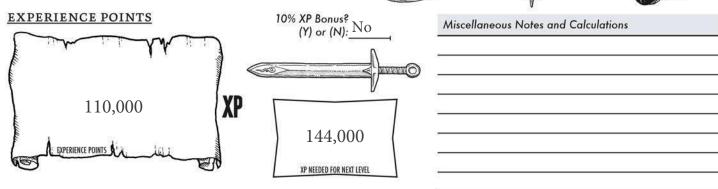
Spell	Level ¹	Other Notes (e.g., range, duration)	Spell	Level	Other Notes (e.g., range, duration)
9 5			î		
ii.					
8				1	
				-	
			2		
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8				\vdash	
_					
-					
2					
÷					
8				-	
-				-	

1. If a sorcerer casts from multiple spell categories, note here; e.g., a bard might note D1 for a level 1 druid spell.



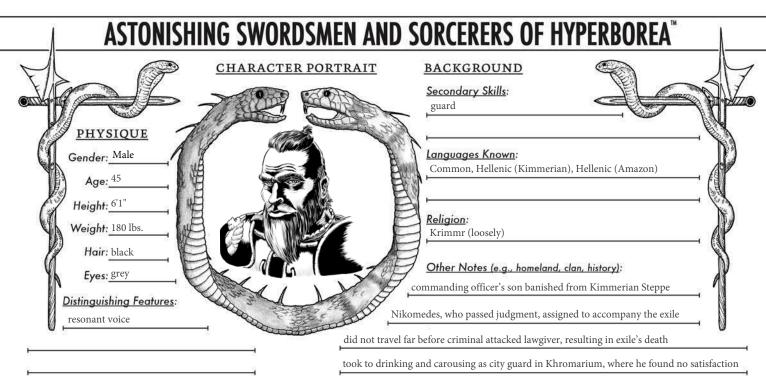
SPELLS MEMORIZED

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
				0	
	0				
		g 0			*



HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)
Heavy Warhorse	AL N; SZ L; MV 20; DX 8; AC 6; DR 1; HD 3+3 (hp 23); #A 3/1 (hoof/hoof/bite); D 1d8/1d8/1d3; SV 15; ML 9; XP 90.
53	Special: Can treble MV in short bursts. Gear: scale barding, bit and bridle, war saddle, saddle bags, saddle blanket, horseshoes ×4,
· · · · · · · · · · · · · · · · · · ·	lance, blanket, small hammer, pry bar, iron spikes ×12, tinderbox, torches ×3, wineskin (full), iron rations, horse meal ×2.
3	





Weapons, Armour, Gear			Magic Items	
plate mail	(40 lbs.)		+2 bastard sword	(5 lbs.)
dagger	(1 lb.)			
composite short bow	(2 lbs.)			
arrow quiver	(1 lb.)			53
arrows ×12	(1 lb.)			55
backpack	(2 lbs.)			
bandages				
soft leather pouch				- 10
large sack				55
small sack				3
belt				
riding boots	(1 lb.)			10
normal clothing	(3 lbs.)			35
spurs ×2				- 50
		·		55
8			Total Calculated Encumbrance	e: 59 lbs.

COINAGE

Copper (cp):_ Silver (sp):_ Electrum (ep): Gold (gp):_ 227

Platinum (pp): 140 Gems and Jewellery:

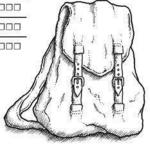
Ammunition	1	L - IL-	L		1-1
Ammunition	(arrows,	bolts,	bullets,	darts, e	fc. I

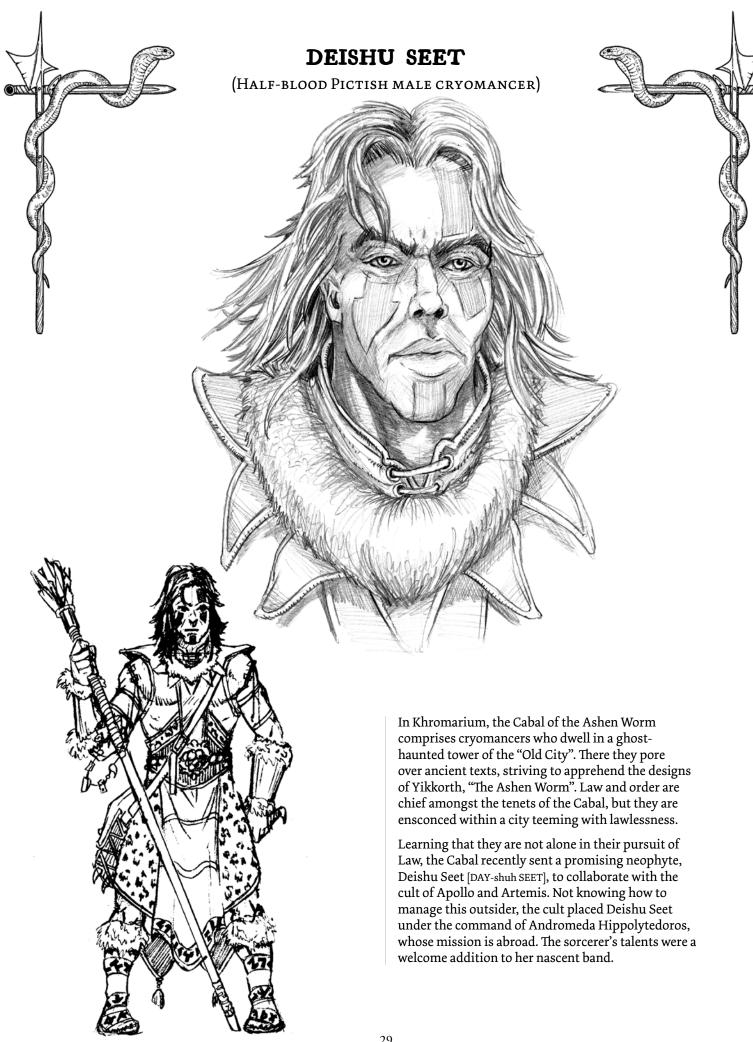
arrows

Supplies (per day)

Rations: 0000000000000000

Animal Feed: aaaaaaaaaaaaaaaaa







ONISHING SWORDSMEN AND SORCERERS OF



Player Name:	m[]	<u> </u>	1	1
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21 121 117			11-11	IAK X

2:6 Feat of ST:

тм Class: Cryomancer

Race: Half-Blood Pict Level: 1

Align .: Lawful Good

<u>Character Name</u>:

Deishu Seet

Player Character Sheet

ATTRIBUTES

12 STRENGTH

14

DEXTERITY

10

CONSTITUTIO

16

INTELLIGENCE

Attack mod.:_ Damage adj.:_

Defence adj.:

Attack mod.:_ (Missile)

3:6 Feat of DX:_ Test of DX:

Test of ST:_

 ± 0 , Trauma survival:_

Bonus spells:

(Clerics et al.)

 ± 0 Test of CN: 2:6 Feat of CN:

Learn spell:_ (Magicians et al.)

Bonus spells: one level 1, one level 2 (Magicians et al.)

Willpwr. adj.:_

Learn spell: (Clerics et al.)

React. / Loyalty adj. d Undead turning adj.: Maximum henchmen: (Clerics et al.)

SAVING THROW

16 SAVING THROW

HIT DICE

4 HP

Saving Throw Modifiers:

DEATH (death magic, death ray, paralysis, poison, radiation)

TRANSFORMATION (petrifaction, polymorph)

DEVICE (magical rings, rods, staves, wands)

AVOIDANCE (breath wpns., ray guns, some spells, some traps)

SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: cold +2, fire -2

FIGHTING ABILITY



Weapon Masteries / New Weapon Skills: (Fighters et al.) (Non-fighters)

Unskilled Weapon Attack Penalty:

ARMOUR CLASS



MISSILE AC VS. MISSILES

MOVEMENT (×2 if running / charging)

40 MOVEMENT

Armour and Shield: -

Damage Reduction: ____ Other AC Modifiers: +1 melee w/ quarterstaff

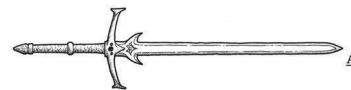
WEAPON COMBAT



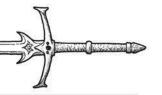
Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
quarterstaff	3	1/1	±0	1d6	
silver dagger	1	1/1	±0	1d4	
ice axe	1	1/1	±0	1d3	
		8			
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
silver dagger	10/20/30	3/2	+1	1d4	

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

Target AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Modified d20 Attack Roll	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29







Ability Name	Brief Description of Ability, Chance of Success, Saving Throw, Other Notes
Cold affinity / fire vulnerability	+2 bonus to saving throws vs. cold-related effects; -2 penalty to saving throws vs. fire and heat-related effects
Icicle	evoke 12-inch icicle ×1 per day; casts light in 15-ft. radius; functions as single-use dagger, or melts in 6 turns
Read magic	decipher magical inscriptions or symbols placed on weapons, armour, items, doors, walls, and other media
Read scrolls	decipher and invoke spells on cryomancer scrolls
Scribe scrolls	write from one to five known spells onto a scroll; requires one week per spell level
Sorcery	cryomancer spells
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TURN UNDEAD MATRIX

Undead Type	0	1	2	3	4	5	6	7	8	9	10	11	12	13
Chance to Turn Undead														

(Chance-in-twelve ratio; or, "NT" for not turned, "T" for turned, "D" for destroyed, "UD" for ultimate destruction.) (Sorcerers of 15+ CH are more commanding, hence their chance-in-twelve of success is improved by one.)



SORCERY



CASTING ABILITY
(Magicians, clerics, et al.)



Chance to Learn New Spell: 75% (See IN for magicians et al.; see WS for clerics et al.)

Spell Level	Base No. of Spells Cast Per Day (Magician)	Bonus Spells (Magician)	Total No. of Spells Cast Per Day (Magician)	Base No. of Spells Cast Per Day (Cleric)	Bonus Spells (Cleric)	Total No. of Spells Cast Per Day (Cleric)
1	1	1	2			
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3						
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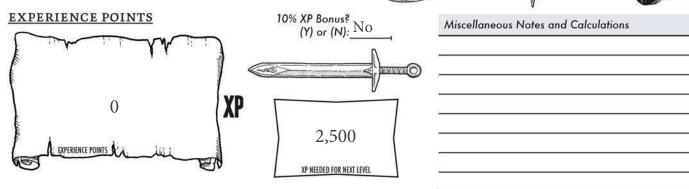
Spell	Level ¹	Other Notes (e.g., range, duration)	Spell	Level ¹	Other Notes (e.g., range, duration)
decipher language	1	R 0, D 1 turn per CA		6	
magic ice dart	1	R 120 ft., D 1 round per CA			
unseen servant	1	R 120 ft., D 6 turns; components			
2					
-					
				-	

1. If a sorcerer casts from multiple spell categories, note here; e.g., a bard might note D1 for a level 1 druid spell.



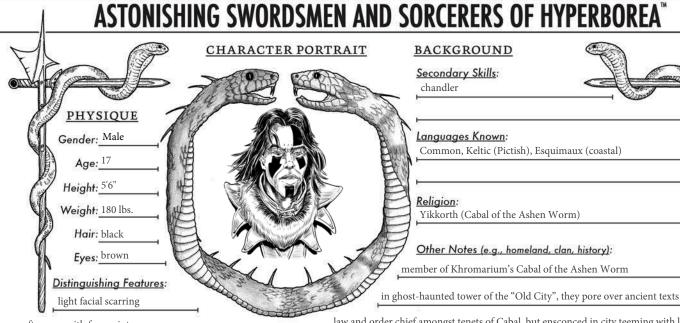
SPELLS MEMORIZED

Level 1	2	Level 2	Level 3	Level 4	Level 5	Level 6
decipher language						
magic ice dart						
1.						
2						
2						
20						
2						



HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)
42	
St.	



oft covers with face paint

law and order chief amongst tenets of Cabal, but ensconced in city teeming with lawlessness

as a promising neophyte, Deishu was sent to collaborate with cult of Apollo and Artemis





Weapons, Armour, Gear				Magic Items	
silver dagger	(1 lb.)	large sack	5		
quarterstaff	(5 lbs.)	iron spikes ×2	(2 lbs.)		- 0
backpack	(2 lbs.)	tinderbox	(1 lb.)		
bandages		wineskin (full)	(4 lbs.)		
blanket	(3 lbs.)	writing stick			37
beeswax candles ×3		belt			
chalk		normal boots	(1 lb.)		
crampons		normal clothing	(3 lbs.)		
ice axe	(1 lb.)	cloth coat	(2 lbs.)		35
small hammer	(2 lbs.)	cloth robe (pale blue w/ white & silver trim)	(2 lbs.)		- 93
ink and quill		fur leggings			
bull's-eye lantern	(2 lbs.)	iron rations	(5 lbs.)		
lamp oil ×2	(2 lbs.)	body paint	(3 lbs.)	2	33
parchment ×3		spell book	(3 lbs.)		- 93
hard leather pouch					
soft leather pouch					
silk rope	(2 lbs.)				33
				Total Calculated Encumbrance: 46	6 lbs.

COINAGE

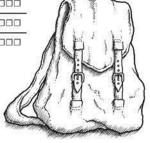
Copper (cp):_ 10 Silver (sp): Electrum (ep): Gold (gp):_

Platinum (pp): Gems and Jewellery: Ammunition (arrows, bolts, bullets, darts, etc.)

Supplies (per day)

Rations: 0000000000000000

Animal Feed: aaaaaaaaaaaaaaaaa







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TM Class: Cryomancer

Race: Half-Blood Pict

Level: 4

Align.: Lawful Good

12

HIT POINTS

HP

Player Character Sheet

2:6 Feat of ST:

3:6 Feat of DX:_

2:6 Feat of CN:

Bonus spells: one level 1, one level 2

ATTRIBUTES

Deishu Seet

Character Name:

12	(
STRENGTH	•

14

DEXTERITY

10

CONSTITUTIO

16

INTELLIGENCE

Attack mod.:_ (Melee)

Damage adj.:_

Attack mod.:_ (Missile)

Defence adj.:

Test of DX:

Test of ST:_

 ± 0 , Trauma survival:_

(Magicians et al.)

Bonus spells:

(Clerics et al.)

 ± 0 , Test of CN:__

Learn spell:_ (Magicians et al.)

Willpwr. adj.:_

Learn spell: (Clerics et al.)

React. / Loyalty adj. [⊣] Undead turning adj.: Maximum henchmen: (Clerics et al.)

SAVING THROW

15 SAVING THROW

HIT DICE

Saving Throw Modifiers:

DEATH (death magic, death ray, paralysis, poison, radiation)

TRANSFORMATION (petrifaction, polymorph)

DEVICE (magical rings, rods, staves, wands)

AVOIDANCE (breath wpns., ray guns, some spells, some traps)

SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: cold +2, fire -2

FIGHTING ABILITY



Weapon Masteries / New Weapon Skills: light crossbow (Fighters et al.) (Non-fighters)

ARMOUR CLASS



MISSILE AC VS. MISSILES

MOVEMENT (×2 if running / charging)



Armour and Shield: -

Damage Reduction: ____ Other AC Modifiers: +1 melee w/ quarterstaff

Unskilled Weapon Attack Penalty:

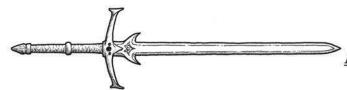
WEAPON COMBAT



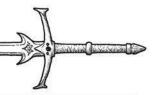
Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
quarterstaff	3	1/1	±0	1d6	
silver dagger	1	1/1	±0	1d4	
		(S)			
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
silver dagger	10/20/30	3/2	+1	1d4	
light crossbow	60/120/180	1/1	+1	1d6+1	+1 to attack & damage rolls with +1 bolts
		26			

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

Target AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Modified d20 Attack Roll	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28







Ability Name	Brief Description of Ability, Chance of Success, Saving Throw, Other Notes
Cold affinity / fire vulnerability	+2 bonus to saving throws vs. cold-related effects; -2 penalty to saving throws vs. fire and heat-related effects
Icicle	evoke 12-inch icicle ×4 per day; casts light in 15-ft. radius; functions as single-use dagger, or melts in 6 turns
Read magic	decipher magical inscriptions or symbols placed on weapons, armour, items, doors, walls, and other media
Read scrolls	decipher and invoke spells on cryomancer scrolls
Scribe scrolls	write from one to five known spells onto a scroll; requires one week per spell level
Sorcery	cryomancer spells
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TURN UNDEAD MATRIX

Undead Type	0	1	2	3	4	5	6	7	8	9	10	11	12	13
Chance to Turn Undead														

(Chance-in-twelve ratio; or, "NT" for not turned, "T" for turned, "D" for destroyed, "UD" for ultimate destruction.) (Sorcerers of 15+ CH are more commanding, hence their chance-in-twelve of success is improved by one.)



SORCERY



CASTING ABILITY
(Magicians, clerics, et al.)



Chance to Learn New Spell: 75% (See IN for magicians et al.; see WS for clerics et al.)

Spell Level	Base No. of Spells Cast Per Day (Magician)	Bonus Spells (Magician)	Total No. of Spells Cast Per Day (Magician)	Base No. of Spells Cast Per Day (Cleric)	Bonus Spells (Cleric)	Total No. of Spells Cast Per Day (Cleric)
1	3	1	4			
2	2	1	3			
3						
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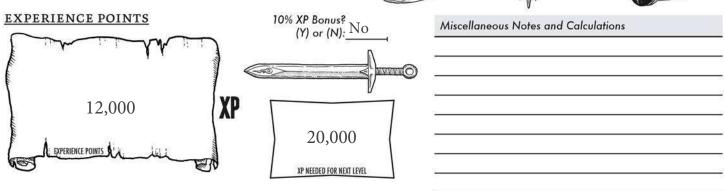
Spell	Level ¹	Other Notes (e.g., range, duration)	Spell	Level	Other Notes (e.g., range, duration)
decipher language	1	R 0, D 1 turn per CA			
detect magic	1	R 60 ft., D 1 turn			
magic ice dart	1	R 120 ft., D 1 round per CA			
unseen servant	1	R 120 ft., D 6 turns; components			
ice armour	2	R 0, D 1 turn per CA			
levitate	2	R 20 ft. per CA, D 1 turn per CA			
wall of vapours	2	R 60 ft., D 1 turn			
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1. If a sorcerer casts from multiple spell categories, note here; e.g., a bard might note D1 for a level 1 druid spell.



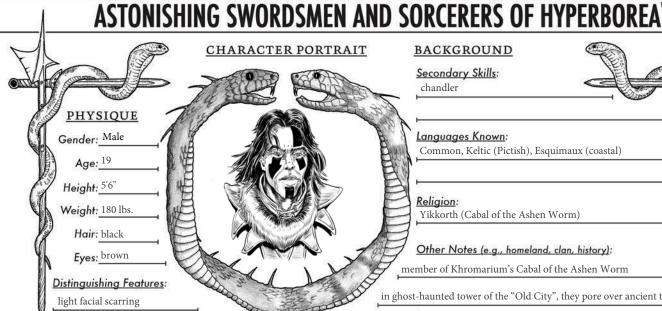
SPELLS MEMORIZED

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
decipher language	ice armour				
detect magic	levitate				
magic ice dart	wall of vapours				
unseen servant					
27					
iz .					



HENCHMEN | HIRELINGS; ANIMAL | UNDEAD COMPANIONS

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)
40 40	
£	



BACKGROUND

Secondary Skills:

chandler



Common, Keltic (Pictish), Esquimaux (coastal)

Religion:

Yikkorth (Cabal of the Ashen Worm)

Other Notes (e.g., homeland, clan, history):

member of Khromarium's Cabal of the Ashen Worm

in ghost-haunted tower of the "Old City", they pore over ancient texts

law and order chief amongst tenets of Cabal, but ensconced in city teeming with lawlessness

as a promising neophyte, Deishu was sent to collaborate with cult of Apollo and Artemis



oft covers with face paint



Weapons, Armour, Gear			(1	Magic Items	
silver dagger	(1 lb.)	hard leather pouch	10	+1 bolts ×4	
quarterstaff	(5 lbs.)	soft leather pouch		cryomancer scroll (detect magic)	
light crossbow	(5 lbs.)	silk rope	(2 lbs.)	cryomancer scroll (ice armour; CA 4)	
backpack	(2 lbs.)	small sack		potion of invisibility	
bandages		tinderbox	(1 lb.)	2	
blanket	(3 lbs.)	wineskin (full)	(4 lbs.)		
bolt case	(1 lb.)	writing stick			
light bolts ×10	(1 lb.)	belt			
silver-tipped light bolts ×6		normal boots	(1 lb.)	12	30
beeswax candles ×3		normal clothing	(3 lbs.)		-
leather scroll cases ×2		cloth coat	(2 lbs.)		
chalk		cloth robe (pale blue w/ white & silver trim)	(2 lbs.)		
crampons		fur leggings		2	
ink and quill		iron rations	(5 lbs.)		2
bull's-eye lantern	(2 lbs.)	body paint	(3 lbs.)		
lamp oil	(1 lb.)	spell book	(3 lbs.)		
parchment ×3					
				Total Calculated Encumbrance: 47	7 lbs.

COINAGE

Copper (cp): Silver (sp): Electrum (ep): Gold (gp):_

Platinum (pp):

Gems and Jewellery: 50-gp bloodstone

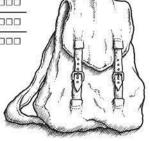
Ammunition (arrows, bolts, bullets, darts, etc.)

light bolts

+1 bolts

Supplies (per day)

Animal Feed: aaaaaaaaaaaaaaaaa







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Play	yer	N	a	m

TM Class: Cryomancer

Race: Half-Blood Pict Level: 7

Align.: Lawful Good

19

HP

Character Name:

Deishu Seet

Player Character Sheet

ATTRIBUTES

13	S1
STRENGTH	

14

DEXTERITY

10

CONSTITUTIO

Attack mod .:_

Damage adj.:_

Test of ST:_

Attack mod.:_ (Missile)

Test of DX: Defence adj.:

 ± 0 , Trauma survival:_

 ± 0 Test of CN:_ 2:6 Feat of CN:

16 INTELLIGENCE

(Magicians et al.)

Willpwr. adj.:_

Learn spell: (Clerics et al.)

Learn spell:_

React. / Loyalty adj. [⊣] Undead turning adj.: Maximum henchmen: (Clerics et al.)

3:6 Feat of DX:_

Bonus spells: one level 1, one level 2 75%

3:6 Feat of ST:

(Magicians et al.)

Bonus spells: (Clerics et al.)

SAVING THROW

13 SAVING THROW

HIT DICE

Saving Throw Modifiers:

DEATH (death magic, death ray, paralysis, poison, radiation)

TRANSFORMATION (petrifaction, polymorph)

DEVICE (magical rings, rods, staves, wands)

SORCERY (spells, scroll spells, supernatural / spell-like abilities)

AVOIDANCE (breath wpns., ray guns, some spells, some traps)

Other Saving Throw modifiers: cold +2, fire -2

FIGHTING ABILITY



(Fighters et al.)

Weapon Masteries / New Weapon Skills: light crossbow

(Non-fighters)

Unskilled Weapon Attack Penalty:

ARMOUR CLASS



MISSILE AC VS. MISSILES

MOVEMENT (×2 if running / charging)

40 MOVEMENT

Armour and Shield: -

Damage Reduction: ____ Other AC Modifiers: +1 melee w/ quarterstaff

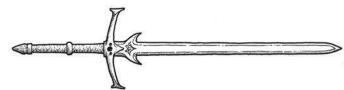




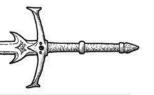
	70.0				552
Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
quarterstaff	3	1/1	±0	1d6+1	
silver dagger	1	1/1	±0	1d4+1	
+2 hand axe	1	1/1	+2	1d6+3	
		. S.			
			24 4		
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
silver dagger	10/20/30	3/2	+1	1d4+1	
+2 hand axe	15/30/45	1/1	+3	1d6+3	
light crossbow	60/120/180	1/1	+1	1d6+1	

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

Target AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Modified d20 Attack Roll	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26







Ability Name	Brief Description of Ability, Chance of Success, Saving Throw, Other Notes
Cold affinity / fire vulnerability	+2 bonus to saving throws vs. cold-related effects; -2 penalty to saving throws vs. fire and heat-related effects
Icicle	evoke 12-inch <i>icicle</i> ×7 per day; casts light in 15-ft. radius; functions as single-use dagger, or melts in 6 turns
Read magic	decipher magical inscriptions or symbols placed on weapons, armour, items, doors, walls, and other media
Read scrolls	decipher and invoke spells on cryomancer scrolls
Scribe scrolls	write from one to five known spells onto a scroll; requires one week per spell level
Sorcery	cryomancer spells
lchemy	may concoct potions with assistance of an alchemist
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26:	







Undead Type	0	1	2	3	4	5	6	7	8	9	10	11	12	13
Chance to Turn Undead														

(Chance-in-twelve ratio; or, "NT" for not turned, "T" for turned, "D" for destroyed, "UD" for ultimate destruction.) (Sorcerers of 15+ CH are more commanding, hence their chance-in-twelve of success is improved by one.)



SORCERY



CASTING ABILITY
(Magicians, clerics, et al.)

7 CASTING ABILITY

Chance to Learn New Spell: 75% (See IN for magicians et al.; see WS for clerics et al.)

Spell Level	Base No. of Spells Cast Per Day (Magician)	Bonus Spells (Magician)	Total No. of Spells Cast Per Day (Magician)	Base No. of Spells Cast Per Day (Cleric)	Bonus Spells (Cleric)	Total No. of Spells Cast Per Day (Cleric)
1	4	1	5			
2	3	1	4			
3	2		2			
4	1		1			
5						
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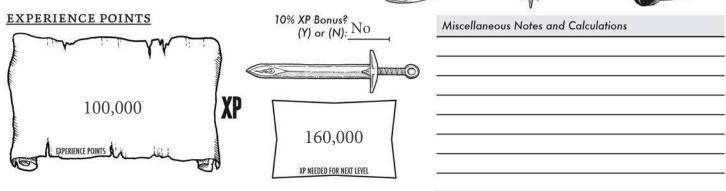
Spell	Level ¹	Other Notes (e.g., range, duration)	Spell	Level ¹	Other Notes (e.g., range, duration)
chill touch	1	R 0, D 1 turn	wall of ice	4	R 120 ft., D 6 turns +1 per CA
decipher language	1	R 0, D 1 turn per CA			
detect magic	1	R 60 ft., D 1 turn			
freezing hands	1	R 5 ft., D instantaneous			
magic ice dart	1	R 120 ft., D 1 round per CA			
precipitate	1	R special, D 1 turn per CA			
unseen servant	1	R 120 ft., D 6 turns; components			
frost sphere	2	R 10 ft., D 1 round per CA			
glitterdust	2	R 90 ft., D 1d4+1 rounds; components			
ice armour	2	R 0, D 1 turn per CA			
levitate	2	R 20 ft. per CA, D 1 turn per CA			
shatter	2	R 60 ft., D instantaneous			
wall of vapours	2	R 60 ft., D 1 turn			
freeze surface	3	R 240 ft., D special			
lightning bolt	3	R 180 ft., D instantaneous			

1. If a sorcerer casts from multiple spell categories, note here; e.g., a bard might note D1 for a level 1 druid spell.



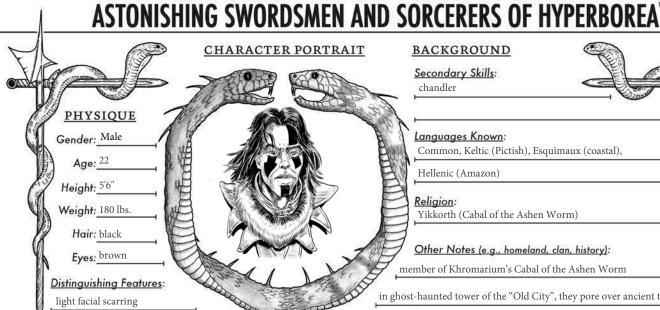
SPELLS MEMORIZED

Level 1	8	Level 2	Level 3	Level 4	Level 5	Level 6
chill touch		frost sphere	freeze surface	wall of ice		
decipher language		levitate	lightning bolt			
detect magic		shatter				
freezing hands		wall of vapours				
magic ice dart						
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HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)
74 K	
12.	



BACKGROUND

Secondary Skills:

chandler



Common, Keltic (Pictish), Esquimaux (coastal),

Hellenic (Amazon)

Yikkorth (Cabal of the Ashen Worm)

Other Notes (e.g., homeland, clan, history):

member of Khromarium's Cabal of the Ashen Worm

in ghost-haunted tower of the "Old City", they pore over ancient texts

law and order chief amongst tenets of Cabal, but ensconced in city teeming with lawlessness

as a promising neophyte, Deishu was sent to collaborate with cult of Apollo and Artemis



oft covers with face paint



		<i>D</i> •	A G		
Weapons, Armour, Gear				Magic Items	
silver dagger	(1 lb.)	soft leather pouch	10	defensive bracers (AC 5)	(2 lbs.)
quarterstaff	(5 lbs.)	silk rope	(2 lbs.)	slippers of spider-climbing	
light crossbow	(5 lbs.)	tinderbox	(1 lb.)	+2 hand axe	(2 lbs.)
backpack	(2 lbs.)	wineskin (full)	(4 lbs.)	cryomancer scroll (magic ice dart; CA 7)	
bandages		writing stick		3	25
blanket	(3 lbs.)	belt			
bolt case	(1 lb.)	normal boots	(1 lb.)		
light bolts ×20	(2 lbs.)	normal clothing	(3 lbs.)		
beeswax candles ×3		cloth coat	(2 lbs.)	3	25
brass scroll case		cloth robe (pale blue w/ white & silver trim)	(2 lbs.)		43
chalk		fur leggings			
crampons		iron rations	(5 lbs.)		
ink and quill		body paint	(3 lbs.)	3	25
bull's-eye lantern	(2 lbs.)	spell book	(3 lbs.)		43
lamp oil ×2	(2 lbs.)				
parchment ×3					
hard leather pouch				2	25
N			1	Total Calculated Encumbrance:	53 lbs.

COINAGE

Copper (cp):_ Silver (sp):_ 20 Electrum (ep): Gold (gp):_

Gems and Jewellery: 100-gp garnet

Platinum (pp):

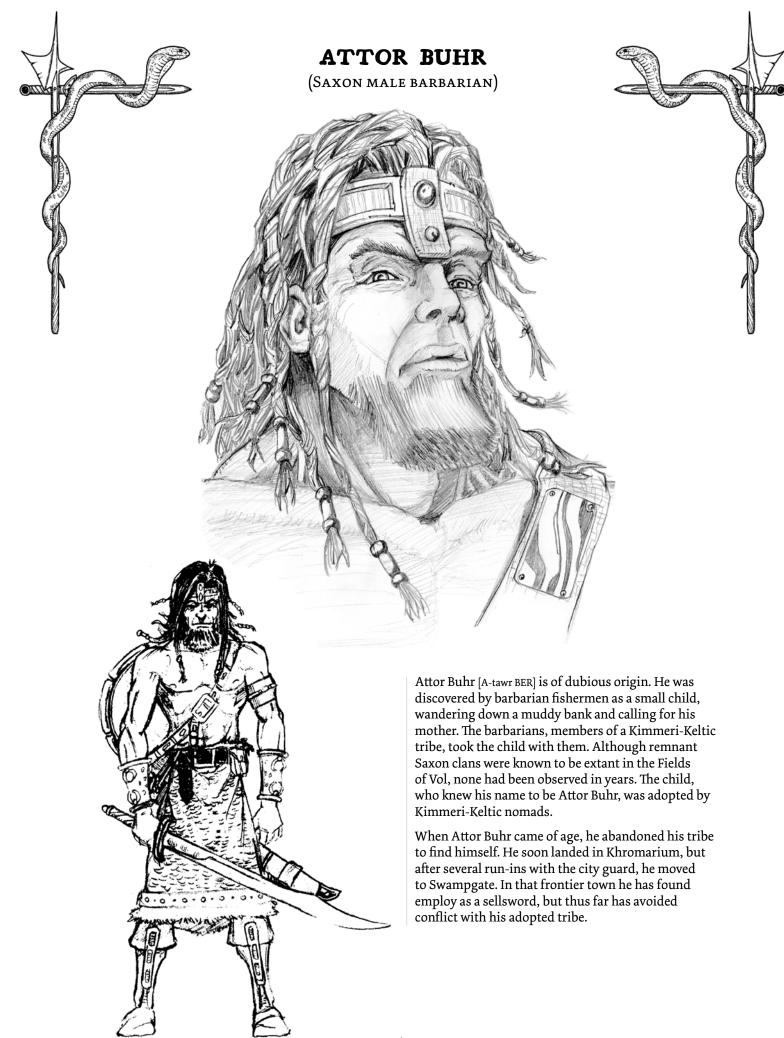
Ammunition (arrows, bolts, bullets, darts, etc.)

light bolts

Supplies (per day)

Animal Feed: aaaaaaaaaaaaaaaaa









ASTUNISHING SWUKD	SMEN AND SOKCEKERS OF
Player Name: Character Name:	Race: Saxon Level: 1 Align.: Chaotic Good
Attor Buhr Player C	haracter Sheet
ATTRIBUTES 15 ST Attack mod.: +1 Test of ST: 3:6 Feat of ST:	SAVING THROW HIT DICE 16 SAVING THROW BY 13 HP
$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	+2) DEATH (death magic, death ray, paralysis, poison, radiation)
Languages: Bonus spells: (Magicians et al.) WS Willpwr. adj.: Bonus spells: (Magicians et al.) Learn spell: Bonus spells: (Clerics et al.)	+2 DEVICE (magical rings, rods, staves, wands) +2 AVOIDANCE (breath wpns., ray guns, some spells, some trap. +2 SORCERY (spells, scroll spells, supernatural / spell-like abilities Other Saving Throw modifiers:
FIGHTING ABILITY 1 FA Weapon Masteries / New Weapon Skills: scimitar (mastery)	ARMOUR CLASS MELEE AC AC VS. MELEE Armour and Shield: large shield MOVEMENT (*2 if running / charging MOVEMENT (*2 if running / charging MOVEMENT MOVEMENT MOVEMENT
(Fighters et al.) (Non-fighters)	Damage Reduction: Other AC Modifiers: shieldless AC 8
, Unskilled Weapon Attack Penalty:	

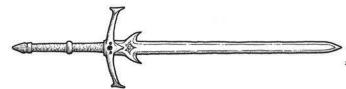
WEAPON COMBAT



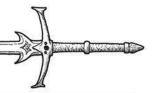
n and a second s								
Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)			
scimitar	2	3/2	+2	1d8+2	1d10+2 two-handed			
scimitar	2	3/2	-1	1d8+2	two-weapon fighting (primary)			
dagger	1	1/1	-3	1d4+1	two-weapon fighting (secondary)			
dagger	1	1/1	+1	1d4+1				
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)			
dagger	10/20/30	3/2	+1	1d4+1				
	50/100/150	3/2	+1	1d6				

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

Target AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Modified d20 Attack Roll	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28







Ability Name	Brief Description of Ability, Chance of Success, Saving Throw, Other Notes
Agile	+1 AC bonus when unarmoured and unencumbered
Alertness	-1 to be surprized
Ambusher	+1 to surprize outdoors when alone or with prepared party
Attack rate	1/1 melee attack rate; improves to 3/2 at 7 th level
Climb	8-in-12
Draw poison	3-in-6 within 2 rounds, 2-in-6 within 4 rounds, 1-in-6 within 6 rounds
Hardy	+2 bonus to all saving throws
Horsemanship	from the saddle of a tamed mount, can fight with melee weapons and discharge missiles
Leap	25 feet, if unencumbered
Move silently	5-in-12
Run	base 50 MV when lightly armoured or unarmoured
Sense magic	4-in-12
Sorcerous distrust	suspicious of sorcery and those who wield it
Track	10-in-12 wilderness, 3-in-12 non-wilderness
Weapon mastery	scimitar
Wilderness survival	hunting, trapping, fishing, boating, shelter building, fire building, logging, woodworking, raft building
9	







Undead Type	0	1	2	3	4	5	6	7	8	9	10	11	12	13
Chance to Turn Undead														

(Chance-in-twelve ratio; or, "NT" for not turned, "T" for turned, "D" for destroyed, "UD" for ultimate destruction.) (Sorcerers of 15+ CH are more commanding, hence their chance-in-twelve of success is improved by one.)



SORCERY







Chance to Learn New Spell:_____(See IN for magicians et al.; see WS for clerics et al.)

Spell Level	Base No. of Spells Cast Per Day (Magician)	Bonus Spells (Magician)	Total No. of Spells Cast Per Day (Magician)	Base No. of Spells Cast Per Day (Cleric)	Bonus Spells (Cleric)	Total No. of Spells Cast Per Day (Cleric)
1						
2						
3						
4						:1
5			is a			1
6	2000			20 00 00 00		





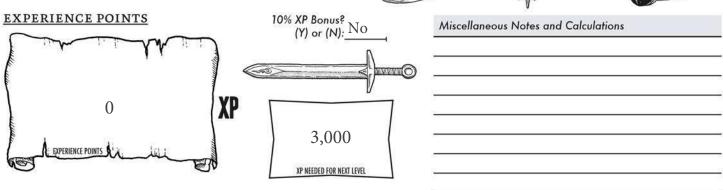
Spell	Level ¹	Other Notes (e.g., range, duration)	Spell	Level ¹	Other Notes (e.g., range, duration)
				-	
	-				
			<u></u>		
	-				
	-			+	
				-	
5755	20 A2 CANA B	I v v v v v v v v v v v v v v v v v v v	II.		

1. If a sorcerer casts from multiple spell categories, note here; e.g., a bard might note D1 for a level 1 druid spell.



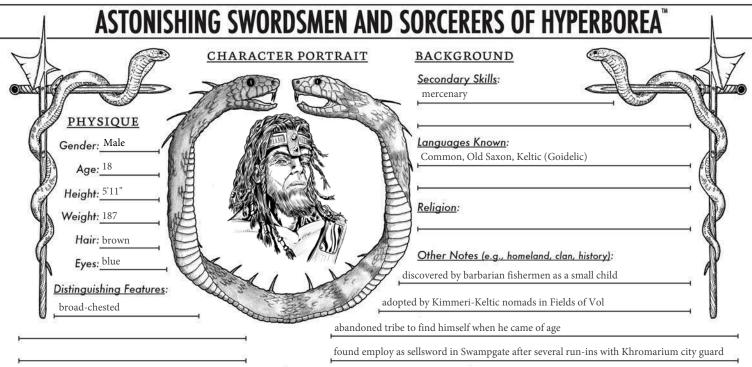
SPELLS MEMORIZED

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
					And the second second
		E			



HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)
42	
St.	





Weapons, Armour, Gear		Magic Items
large shield	(10 lbs.)	2 0
dagger	(1 lb.)	
scimitar	(4 lbs.)	
short bow	(2 lbs.)	
arrow quiver	(1 lb.)	
arrows ×12	(1 lb.)	
backpack	(2 lbs.)	
bandages		
fishing net	(3 lbs.)	
hunting horn	(1 lb.)	
soft leather pouch		
large sack		
torches ×3	(3 lbs.)	
wineskin (full)	(4 lbs.)	
belt		
riding boots	(1 lb.)	
woollen kilt	(1 lb.)	
6		Total Calculated Encumbrance: 34 lbs.

COINAGE

Copper (cp):______ Silver (sp):______ Electrum (ep):_____

Gold (gp): 18

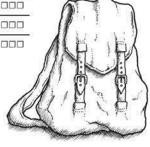
Platinum (pp):_____

Gems and Jewellery:_

The state of the s

Ammunition (arrows, bolts, bullets, darts, etc.)

Supplies (per day)







Player Name:	MM	7		_	1
rayer rame.	J"KVA"	1 7 A	->//\		V
	-	12/11	1 7 4 (())	4 7 11 5	71
Character Name:	עון/עון			11/	7

3:6 Feat of ST: 24%

тм Class: Barbarian

Race: Saxon Level: 4

Align .: Chaotic Good

Attor Buhr

Player Character Sheet

ATTRIBUTES

15 STRENGTH

14

DEXTERITY

13

CONSTITUTIO

13

INTELLIGENCE

Attack mod.:_

Damage adj.:_

Attack mod.:_ (Missile)

Defence adj.:

3:6 Feat of DX: 16% Test of DX:

Test of ST:_

 ± 1 , Trauma survival:

Bonus spells:

(Clerics et al.)

 ± 0 Test of CN: 3:6 Feat of CN:

Learn spell: (Magicians et al.)

Bonus spells: -(Magicians et al.)

Willpwr. adj.:_

Learn spell: (Clerics et al.)

React. / Loyalty adj. d Undead turning adj.: Maximum henchmen: (Clerics et al.)

SAVING THROW

15 SAVING THROW

HIT DICE

34 HP

Saving Throw Modifiers:

DEATH (death magic, death ray, paralysis, poison, radiation)

TRANSFORMATION (petrifaction, polymorph)

DEVICE (magical rings, rods, staves, wands)

AVOIDANCE (breath wpns., ray guns, some spells, some traps)

SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers:

FIGHTING ABILITY



Weapon Masteries / New Weapon Skills: scimitar (mastery), (Fighters et al.) (Non-fighters) short bow (mastery)

ARMOUR CLASS



MISSILE AC VS. MISSILES

MOVEMENT (×2 if running / charging)

50 MOVEMENT

Armour and Shield: large shield

Damage Reduction: _____ Other AC Modifiers: shieldless AC 8

Unskilled Weapon Attack Penalty:

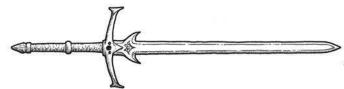




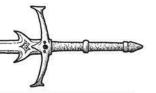
Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
+1 scimitar	2	3/2	+3	1d8+3	1d10+3 two-handed, casts light in 20-ft. radius
+1 scimitar	2	3/2	±0	1d8+3	two-weapon fighting (primary), casts light in 20-ft. radius
dagger	1	1/1	-3	1d4+1	two-weapon fighting (secondary)
dagger	1	1/1	+1	1d4+1	
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
dagger	10/20/30	3/2	+1	1d4+1	
short bow	50/100/150	2/1	+2	1d6+1	+1 attack bonus at point-blank range (6–30 feet),
		28			+1 attack and damage bonus with +1 arrows

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

Target AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Modified d20 Attack Roll	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25







Ability Name	Brief Description of Ability, Chance of Success, Saving Throw, Other Notes
Agile	+1 AC bonus when unarmoured and unencumbered
Alertness	-1 to be surprized
Ambusher	+1 to surprize outdoors when alone or with prepared party
Attack rate	1/1 melee attack rate; improves to 3/2 at 7 th level
Climb	8-in-12
Draw poison	3-in-6 within 2 rounds, 2-in-6 within 4 rounds, 1-in-6 within 6 rounds
Hardy	+2 bonus to all saving throws
Horsemanship	from the saddle of a tamed mount, can fight with melee weapons and discharge missiles
Leap	25 feet, if unencumbered
Move silently	6-in-12
Run	base 50 MV when lightly armoured or unarmoured
Sense magic	4-in-12
Sorcerous distrust	suspicious of sorcery and those who wield it
Track	10-in-12 wilderness, 3-in-12 non-wilderness
Weapon mastery	scimitar, short bow
Wilderness survival	hunting, trapping, fishing, boating, shelter building, fire building, logging, woodworking, raft building
_	
_	
,	







Undead Type	0	1	2	3	4	5	6	7	8	9	10	11	12	13
Chance to Turn Undead														

(Chance-in-twelve ratio; or, "NT" for not turned, "T" for turned, "D" for destroyed, "UD" for ultimate destruction.) (Sorcerers of 15+ CH are more commanding, hence their chance-in-twelve of success is improved by one.)



SORCERY



CASTING ABILITY
(Magicians, clerics, et al.)



Chance to Learn New Spell:______(See IN for magicians et al.; see WS for clerics et al.)

Spell Level	Base No. of Spells Cast Per Day (Magician)	Bonus Spells (Magician)	Total No. of Spells Cast Per Day (Magician)	Base No. of Spells Cast Per Day (Cleric)	Bonus Spells (Cleric)	Total No. of Spells Cast Per Day (Cleric)
1						
2						
3						
4						
5			i.e			
6	S0000 A0		P	2 9 2	WANTED WAY	





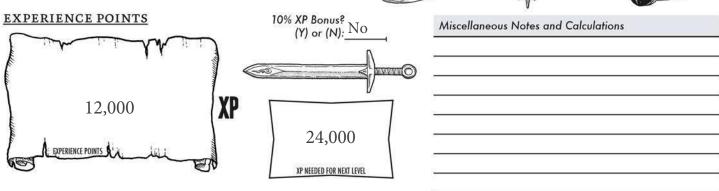
Spell	Level ¹	Other Notes (e.g., range, duration)	Spell	Level ¹	Other Notes (e.g., range, duration)
3					
-				-	
3					
			2	- 0 10	<u>k</u>
	9.2				
				9	

1. If a sorcerer casts from multiple spell categories, note here; e.g., a bard might note D1 for a level 1 druid spell.



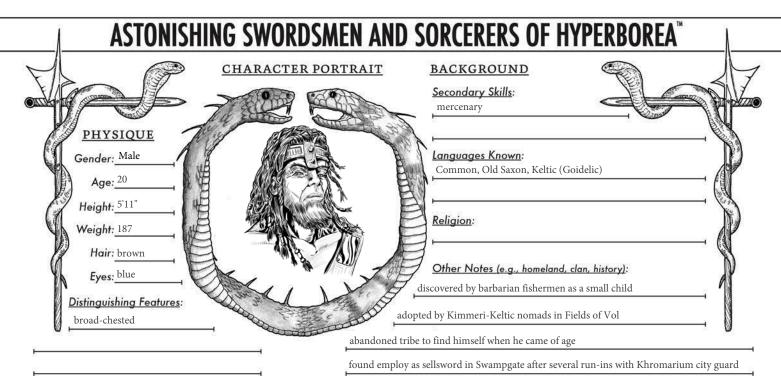
SPELLS MEMORIZED

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
					-
		E			*



HENCHMEN | HIRELINGS; ANIMAL | UNDEAD COMPANIONS

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)
100 500	
92 92	



EQUIPAGE

Weapons, Armour, Gear		Magic Items	
large shield	(10 lbs.)	+1 scimitar	(4 lbs.)
dagger	(1 lb.)	+1 arrows ×3	(C)
short bow	(2 lbs.)		
arrow quiver	(1 lb.)		20.
arrows ×9		2	22
backpack	(2 lbs.)		
bandages			
fishing net	(3 lbs.)		70.
hunting horn	(1 lb.)	2	75
soft leather pouch			
large sack			
torches ×3	(3 lbs.)		70.
wineskin (full)	(4 lbs.)	12	
belt			
riding boots	(1 lb.)		
woollen kilt	(1 lb.)		
2		2	35
		Total Calculated Encumbrance:	34 lbs.

COINAGE

 Copper (cp):
 17

 Silver (sp):
 30

 Electrum (ep):
 18

 Gold (gp):
 101

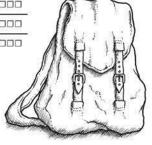
Platinum (pp):_____

Gems and Jewellery: 100-gp sapphire

Ammunition (arrows, bolts, bullets, darts, etc.)

Supplies (per day)

Rations: 000000000000







PI	ay	/er	N	a	me
	ч,	-	1.1	u	IIIC

TM Class: Barbarian

Race: Saxon

Level: 7 Align .: Chaotic Good

Character Name:

Attor Buhr

Player Character Sheet

ATTRIBUTES

15 STRENGTH	S1
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Attack mod .:_ Damage adj.: ___+1

3:6 Feat of ST: 24% Test of ST:_

15 DEXTERITY

Attack mod.:_ Defence adj.:

3:6 Feat of DX: 24% Test of DX:

13 CONSTITUTIO

 ± 0 Test of CN: 3:6 Feat of CN:

Bonus spells:_-Learn spell:

INTELLIGENCE

13

(Magicians et al.) Willpwr. adj.:_ Learn spell:

Bonus spells: (Clerics et al.) (Clerics et al.)

React. / Loyalty adj. [→] Undead turning adj.: Maximum henchmen: (Clerics et al.)

Unskilled Weapon Attack Penalty:

 $\underline{}$, Trauma survival: $\underline{}$

(Magicians et al.)

SAVING THROW

13 SAVING THROW

HIT DICE

57 HP

Saving Throw Modifiers:

DEATH (death magic, death ray, paralysis, poison, radiation)

+2

TRANSFORMATION (petrifaction, polymorph) DEVICE (magical rings, rods, staves, wands)

SORCERY (spells, scroll spells, supernatural / spell-like abilities)

AVOIDANCE (breath wpns., ray guns, some spells, some traps)

Other Saving Throw modifiers: other dodging +1

FIGHTING ABILITY



Weapon Masteries / New Weapon Skills: scimitar (mastery), (Fighters et al.) (Non-fighters) short bow (mastery)

ARMOUR CLASS



MISSILE AC VS. MISSILES

MOVEMENT (×2 if running / charging)



Armour and Shield: -

Damage Reduction: ____ Other AC Modifiers: +1 melee w/ off-hand parry

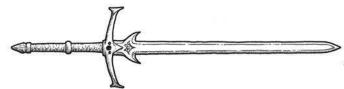
WEAPON COMBAT



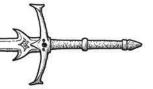
Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
+1 scimitar	2	2/1	+3	1d8+3	1d10+3 two-handed, casts light in 20-ft. radius
+1 scimitar	2	2/1	±0	1d8+3	two-weapon fighting (primary), casts light in 20-ft. radius
silver dagger	1	3/2	-3	1d4+1	two-weapon fighting (secondary)
silver dagger	1	3/2	+1	1d4+1	
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
silver dagger	10/20/30	3/2	+1	1d4+1	
short bow (+2 arrows)	50/100/150	5/2	+4	1d6+3	+1 attack bonus at point-blank range (6–30 feet)

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

Target AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Modified d20 Attack Roll	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22







Ability Name	Brief Description of Ability, Chance of Success, Saving Throw, Other Notes
Agile	+1 AC bonus when unarmoured and unencumbered
Alertness	-1 to be surprized
Ambusher	+1 to surprize outdoors when alone or with prepared party
Attack rate	3/2 melee attack rate
Climb	9-in-12
Draw poison	3-in-6 within 2 rounds, 2-in-6 within 4 rounds, 1-in-6 within 6 rounds
Hardy	+2 bonus to all saving throws
Horsemanship	from the saddle of a tamed mount, can fight with melee weapons and discharge missiles
Leap	25 feet, if unencumbered
Move silently	8-in-12
Run	base 50 MV when lightly armoured or unarmoured
Sense magic	4-in-12
Sorcerous distrust	suspicious of sorcery and those who wield it
Track	10-in-12 wilderness, 3-in-12 non-wilderness
Weapon mastery	scimitar, short bow
Wilderness survival	hunting, trapping, fishing, boating, shelter building, fire building, logging, woodworking, raft building







Undead Type	0	1	2	3	4	5	6	7	8	9	10	11	12	13
Chance to Turn Undead														

(Chance-in-twelve ratio; or, "NT" for not turned, "T" for turned, "D" for destroyed, "UD" for ultimate destruction.) (Sorcerers of 15+ CH are more commanding, hence their chance-in-twelve of success is improved by one.)



SORCERY







Chance to Learn New Spell:______(See IN for magicians et al.; see WS for clerics et al.)

Spell Level	Base No. of Spells Cast Per Day (Magician)	Bonus Spells (Magician)	Total No. of Spells Cast Per Day (Magician)	Base No. of Spells Cast Per Day (Cleric)	Bonus Spells (Cleric)	Total No. of Spells Cast Per Day (Cleric)
1			AS S			
2						
3						
4			<i>i</i> .			
5			S			
6	G Constant		(t) 100 est 80000 es	20 54 95 800	AMPONE NO	





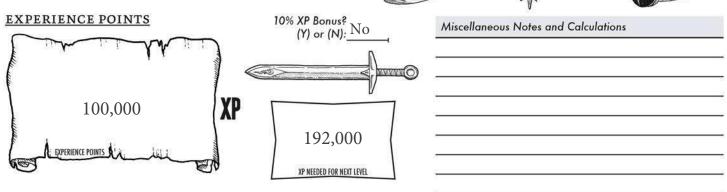
Spell	Level ¹	Other Notes (e.g., range, duration)	Spell	Level	Other Notes (e.g., range, duration,
				9 5	5
	*				
				9 6	
	4				
				-	
	-			_	
				9	

1. If a sorcerer casts from multiple spell categories, note here; e.g., a bard might note D1 for a level 1 druid spell.



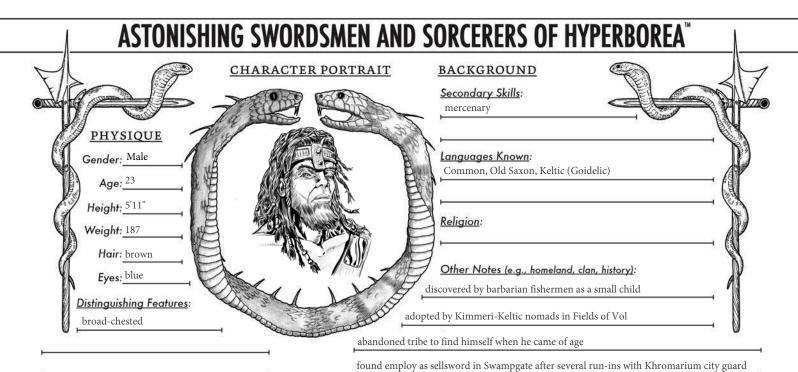
SPELLS MEMORIZED

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
		E Z			*



HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)
74 E	
12.	



EQUIPAGE

		7			
Weapons, Armour, Gear			Magic Ite	ms	
silver dagger	(1 lb.)		+1 scimitar		(4 lbs.)
short bow	(2 lbs.)		+2 arrows >	<8	5
arrow quiver	(1 lb.)		defensive b	racers (AC 6)	(2 lbs.)
backpack	(2 lbs.)		potion of h	eroic action	
bandages					3
fishing net	(3 lbs.)		0.00		9
hunting horn	(1 lb.)				
soft leather pouch					
large sack					3
torches ×2	(2 lbs.)				2
wineskin (full)	(4 lbs.)				
belt					
riding boots	(1 lb.)				3
woollen kilt	(1 lb.)		0.0		2
			7 10 2 2		
76.			Total Calcu	llated Encumbrance:	25 lbs.

COINAGE

Copper (cp): Silver (sp):_ 6 Electrum (ep): 100 Gold (gp):_ 78

Gems and Jewellery: 25-gp onyx, 50-gp garnet,

50-gp spinel

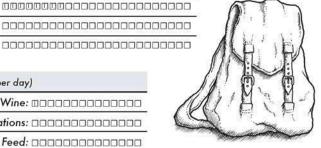
Platinum (pp):

+2 arrows

Ammunition (arrows, bolts, bullets, darts, etc.)

Supplies (per day)

Animal Feed: aaaaaaaaaaaaaaaaa









Player Name

тм Class: Huntsman

Race: Common Level: 1

Align .: Chaotic Good

Character Name:

Gregor Kravinsson

Player Character Sheet

3:6 Feat of ST: 16%

ATTRIBUTES

13
STRENGTH

10

DEXTERITY

10

CONSTITUTIO

Attack mod.:_ (Melee) Damage adj.:_

Learn spell:

(Magicians et al.)

Attack mod.:_ (Missile)

Defence adj.:

2:6 Feat of DX:_ Test of DX:

 ± 0 Test of CN: 2:6 Feat of CN:

Test of ST:_

INTELLIGENCE

16

Willpwr. adj.:_

Learn spell: (Clerics et al.)

React. / Loyalty adj.: Maximum henchmen:

 ± 0 , Trauma survival:_

Bonus spells: -(Magicians et al.)

Bonus spells: (Clerics et al.)

[→] Undead turning adj.: (Clerics et al.)

SAVING THROW

16 SAVING THROW

HIT DICE

Saving Throw Modifiers:

10 HP HIT POINTS

DEATH (death magic, death ray, paralysis, poison, radiation)

+2 TRANSFORMATION (petrifaction, polymorph)

DEVICE (magical rings, rods, staves, wands)

AVOIDANCE (breath wpns., ray guns, some spells, some traps)

SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: willpower +1

FIGHTING ABILITY



Weapon Masteries / New Weapon Skills: short spear (mastery) (Fighters et al.) (Non-fighters)

ARMOUR CLASS



MISSILE AC VS. MISSILES

MOVEMENT (×2 if running / charging)



Armour and Shield: leather

Damage Reduction: _____ Other AC Modifiers:



Unskilled Weapon Attack Penalty:

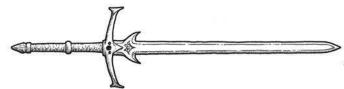
WEAPON COMBAT



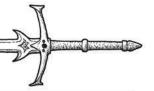
Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
short spear	3	3/2	+1	1d6+2	1d8+2 two-handed, double damage when set vs. charge attack
		-8	3		
	- 4	12	,		
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
short spear	15/30/45	3/2	+1	1d6+1	
longbow	70/140/210	3/2	±0	1d6+1	

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

Target AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Modified d20 Attack Roll	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28







Ability Name	Brief Description of Ability, Chance of Success, Saving Throw, Other Notes
Alertness	-1 to be surprized
Ambusher	+1 to surprize outdoors when alone
Attack rate	1/1 melee attack rate; improves to 3/2 at 7 th level
Climb	8-in-12
Hide	5-in-12 wilderness, 3-in-12 non-wilderness
Move silently	5-in-12
Predator	+1 damage vs. animals
Subdue animal	5-in-12
Track	10-in-12 wilderness, 5-in-12 non-wilderness
Weapon mastery	short spear
Wilderness survival	hunting, trapping, fishing, boating, shelter building, fire building, logging, woodworking, raft building
Wilderness traps	3-in-12





Undead Type	0	1	2	3	4	5	6	7	8	9	10	11	12	13
Chance to Turn Undead														

(Chance-in-twelve ratio; or, "NT" for not turned, "T" for turned, "D" for destroyed, "UD" for ultimate destruction.) (Sorcerers of 15+ CH are more commanding, hence their chance-in-twelve of success is improved by one.)



SORCERY







Chance to Learn New Spell:_____(See IN for magicians et al.; see WS for clerics et al.)

Spell Level	Base No. of Spells Cast Per Day (Magician)	Bonus Spells (Magician)	Total No. of Spells Cast Per Day (Magician)	Base No. of Spells Cast Per Day (Cleric)	Bonus Spells (Cleric)	Total No. of Spells Cast Per Day (Cleric)
1						
2						
3						
4			*			
5			15			
6	STATE ASSE		65 67 68 92325 -	22 69 20 20	MANAGEM MAN	





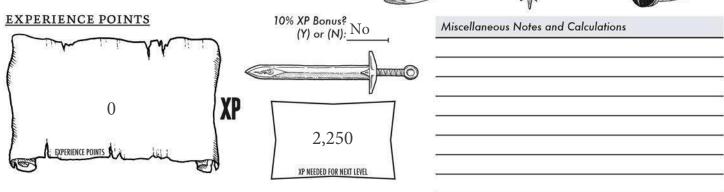
Spell	Level ¹	Other Notes (e.g., range, duration)	Spell	Level	Other Notes (e.g., range, duration)
	4				
				9 6	
				_	
				-	
				-	5
	92				
				-	
			5		

1. If a sorcerer casts from multiple spell categories, note here; e.g., a bard might note D1 for a level 1 druid spell.



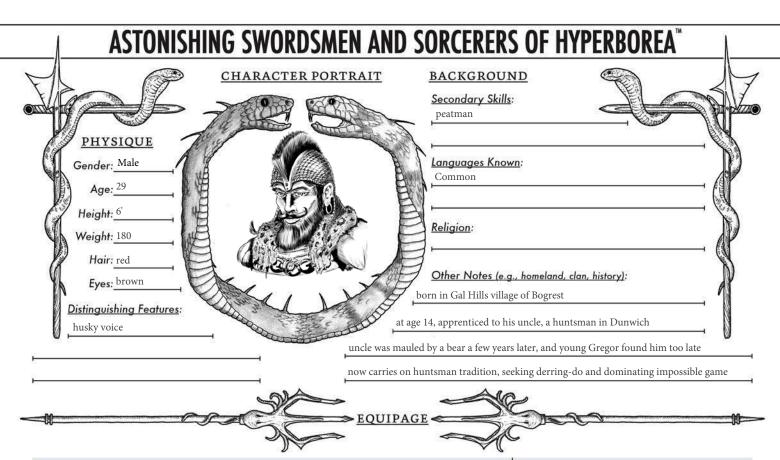
SPELLS MEMORIZED

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
				0	



HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)
10	
it.	



Weapons, Armour, Gear		Magic Items
leather armour (15 lb	.)	
short spears ×3 (15 lb	5.)	
longbow (3 lb	.)	
arrow quiver (1 lb)	
arrows ×10	,	
silver arrows ×2		
backpack (2 lb	.)	
sinew cord		
hunting horn (1 lb)	
soft leather pouch		
torches ×2 (2 lb	.)	
wineskin (full) (4 lb	:.)	
belt		20
riding boots (1 lb	.)	
normal clothing (3 lb	.)	
		25
		Total Calculated Encumbrance: 47 lbs.

COINAGE

Copper (cp):_____ Silver (sp):____

Electrum (ep):_____

Gold (gp):______3

Platinum (pp):_____

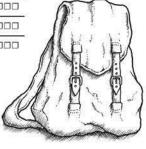
Gems and Jewellery:_



Ammunition (arrows, bolts, bullets, darts, etc.)

Supplies (per day)

Rations: 000000000000







Pla	yer	N	am	e
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тм Class: Huntsman

Race: Common

Level: 4

Align .: Chaotic Good

Character Name:

Gregor Kravinsson

Player Character Sheet

3:6 Feat of ST: 16%

2:6 Feat of CN:

ATTRIBUTES

13
STRENGTH

10

DEXTERITY

10

CONSTITUTIO

13

INTELLIGENCE

Attack mod.:_ (Melee)

Damage adj.:_

Attack mod.:_ (Missile)

Defence adj.:

2:6 Feat of DX:_ Test of DX:

 ± 0 Test of CN:_

Bonus spells: -Learn spell: (Magicians et al.) (Magicians et al.)

Test of ST:_

 ± 0 , Trauma survival:_

16

Willpwr. adj.:_

Learn spell: (Clerics et al.)

React. / Loyalty adj. [→] Undead turning adj.: Maximum henchmen: (Clerics et al.)

Bonus spells:

(Clerics et al.)

SAVING THROW

SAVING THROW

HIT DICE



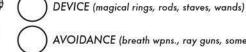
Saving Throw Modifiers:

	(+)
1		
		1

DEATH (death magic, death ray, paralysis, poison, radiation)



TRANSFORMATION (petrifaction, polymorph)



AVOIDANCE (breath wpns., ray guns, some spells, some traps)



SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: willpower +1

FIGHTING ABILITY



Weapon Masteries / New Weapon Skills: short spear (mastery), (Fighters et al.) (Non-fighters) longbow (mastery)

Unskilled Weapon Attack Penalty:

ARMOUR CLASS



MISSILE AC VS. MISSILES

MOVEMENT (×2 if running / charging)



Armour and Shield: brigandine

Damage Reduction: ____ Other AC Modifiers: +1 melee w/ off-hand parry



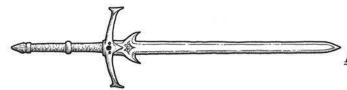
WEAPON COMBAT



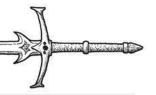
[B]									
Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)				
+1 short spear	3	3/2	+2	1d6+3	1d8+3 two-handed, double damage when set vs. charge attack				
short spear	3	3/2	+1	1d6+2	1d8+2 two-handed, double damage when set vs. charge attack				
silver dagger	1	1/1	±0	1d4+1					
		8							
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)				
short spear	15/30/45	3/2	+1	1d6+1					
silver dagger	10/20/30	3/2	±0	1d4+1					
longbow	70/140/210	2/1	+1	1d6+2	+1 attack bonus at point-blank range (6–30 feet)				

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

Target AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Modified d20 Attack Roll	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25







Ability Name	Brief Description of Ability, Chance of Success, Saving Throw, Other Notes
Alertness	-1 to be surprized
Ambusher	+1 to surprize outdoors when alone
Attack rate	1/1 melee attack rate; improves to 3/2 at 7 th level
Climb	8-in-12
Hide	6-in-12 wilderness, 4-in-12 non-wilderness
Move silently	6-in-12
Predator	+4 damage vs. animals
Subdue animal	5-in-12
Track	10-in-12 wilderness, 5-in-12 non-wilderness
Weapon mastery	short spear, longbow
Wilderness survival	hunting, trapping, fishing, boating, shelter building, fire building, logging, woodworking, raft building
Wilderness traps	4-in-12
Werewolf slayer	+4 damage vs. lycanthropes when wielding silver or magical weapons
31	
51	







Undead Type	0	1	2	3	4	5	6	7	8	9	10	11	12	13
Chance to Turn Undead														

(Chance-in-twelve ratio; or, "NT" for not turned, "T" for turned, "D" for destroyed, "UD" for ultimate destruction.) (Sorcerers of 15+ CH are more commanding, hence their chance-in-twelve of success is improved by one.)



SORCERY







Chance to Learn New Spell:______ (See IN for magicians et al.; see WS for clerics et al.)

Spell Level	Base No. of Spells Cast Per Day (Magician)	Bonus Spells (Magician)	Total No. of Spells Cast Per Day (Magician)	Base No. of Spells Cast Per Day (Cleric)	Bonus Spells (Cleric)	Total No. of Spells Cast Per Day (Cleric)
1						
2						
3						
4						
5			i.e			
6	S0000 A0		P	2 9 2	WANTED WAY	





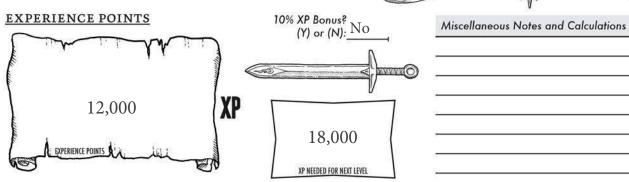
Spell	Level	Other Notes (e.g., range, duration)	Spell	Level	Other Notes (e.g., range, duration)
2					
3					
	3 2 2				
<u>e</u>	3 2				
-					
2					
in the second se					
<u>0</u>				2	

1. If a sorcerer casts from multiple spell categories, note here; e.g., a bard might note D1 for a level 1 druid spell.



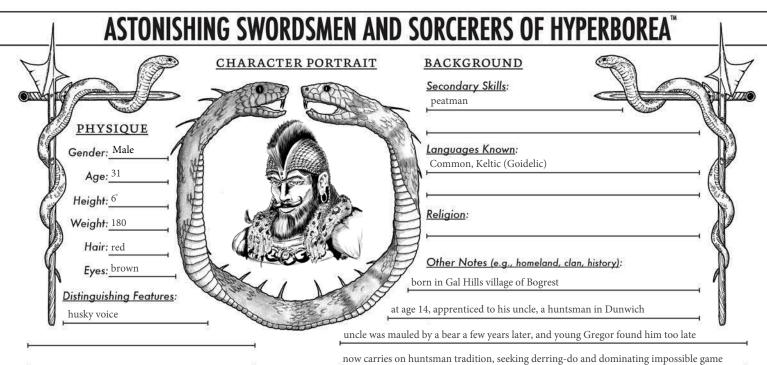
SPELLS MEMORIZED

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
		E			*



HENCHMEN | HIRELINGS; ANIMAL | UNDEAD COMPANIONS

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)
Wild Dog	AL N; SZ S; MV 50; DX 14; AC 7; HD 1 (hp 5); #A 1/1 (bite); D 1d4; SV 16; ML 12; XP 13.
53	Special: Perspicacious to otherworldly horrors and undead; may bark or howl in their presence, even if unseen.
\$\frac{1}{2}	
1	



EQUIPAGE

Weapons, Armour, Gear			Magic Items		
brigandine armour	(20 lbs.)		+1 short spear	(5 lbs.)	
silver dagger	(1 lb.)		+1 arrows ×3		
short spears ×3	(15 lbs.)		potion of extraordinary healing	5	
longbow	(3 lbs.)			8	
arrow quiver	(1 lb.)			3	
arrows ×9				7	
backpack	(2 lbs.)				
sinew cord					
hunting horn	(1 lb.)			3	
soft leather pouch				7	
spyglass	(1 lb.)				
torches ×2	(2 lbs.)				
wineskin (full)	(4 lbs.)	2 -		8	
belt				7	
riding boots	(1 lb.)				
normal clothing	(3 lbs.)				
				3	
7.			Total Calculated Encumbrance	: 60 lbs.	

COINAGE

Gems and Jewellery:

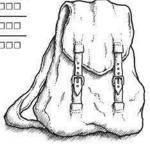


Ammunition (arrows, bolts, bullets, darts, etc.)

0000000000000000000000

Supplies (per day)

Rations: 000000000000







Player Name	Pla	yer	N	an	ie
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Player Character Sheet

3:6 Feat of ST: 16%

2:6 Feat of CN:

тм Class: Huntsman

Race: Common

Level: 7

Align.: Chaotic Good

<u>Character Name</u>:

Gregor Kravinsson

ATTRIBUTES

13 STRENGTH	S
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10

DEXTERITY

10

CONSTITUTIO

13

INTELLIGENCE

16

Attack mod.:_ (Melee) Damage adj.:_

Attack mod.:_ (Missile) Defence adj.:

2:6 Feat of DX:_ Test of DX:

Test of ST:_

Bonus spells: -

(Magicians et al.)

Bonus spells:

(Clerics et al.)

 ± 0 , Trauma survival:_ ± 0 Test of CN:_

Learn spell: (Magicians et al.)

Willpwr. adj.:_

Learn spell: (Clerics et al.)

(Fighters et al.)

longbow (mastery)

React. / Loyalty adj. [→] Undead turning adj.: Maximum henchmen: (Clerics et al.) FIGHTING ABILITY

SAVING THROW

SAVING THROW

HIT DICE

42 HP

Saving Throw Modifiers:

					52
+2	DEATH (death magic,	death ray,	paralysis,	poison,	radiation)
300					

TRANSFORMATION (petrifaction, polymorph)

DEVICE (magical rings, rods, staves, wands)

AVOIDANCE (breath wpns., ray guns, some spells, some traps)

SORCERY (spells, scroll spells, supernatural / spell-like abilities)

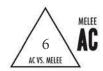
Other Saving Throw modifiers: willpower +1



Weapon Masteries / New Weapon Skills: short spear (mastery), (Non-fighters)

Unskilled Weapon Attack Penalty:

ARMOUR CLASS



MISSILE AC VS. MISSILES

MOVEMENT (×2 if running / charging)

40 MOVEMENT

Armour and Shield: brigandine

Damage Reduction: _____ Other AC Modifiers: +1 melee w/ off-hand parry

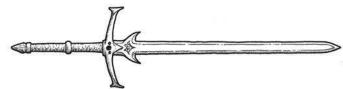
WEAPON COMBAT



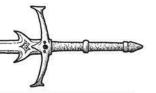
Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
+1 short spear	3	2/1	+2	1d6+3	1d8+3 two-handed, double damage when set vs. charge attack
short spear	3	2/1	+1	1d6+2	1d8+2 two-handed, double damage when set vs. charge attack
+1 dagger	1	3/2	+1	1d4+2	casts light in 10-ft. radius
		8			
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
short spear	15/30/45	2/1	+1	1d6+1	
onort spear					

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

Target AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Modified d20 Attack Roll	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22







Ability Name	Brief Description of Ability, Chance of Success, Saving Throw, Other Notes						
Alertness	−1 to be surprized						
Ambusher	+1 to surprize outdoors when alone						
Attack rate	3/2 melee attack rate						
Climb	9-in-12						
Hide	8-in-12 wilderness, 6-in-12 non-wilderness						
Move silently	8-in-12						
Predator	+7 damage vs. animals						
Subdue animal	6-in-12						
Track	10-in-12 wilderness, 5-in-12 non-wilderness						
Weapon mastery	short spear, longbow						
Wilderness survival	hunting, trapping, fishing, boating, shelter building, fire building, logging, woodworking, raft building						
Wilderness traps	6-in-12						
Werewolf slayer	+7 damage vs. lycanthropes when wielding silver or magical weapons						





Undead Type	0	1	2	3	4	5	6	7	8	9	10	11	12	13
Chance to Turn Undead														

(Chance-in-twelve ratio; or, "NT" for not turned, "T" for turned, "D" for destroyed, "UD" for ultimate destruction.) (Sorcerers of 15+ CH are more commanding, hence their chance-in-twelve of success is improved by one.)



SORCERY







Chance to Learn New Spell:______ (See IN for magicians et al.; see WS for clerics et al.)

Spell Level	Base No. of Spells Cast Per Day (Magician)	Bonus Spells (Magician)	Total No. of Spells Cast Per Day (Magician)	Base No. of Spells Cast Per Day (Cleric)	Bonus Spells (Cleric)	Total No. of Spells Cast Per Day (Cleric)
1						
2						
3						
4						
5			i.e			
6	S0000 A0		P	2 9 2	WANTED WAY	





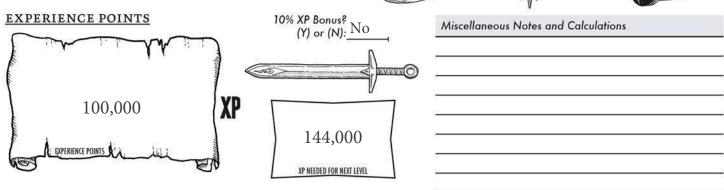
Spell	Level	Other Notes (e.g., range, duration)	Spell	Level	Other Notes (e.g., range, duration)
2					
3					
	3 2 2				
<u>e</u>	3 2				
-					
2					
in the second se					
<u>0</u>				2	

1. If a sorcerer casts from multiple spell categories, note here; e.g., a bard might note D1 for a level 1 druid spell.



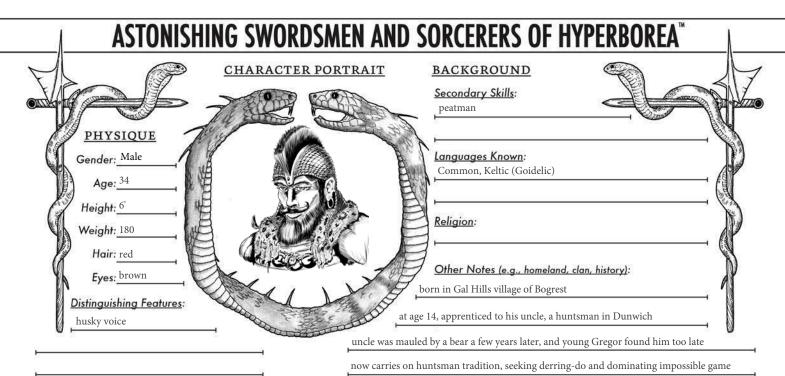
SPELLS MEMORIZED

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
					And the second second
		E			



HENCHMEN | HIRELINGS; ANIMAL | UNDEAD COMPANIONS

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)
Wolves ×2	AL N; SZ M; MV 60; DX 11; AC 7; HD 2+1 (hp 7); #A 1/1 (bite); D 1d6; SV 16; ML 12; XP 35.
43	
1	



Weapons, Armour, Gear		Magic Items		
brigandine armour	(20 lbs.)		+1 short spear	(5 lbs.)
short spears ×3	(15 lbs.)		+1 dagger	(1 lb.)
longbow	(3 lbs.)		potion of climbing	
arrow quiver	(1 lb.)		dust of madness (1 dose)	12
silver arrows ×12	(1 lb.)	ž		55
backpack	(2 lbs.)			20
sinew cord				
hunting horn	(1 lb.)			-19
soft leather pouch		<u> </u>		55
spyglass	(1 lb.)			
wineskin (full)	(4 lbs.)			
belt				- 19
riding boots	(1 lb.)	ž		59
fur cape	(1 lb.)			3
normal clothing	(3 lbs.)			
				10
2		25 4		35
		3	Total Calculated Encumbrance	: 60 lbs.

COINAGE

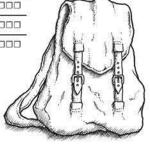
Copper (cp):_ Silver (sp):_ 6 Electrum (ep): Gold (gp):_ 136 Platinum (pp): 23

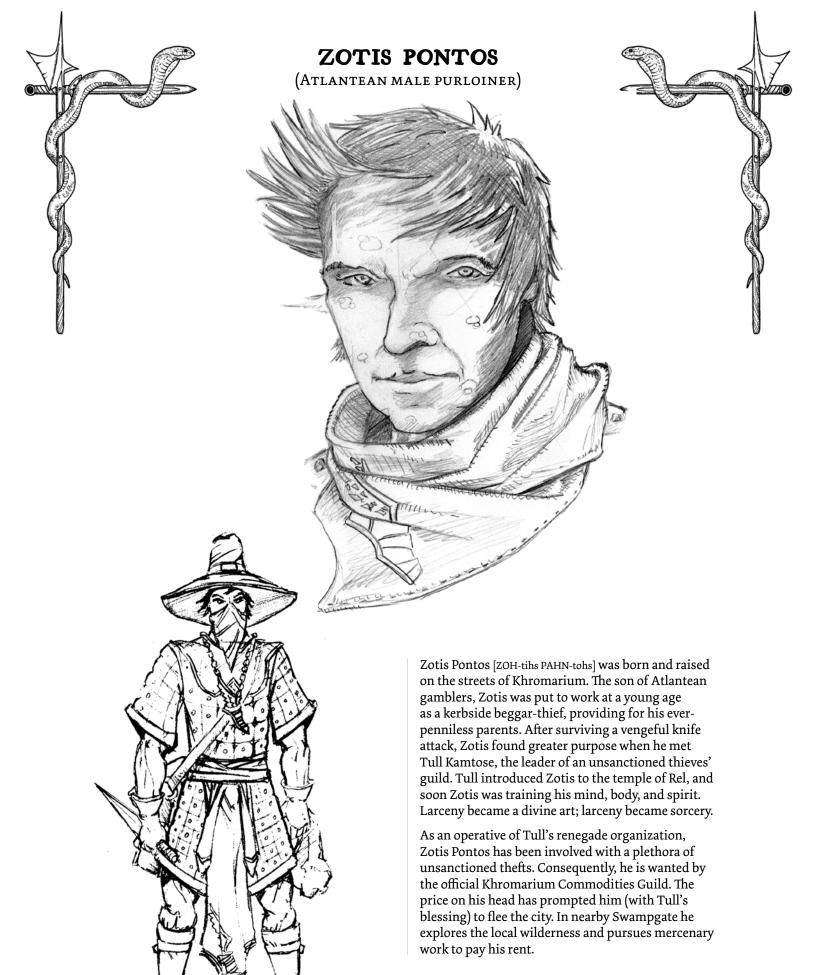
Gems and Jewellery:

Ammunition	(arrows,	bolts,	bullets,	darts,	etc.)	
------------	----------	--------	----------	--------	-------	--

silver arrows

Supplies (per day)









P	ay	er	N	aı	ne



тм Class: Purloiner

Race: Atlantean Level: 1

Align.: Neutral

Character Name:

Zotis Pontos

Player Character Sheet

ATTRIBUTES

(
6

Attack mod.:_

Damage adj.: ___+1

3:6 Feat of ST: Test of ST:_

DEXTERITY 13

CONSTITUTIO

14

INTELLIGENCE

Attack mod.:_ Defence adj.: HP adj.: ___+1, Trauma survival:_

4:6 Feat of DX: 32% Test of DX:

 ± 0 Test of CN: 3:6 Feat of CN:

Learn spell:

Bonus spells: (Magicians et al.)

(Magicians et al.) Willpwr. adj.:_ 75% Learn spell:. (Clerics et al.)

Bonus spells: one level 1, one level 2 (Clerics et al.)

React. / Loyalty adj.: ¬ Undead turning adj.:_ Maximum henchmen: (Clerics et al.)

SAVING THROW



HIT DICE

HP

Saving Throw Modifiers:

TRANSFORMATION (petrifaction, polymorph)

DEVICE (magical rings, rods, staves, wands)

AVOIDANCE (breath wpns., ray guns, some spells, some traps)

DEATH (death magic, death ray, paralysis, poison, radiation)

SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: other dodging +1, willpower +1

FIGHTING ABILITY

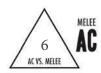


Weapon Masteries / New Weapon Skills: (Fighters et al.)

(Non-fighters)

Unskilled Weapon Attack Penalty:

ARMOUR CLASS



MISSILE AC VS. MISSILES

MOVEMENT (×2 if running / charging)



Armour and Shield: leather

Damage Reduction: ____ Other AC Modifiers: +1 melee w/ off-hand parry

WEAPON COMBAT

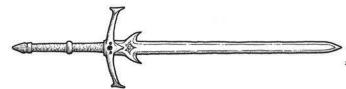




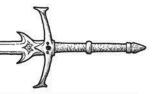
Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
dagger	1	1/1	±0	1d4+1	
dagger	1	1/1	-1	1d4+1	two-weapon fighting (primary)
dagger	1	1/1	-2	1d4+1	two-weapon fighting (secondary)
		6 6			
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
dagger	10/20/30	3/2	+2	1d4+1	
	50/100/150	1/1	+2	1d4+1	

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

Target AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Modified d20 Attack Roll	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28







Ability Name	Brief Description of Ability, Chance of Success, Saving Throw, Other Notes
Agile	+1 AC bonus when unarmoured and unencumbered (small shield allowed)
Backstab	+4 attack bonus, ×2 damage
Clandestine tongue	Thieves' Cant
Detect secret doors	3-in-6
Magic item use	as cleric or thief
Read scrolls	decipher and invoke spells on cleric scrolls
Scribe scrolls	write from one to five known spells onto a scroll; requires one week per spell level
Sorcery	cleric spells
Climb	9-in-12
Discern noise	4-in-12
Hide	6-in-12
Manipulate traps	4-in-12
Move silently	6-in-12
Open locks	4-in-12
Pick pockets	5-in-12
9	







Undead Type	0	1	2	3	4	5	6	7	8	9	10	11	12	13
Chance to Turn Undead														

(Chance-in-twelve ratio; or, "NT" for not turned, "T" for turned, "D" for destroyed, "UD" for ultimate destruction.) (Sorcerers of 15+ CH are more commanding, hence their chance-in-twelve of success is improved by one.)



SORCERY



CASTING ABILITY
(Magicians, clerics, et al.)



Chance to Learn New Spell: 75% (See IN for magicians et al.; see WS for clerics et al.)

Spell Level	Base No. of Spells Cast Per Day (Magician)	Bonus Spells (Magician)	Total No. of Spells Cast Per Day (Magician)	Base No. of Spells Cast Per Day (Cleric)	Bonus Spells (Cleric)	Total No. of Spells Cast Per Day (Cleric)
1			AS S	1	1	2
2						
3						
4			(i)			
5			S			
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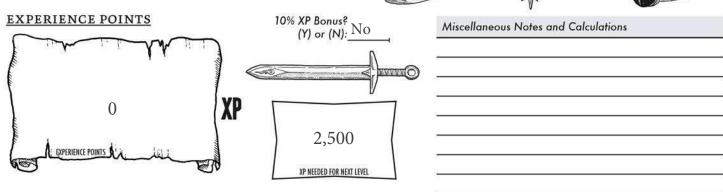
Spell	Level ¹	Other Notes (e.g., range, duration)	Spell	Level	Other Notes (e.g., range, duration)
cure light wounds	1	R touch, D instantaneous; reversible			
sanctuary	1	R 0, D 1 turn			
2					
9					
Q *					
P					
9					
2					
3				2 93	

1. If a sorcerer casts from multiple spell categories, note here; e.g., a bard might note D1 for a level 1 druid spell.



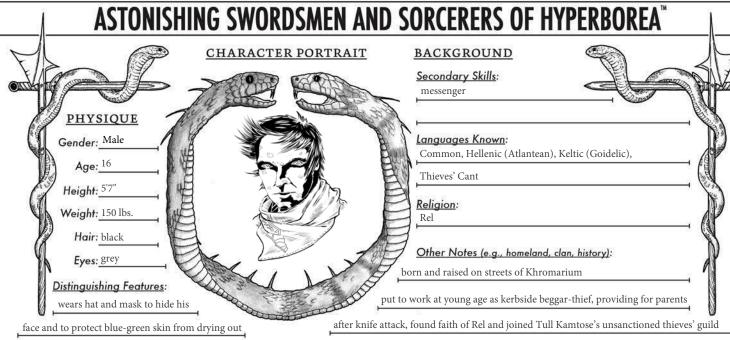
SPELLS MEMORIZED

Level 1	2	Level 2	Level 3	Level 4	Level 5	Level 6
cure light wounds						
sanctuary						
2						
27						
						-
ie –			E E			



HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)
10	
it	



wanted by official thieves' guild, so fled to Swampgate, where he pursues mercenary work



Weapons, Armour, Gear				Magic Items	
leather armour	(15 lbs.)	leather gloves	16		
daggers ×2	(2 lbs.)	cloth hat			5
sling	(1 lb.)	tabard			
backpack	(2 lbs.)	iron rations	(5 lbs.)		
bandages		holy water		13	35
blanket	(3 lbs.)	wooden holy symbol of Rel			
bullets ×20	(2 lbs.)				
soft leather pouch					
small sack				13	25
thieves' tools	(3 lbs.)				
tinderbox	(1 lb.)				
torch	(1 lb.)				
wineskin (full)	(4 lbs.)			2	59
writing stick					
belt					
normal boots	(1 lb.)				
normal clothing	(3 lbs.)			2	35
				Total Calculated Encumbrance:	43 lbs.

COINAGE

Copper (cp):_ Silver (sp):______1_ Electrum (ep): Gold (gp):_ Platinum (pp):

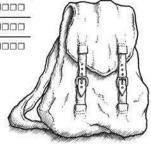
Gems and Jewellery:_

bullets

Ammunition (arrows, bolts, bullets, darts, etc.)

Supplies (per day)

Animal Feed: aaaaaaaaaaaaaaaaa







Pla	gyer	Nan	ne
	7-		

тм Class: Purloiner

Race: Atlantean Level: 4

Align.: Neutral

Character Name:

Zotis Pontos

Player Character Sheet

ATTRIBUTES

l	13	
L	STRENGTH	

Attack mod.:_

Damage adj.: ___+1

3:6 Feat of ST:_ Test of ST:_

DEXTERITY

13

CONSTITUTIO

14

INTELLIGENCE

Attack mod.:_ (Missile) Defence adj.:

4:6 Feat of DX: 32% Test of DX:

 ± 0 Test of CN: 3:6 Feat of CN:

Learn spell: (Magicians et al.)

Bonus spells: -(Magicians et al.)

Willpwr. adj.:_ 75% Learn spell:. (Clerics et al.)

Bonus spells: one level 1, one level 2 (Clerics et al.)

React. / Loyalty adj.: ¬ Undead turning adj.:_ Maximum henchmen: (Clerics et al.)

Unskilled Weapon Attack Penalty:

HP adj.: ___+1, Trauma survival:_

SAVING THROW

15 SAVING THROW

HIT DICE

23 HP

Saving Throw Modifiers:

TRANSFORMATION (petrifaction, polymorph)

DEVICE (magical rings, rods, staves, wands)

AVOIDANCE (breath wpns., ray guns, some spells, some traps)

DEATH (death magic, death ray, paralysis, poison, radiation)

SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: other dodging +1, willpower +1

FIGHTING ABILITY



Weapon Masteries / New Weapon Skills: repeating crossbow (Fighters et al.) (Non-fighters)

ARMOUR CLASS



MISSILE AC VS. MISSILES

MOVEMENT (×2 if running / charging)



Armour and Shield: studded

Damage Reduction: ____ Other AC Modifiers: +1 melee w/ off-hand parry

WEAPON COMBAT

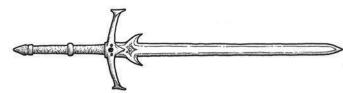




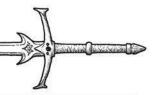
Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)
+2 dagger	1	1/1	+2	1d4+3	casts light in 10-ft. radius
+2 dagger	1	1/1	+1	1d4+3	casts light in 10-ft. radius, two-weapon fighting (primary)
+1 dagger	1	1/1	-1	1d4+2	casts light in 10-ft. radius, two-weapon fighting (secondary)
+1 dagger	1	1/1	+1	1d4+2	casts light in 10-ft. radius
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)
+2 dagger	10/20/30	3/2	+4	1d4+3	casts light in 10-ft. radius
+1 dagger	10/20/30	3/2	+3	1d4+2	casts light in 10-ft. radius
repeating crossbow	50/100/150	3/1	+2	1d6	jams on natural 1–3 attack roll, requiring 1d3 rounds to repair

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

Target AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Modified d20 Attack Roll	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26







Brief Description of Ability, Chance of Success, Saving Throw, Other Notes
+1 AC bonus when unarmoured and unencumbered (small shield allowed)
+4 attack bonus, ×2 damage
Thieves' Cant
3-in-6
as cleric or thief
decipher and invoke spells on cleric scrolls
write from one to five known spells onto a scroll; requires one week per spell level
cleric spells
×2 per day
9-in-12
1-in-12
5-in-12
7-in-12
5-in-12
7-in-12
5-in-12
6-in-12







TURN UNDEAD MATRIX

Undead Type	0	1	2	3	4	5	6	7	8	9	10	11	12	13
Chance to Turn Undead	Т	11:12	8:12	5:12	2:12	NT								

(Chance-in-twelve ratio; or, "NT" for not turned, "T" for turned, "D" for destroyed, "UD" for ultimate destruction.) (Sorcerers of 15+ CH are more commanding, hence their chance-in-twelve of success is improved by one.)



SORCERY



CASTING ABILITY
(Magicians, clerics, et al.)



Chance to Learn New Spell: 75% (See IN for magicians et al.; see WS for clerics et al.)

SPELLS CAST PER DAY

Spell Level	Base No. of Spells Cast Per Day (Magician)	Bonus Spells (Magician)	Total No. of Spells Cast Per Day (Magician)	Base No. of Spells Cast Per Day (Cleric)	Bonus Spells (Cleric)	Total No. of Spells Cast Per Day (Cleric)
1				1	1	2
2				1	1	2
3						
4			*			
5			is ia			
6	STANK ASSE		15 10 10 00 0002	2 5 5 75	WANTED WY	





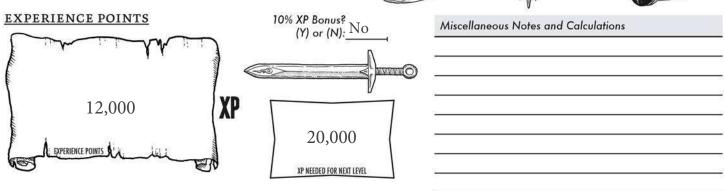
Spell	Level ¹	Other Notes (e.g., range, duration)	Spell	Level ¹	Other Notes (e.g., range, duration)
create water	1	R 10 ft., D permanent; reversible			
cure light wounds	1	R touch, D instantaneous; reversible			
light	1	R 120 ft., D 6 turns			
omen	1	R touch, D 1 turn			
sanctuary	1	R 0, D 1 turn			
5) 14					
aid	2	R touch, D 1 turn			
distinguish alignment	2	R 10 ft., D 6 rounds			
weird war hammer	2	R 30 ft., D 1 round per CA			
5) 14					
9					
2					
8					

1. If a sorcerer casts from multiple spell categories, note here; e.g., a bard might note D1 for a level 1 druid spell.



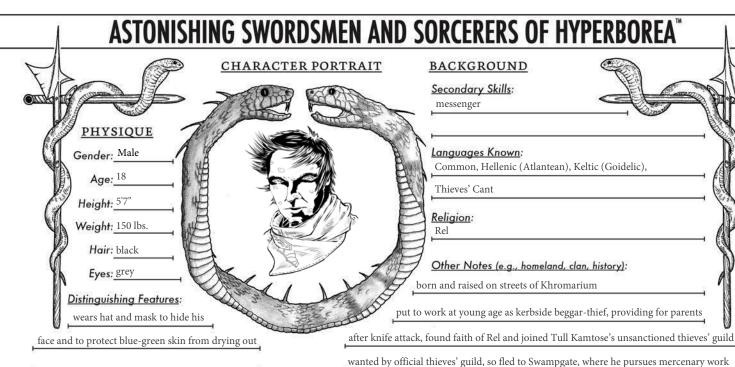
SPELLS MEMORIZED

Level 1	Level 2		Level 3	Level 4	Level 5	Level 6
cure light wounds	aid	0				
light	weird war hammer	0				
		3				
i e	C]				
27]				
		5				
1.		3				
2	С					

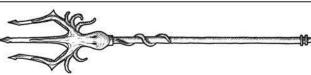


HENCHMEN | HIRELINGS; ANIMAL | UNDEAD COMPANIONS

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)
74 E	
12.	



EQUIPAGE



Weapons, Armour, Gear				Magic Items	
studded armour	(20 lbs.)	normal clothing	(3 lbs.)	+1 dagger	(1 lb.)
repeating crossbow	(6 lbs.)	leather gloves	Ĭ	+2 dagger	(1 lb.)
backpack	(2 lbs.)	cloth hat		protection scroll: dæmons	
bandages		tabard		potion of diminutiveness	*
blanket	(3 lbs.)	iron rations	(5 lbs.)	2	3
bolt case	(1 lb.)	holy water			2.
light bolts ×20	(2 lbs.)	silver holy symbol of Rel			
brass scroll case		leather mask			
hard leather pouch				2	3
soft leather pouch					2.
small sack					
thieves' tools	(3 lbs.)				
tinderbox	(1 lb.)				
wineskin (full)	(4 lbs.)				2.
writing stick					
belt					
normal boots	(1 lb.)				3
2			2	Total Calculated Encumbrance:	53 lbs.

COINAGE

Copper (cp): 9

Silver (sp): 9

Electrum (ep): 77

Platinum (pp):_____

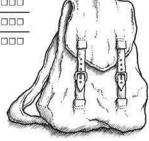
Gems and Jewellery:_

The state of the s

Ammunition (arrows, bolts, bullets, darts, etc.)

light bolts

Supplies (per day)







Player Name

тм Class: Purloiner

Race: Atlantean

Level: 7 Align.: Neutral

Player Character Sheet

3:6 Feat of ST:

4:6 Feat of DX: 32%

Zotis Pontos

13

STRENGTH

17

DEXTERITY

13

CONSTITUTIO

14

16

ATTRIBUTES

Character Name:

Damage adj.: ___+1 Attack mod.:_ (Missile)

Attack mod.:_ (Melee)

Defence adj.:

INTELLIGENCE

Willpwr. adj.:_

React. / Loyalty adj. Maximum henchmen:

Learn spell: (Clerics et al.)

(Magicians et al.)

(Clerics et al.)

75%

HP adj.: ___+1, Trauma survival:_

 ± 0 Test of CN: 3:6 Feat of CN:

Bonus spells: -Learn spell: (Magicians et al.)

Test of ST:_

Test of DX:

Bonus spells: one level 1, one level 2 (Clerics et al.)

¬ Undead turning adj.:_

SAVING THROW

13 SAVING THROW

HIT DICE

38 HP

Saving Throw Modifiers:

DEATH (death magic, death ray, paralysis, poison, radiation) TRANSFORMATION (petrifaction, polymorph)

DEVICE (magical rings, rods, staves, wands)

AVOIDANCE (breath wpns., ray guns, some spells, some traps)

SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: other dodging +1, willpower +1

FIGHTING ABILITY



Weapon Masteries / New Weapon Skills: repeating crossbow (Fighters et al.) (Non-fighters)

Unskilled Weapon Attack Penalty:

ARMOUR CLASS



MISSILE AC VS. MISSILES

MOVEMENT (×2 if running / charging)



Armour and Shield: studded

Damage Reduction: ____ Other AC Modifiers: +1 melee w/ off-hand parry

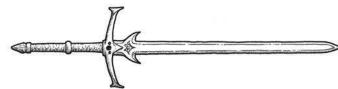
WEAPON COMBAT



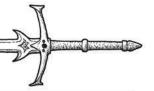
	75.1				97.2	
Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)	
+2 dagger	1	1/1	+2	1d4+3	casts light in 10-ft. radius	
+2 dagger	1	1/1	+1	1d4+3	casts light in 10-ft. radius, two-weapon fighting (primary)	
+1 dagger	1	1/1	-1	1d4+2	casts light in 10-ft. radius, two-weapon fighting (secondary)	
+1 dagger	1	1/1	+1	1d4+2	casts light in 10-ft. radius	
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)	
+2 dagger	10/20/30	3/2	+4	1d4+3	casts light in 10-ft. radius	
+1 dagger	10/20/30	3/2	+3	1d4+2	casts light in 10-ft. radius	
repeating crossbow	50/100/150	3/1	+2	1d6	jams on natural 1–3 attack roll, requiring 1d3 rounds to repair	

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

Target AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Modified d20 Attack Roll	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24







Brief Description of Ability, Chance of Success, Saving Throw, Other Notes
+1 AC bonus when unarmoured and unencumbered (small shield allowed)
+4 attack bonus, ×3 damage
Thieves' Cant
3-in-6
as cleric or thief
decipher and invoke spells on cleric scrolls
write from one to five known spells onto a scroll; requires one week per spell level
cleric spells
×5 per day
10-in-12
3-in-12
8-in-12
9-in-12
7-in-12
9-in-12
7-in-12
8-in-12







TURN UNDEAD MATRIX

Undead Type	0	1	2	3	4	5	6	7	8	9	10	11	12	13
Chance to Turn Undead	D	D	Т	Т	11:12	8:12	5:12	2:12	NT	NT	NT	NT	NT	NT

(Chance-in-twelve ratio; or, "NT" for not turned, "T" for turned, "D" for destroyed, "UD" for ultimate destruction.) (Sorcerers of 15+ CH are more commanding, hence their chance-in-twelve of success is improved by one.)



SORCERY



CASTING ABILITY
(Magicians, clerics, et al.)

7 CASTING ABILITY

Chance to Learn New Spell: 75% (See IN for magicians et al.; see WS for clerics et al.)

SPELLS CAST PER DAY

Spell Level	Base No. of Spells Cast Per Day (Magician)	Bonus Spells (Magician)	Total No. of Spells Cast Per Day (Magician)	Base No. of Spells Cast Per Day (Cleric)	Bonus Spells (Cleric)	Total No. of Spells Cast Per Day (Cleric)
1				2	1	3
2				1	1	2
3				1		1
4			*			
5			is ia			
6	STATE ASSE		15 10 10 00 0002		MACCINE MA	





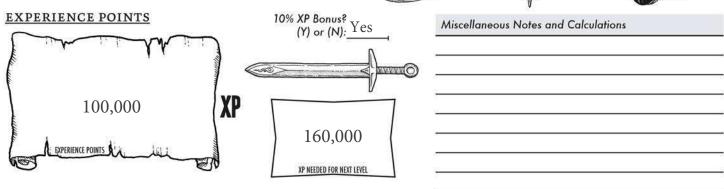
Spell	Level ¹	Other Notes (e.g., range, duration)	Spell	Level ¹	Other Notes (e.g., range, duration)
bless	1	R 0, D 3 turns; reversible			
create water	1	R 10 ft., D permanent; reversible			
cure light wounds	1	R touch, D instantaneous; reversible			
light	1	R 120 ft., D 6 turns			
omen	1	R touch, D 1 turn			
purify food and drink	1	R 10 ft., D instantaneous; reversible			
sanctuary	1	R 0, D 1 turn			
<u> </u>					
aid	2	R touch, D 1 turn			
distinguish alignment	2	R 10 ft., D 6 rounds			
find traps	2	R 30 ft., D 1 turn per 2 CA			
invisibility to undead	2	R touch, D special			
weird war hammer	2	R 30 ft., D 1 round per CA			
φ -					
create food and water	3	R 10 ft., D permanent			
cure disease	3	R touch, D permanent; reversible			
8					
a					

^{1.} If a sorcerer casts from multiple spell categories, note here; e.g., a bard might note D1 for a level 1 druid spell.



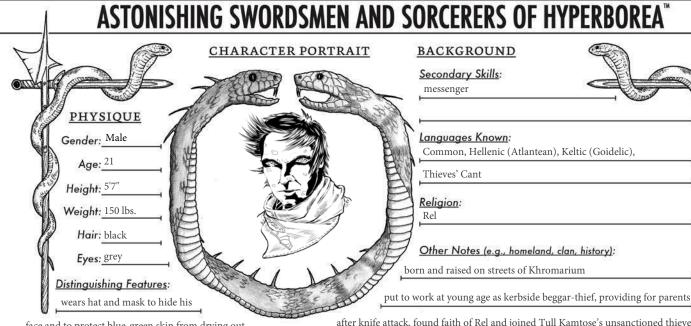
SPELLS MEMORIZED

Level 1	Level 2		Level 3	Level 4	Level 5	Level 6
bless	aid [cure disease			
cure light wounds	weird war hammer					
omen	0]				
\$ 2	C]				
27	0]				
	0	5				
	0	3				
2	C]				*



HENCHMEN | HIRELINGS; ANIMAL | UNDEAD COMPANIONS

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)
53	
\$\frac{1}{2}	
5	



face and to protect blue-green skin from drying out

after knife attack, found faith of Rel and joined Tull Kamtose's unsanctioned thieves' guild

wanted by official thieves' guild, so fled to Swampgate, where he pursues mercenary work



		II.			
Weapons, Armour, Gear				Magic Items	
studded armour	(20 lbs.)	normal clothing	(3 lbs.)	+1 dagger	(1 lb.)
repeating crossbow	(6 lbs.)	leather gloves		+2 dagger	(1 lb.)
backpack	(2 lbs.)	cloth hat		cleric scroll (darkness)	
bandages		tabard		cleric scroll (create water, purify food an	nd drink;
blanket	(3 lbs.)	iron rations	(5 lbs.)	create food and water; CA	6)
bolt case	(1 lb.)	holy water		love potion	Ž.
light bolts ×20	(2 lbs.)	silver holy symbol of Rel		potion of climbing	
brass scroll case		leather mask		dust of madness (1 dose)	
hard leather pouch				12	3
soft leather pouch					£
small sack					
thieves' tools	(3 lbs.)				
tinderbox	(1 lb.)			2	3
wineskin (full)	(4 lbs.)				2
writing stick					
belt					*
normal boots	(1 lb.)			2	
2				Total Calculated Encumbrance:	54 lbs.

COINAGE

Copper (cp): Silver (sp):

Electrum (ep): 102 Gold (gp):_

10 Platinum (pp):

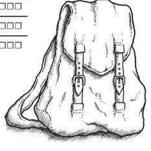
Gems and Jewellery: 25-gp onyx, 50-gp garnet

Ammunition (ar	rows, bolts, bullets, darts, etc.)
light bolts	

Supplies (per day)

Rations:

Animal Feed: aaaaaaaaaaaaaaaaaa









Pla	gyer	Nan	ne
	7-		

тм Class: Runegraver

Level: 1

Race: Viking

Align .: Chaotic Good

9

HP

Character Name:

Hrolf Styrsson

Player Character Sheet

3:6 Feat of ST: 16%

ATTRIBUTES

14	C
STRENGTH	9

DEXTERITY

15

CONSTITUTIO

9

INTELLIGENCE

16

Attack mod.:_ (Melee) Damage adj.: +1

Attack mod.:_ (Missile) Defence adj.:

3:6 Feat of DX:_ Test of DX:

Test of ST:_

+1, Trauma survival:_

Bonus spells: -

(Magicians et al.)

+1 Test of CN: 3:6 Feat of CN:

Learn spell: (Magicians et al.)

Willpwr. adj.:_ Learn spell:

React. / Loyalty adj. Maximum henchmen:

Bonus spells: (Clerics et al.) (Clerics et al.)

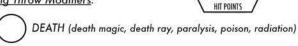
[⊣] Undead turning adj.: (Clerics et al.)

SAVING THROW



HIT DICE

Saving Throw Modifiers:



TRANSFORMATION (petrifaction, polymorph)

DEVICE (magical rings, rods, staves, wands)

AVOIDANCE (breath wpns., ray guns, some spells, some traps)

SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: poison +1, willpower +1

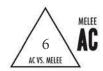
FIGHTING ABILITY



Weapon Masteries / New Weapon Skills: (Fighters et al.) (Non-fighters)

Unskilled Weapon Attack Penalty:

ARMOUR CLASS



MISSILE AC VS. MISSILES

MOVEMENT (×2 if running / charging)

40 MOVEMENT

Armour and Shield: ring mail

Damage Reduction: ____ Other AC Modifiers: +1 melee w/ off-hand parry

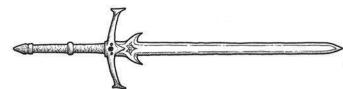
WEAPON COMBAT



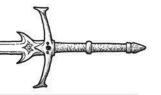
	7									
Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)					
battle axe	2	1/1	±0	1d8+1	1d10+1 two-handed					
hand axe	1	1/1	±0	1d6+1						
dagger	1	1/1	±0	1d4+1						
battle axe	2	1/1	-2	1d8+1	two-weapon fighting (primary)					
hand axe	1	1/1	-3	1d6+1	two-weapon fighting (secondary)					
dagger	1	1/1	-3	1d4+1	two-weapon fighting (secondary)					
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)					
hand axe	15/30/45	1/1	+1	1d6+1						
dagger	10/20/30	3/2	+1	1d4+1						

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

Target AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Modified d20 Attack Roll	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28







Ability Name	Brief Description of Ability, Chance of Success, Saving Throw, Other Notes
Rune graving	each rune emulates a specific spell; invoking a rune costs 1 hp per spell level
Ale rune	turn water to ale that heals 2 hp \times 1 per day; produce mead than can <i>cure disease</i> \times 1 per week
×	
2	
v	
TURN UNDEAD (Clerics et al.)	TURNING ABUITY TA



0

Undead Type

Chance to

SORCERY

TURN UNDEAD MATRIX

8

9

10

5



11

12

13

CASTING ABILITY
(Magicians, clerics, et al.)

2

3



Chance to Learn New Spell: _____ (See IN for magicians et al.; see WS for clerics et al.)

SPELLS CAST PER DAY

Spell Level	Base No. of Spells Cast Per Day (Magician)	Cast Per Day (Magician)		Base No. of Spells Cast Per Day (Cleric)	Bonus Spells (Cleric)	Total No. of Spells Cast Per Day (Cleric)
1				1		1
2						
3						
4						
5			13			
6	STEWN MISS		N 50 60 2002 B		WANTED WV	





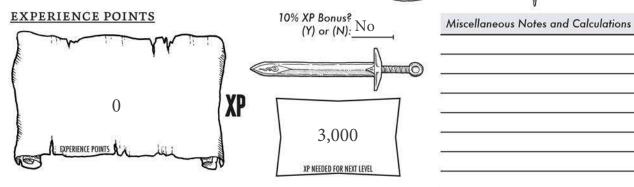
Spell	Level ¹	Other Notes (e.g., range, duration)	Spell	Level ¹	Other Notes (e.g., range, duration)
man (command)	1	R 30 ft., D 6 rounds			
				_	
				_	
	12				
	9				
		V V V V V V			

1. If a sorcerer casts from multiple spell categories, note here; e.g., a bard might note D1 for a level 1 druid spell.



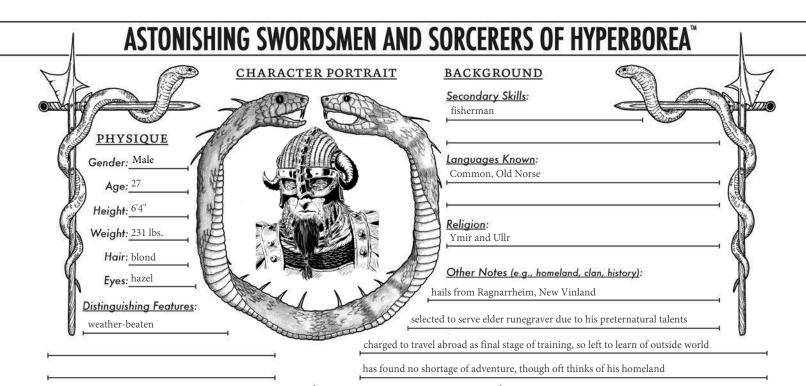
SPELLS MEMORIZED

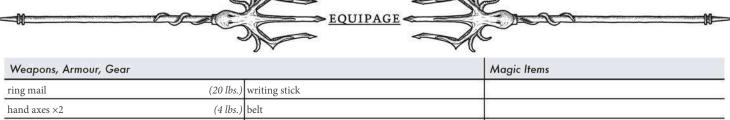
Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
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A-					
ē		E			*



HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)
42	
St.	





Weapons, Armour, Gear				Magic Items				
ring mail	(20 lbs.)	writing stick	10		- 2			
hand axes ×2	(4 lbs.)	belt	.1					
dagger	(1 lb.)	normal boots	(1 lb.)					
battle axe	(5 lbs.)	normal clothing	(3 lbs.)		20.			
backpack	(2 lbs.)	fur leggings		13	75			
bandages		iron rations	(5 lbs.)					
chalk		wooden holy symbol of Ymir						
dice		man rune	0)					
fishing hooks ×12				13	35			
fishing string					53			
small hammer	(2 lbs.)				-			
drinking horn (full of ale)	(1 lb.)							
silver mirror	(1 lb.)			13	75			
soft leather pouch								
tinderbox	(1 lb.)							
torches ×2	(2 lbs.)							
waterskin (full)	(4 lbs.)				25			
				Total Calculated Encumbrance:	52 lbs.			

COINAGE

 Copper (cp):
 4

 Silver (sp):
 9

 Electrum (ep):
 2

 Gold (gp):
 2

 Platinum (pp):
 1

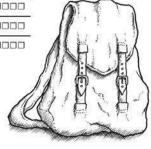
Gems and Jewellery:_



Ammunition (arrows, bolts, bullets, darts, etc.)

Supplies (per day)

Rations: @@@@@@@







Player N	am	e
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тм Class: Runegraver

Level: 4

Race: Viking

Align .: Chaotic Good

Character Name:

Hrolf Styrsson

Player Character Sheet

3:6 Feat of ST: 24%

ATTRIBUTES

15	0
STRENGTH	G

14

DEXTERITY

15

CONSTITUTIO

9

INTELLIGENCE

Attack mod.:_

Damage adj.: ___+1

Attack mod.:_ Defence adj.:

3:6 Feat of DX:_ Test of DX:

Test of ST:_

 ± 1 Trauma survival:

Bonus spells:

(Clerics et al.)

+1 Test of CN: 3:6 Feat of CN:

(Magicians et al.)

Learn spell:

Bonus spells: -(Magicians et al.)

16

Willpwr. adj.:_

Learn spell: (Clerics et al.)

React. / Loyalty adj. [⊣] Undead turning adj.: Maximum henchmen: (Clerics et al.)

SAVING THROW



HIT DICE

30 HP

Saving Throw Modifiers:

DEATH (death magic, death ray, paralysis, poison, radiation)

TRANSFORMATION (petrifaction, polymorph)

DEVICE (magical rings, rods, staves, wands)



AVOIDANCE (breath wpns., ray guns, some spells, some traps)



SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: poison +1, willpower +1

FIGHTING ABILITY



Weapon Masteries / New Weapon Skills: (Fighters et al.) (Non-fighters)

Unskilled Weapon Attack Penalty:

ARMOUR CLASS



MISSILE AC VS. MISSILES

MOVEMENT (×2 if running / charging)



Armour and Shield: +1 laminated

Damage Reduction: 1 Other AC Modifiers: +1 melee w/ off-hand parry

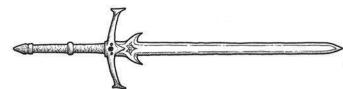




Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)				
battle axe	2	1/1	+1	1d8+1	1d10+1 two-handed				
hand axe	1	1/1	+1	1d6+1					
silver dagger	1	1/1	+1	1d4+1					
battle axe	2	1/1	-2	1d8+1	two-weapon fighting (primary)				
hand axe	1	1/1	-3	1d6+1	two-weapon fighting (secondary)				
silver dagger	1	1/1	-3	1d4+1	two-weapon fighting (secondary)				
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)				
hand axe	15/30/45	1/1	+1	1d6+1					
silver dagger	10/20/30	3/2	+1	1d4+1					
		520							

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

Target AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Modified d20 Attack Roll	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25







Ability Name	Brief Description of Ability, Chance of Success, Saving Throw, Other Notes
Rune graving	each rune emulates a specific spell; invoking a rune costs 1 hp per spell level
Ale rune	turn water to ale that heals 8 hp \times 1 per day; produce mead than can <i>cure disease</i> \times 1 per week
TURN UN	DEAD (TURNING)TA

TURN UNDEAD MATRIX

Undead Type	0	1	2	3	4	5	6	7	8	9	10	11	12	13
Chance to Turn Undead														

(Chance-in-twelve ratio; or, "NT" for not turned, "T" for turned, "D" for destroyed, "UD" for ultimate destruction.) (Sorcerers of 15+ CH are more commanding, hence their chance-in-twelve of success is improved by one.)



TURNING

SORCERY



CASTING ABILITY
(Magicians, clerics, et al.)



SPELLS CAST PER DAY

(Clerics et al.)

Spell Level	Base No. of Spells Cast Per Day (Magician)	Bonus Spells (Magician)	Total No. of Spells Cast Per Day (Magician)	Base No. of Spells Cast Per Day (Cleric)	Bonus Spells (Cleric)	Total No. of Spells Cast Per Day (Cleric)
1			AS .	3		3
2				2		2
3						
4			0.			
5			(S			
6	G Constant		TO 100 66 00000 TO	20 54 95 800		





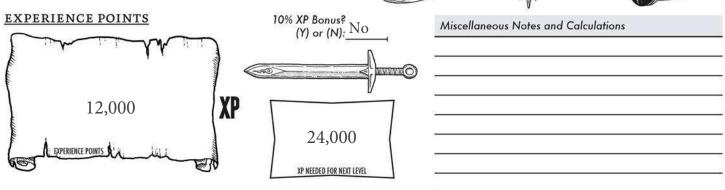
Spell	Level	Other Notes (e.g., range, duration)	Spell	Level ¹	Other Notes (e.g., range, duration)
giant (enlargement)	1	R 5 ft. per CA, D 1 turn			
man (command)	1	R 30 ft., D 6 rounds			
riding (mount)	1	R 10 ft., D 3 turns per CA			
constraint (hold person)	2	R 120 ft., D 6 turns			
wealth (fool's gold)	2	R 10 ft., D 6 turns per CA			
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1. If a sorcerer casts from multiple spell categories, note here; e.g., a bard might note D1 for a level 1 druid spell.



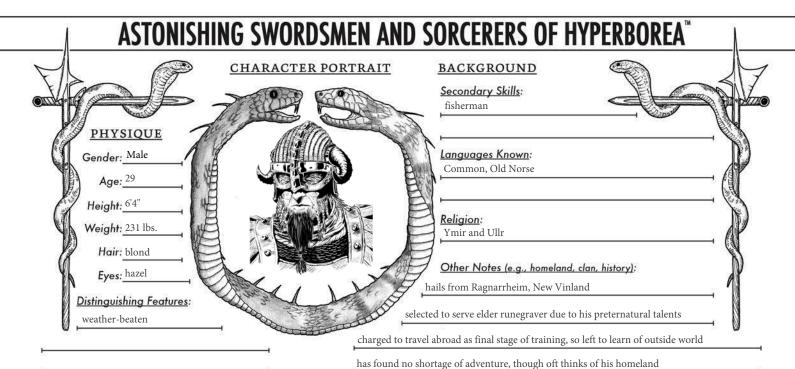
SPELLS MEMORIZED

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
giant	constraint			0	
man	wealth				
riding					
.2 40					
27					
2		E			



HENCHMEN | HIRELINGS; ANIMAL | UNDEAD COMPANIONS

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)
40 40	
28 28	



EQUIPAGE



		The same of the sa			
Weapons, Armour, Gear				Magic Items	
hand axes ×2	(4 lbs.)	riding boots	(1 lb.)	+1 laminated armour	(15 lbs.)
silver dagger	(1 lb.)	fur cape	(2 lbs.)		
battle axe	(5 lbs.)	normal clothing	(3 lbs.)		
backpack	(2 lbs.)	fur leggings			520
bandages		iron rations	(5 lbs.)	2	25
chalk		silver holy symbol of Ymir			
dice		runes (giant, man, riding; constra	int, wealth)		
fishing hooks ×12					70
fishing string				2	25
small hammer	(2 lbs.)				
drinking horn (full of ale)	(1 lb.)				
soft leather pouch					
tinderbox	(1 lb.)				25
torches ×2	(2 lbs.)				
waterskin (full)	(4 lbs.)				
writing stick					
belt				2	35
			2	Total Calculated Encumbrance:	48 lbs.

C	OI	N	A	G	E

Copper (cp):______

Silver (sp):______

Electrum (ep):_____

Gold (gp): 50 Platinum (pp): 46

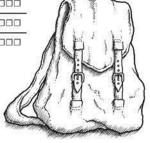
Gems and Jewellery: 200-gp amber, 100-gp fire opal,

70-gp chrysoberyl, 100-gp gold ring

Ammunition (arrows, bolts, bullets, darts, etc.)

Supplies (per day)

Rations: 0000000000000000







Pla	gyer	Nan	ne
	7-		

тм Class: Runegraver

Race: Viking

Level: 7 Align .: Chaotic Good

Character Name:

Hrolf Styrsson

Player Character Sheet

ATTRIBUTES

15	21
STRENGTH	U

Attack mod .: _

Damage adj.: ___+1

3:6 Feat of ST: 24% Test of ST:_

14 DEXTERITY

Attack mod.:_ Defence adj.:

3:6 Feat of DX:_ Test of DX:_

15 CONSTITUTIO

+1 Test of CN: 3:6 Feat of CN: Poison adj.:_

Bonus spells: __ (Magicians et al.)

(Clerics et al.)

INTELLIGENCE 16

9

Willpwr. adj.:_ Learn spell:

Maximum henchmen:

(Magicians et al.)

Learn spell:

Bonus spells: (Clerics et al.) (Clerics et al.) React. / Loyalty adj. d Undead turning adj.:

HP adj.: ___+1 Trauma survival:_

SAVING THROW

13 SAVING THROW

HIT DICE

41 HP

Saving Throw Modifiers:

TRANSFORMATION (petrifaction, polymorph)

DEVICE (magical rings, rods, staves, wands)



AVOIDANCE (breath wpns., ray guns, some spells, some traps)

DEATH (death magic, death ray, paralysis, poison, radiation)



SORCERY (spells, scroll spells, supernatural / spell-like abilities)

Other Saving Throw modifiers: poison +1, willpower +1, all saves +1 (luckstone)

FIGHTING ABILITY



Unskilled Weapon Attack Penalty:

Weapon Masteries / New Weapon Skills: (Fighters et al.) (Non-fighters)

ARMOUR CLASS



MISSILE AC VS. MISSILES

MOVEMENT (×2 if running / charging)

40 MOVEMENT

Armour and Shield: +1 laminated

Damage Reduction: 1 Other AC Modifiers: +1 melee w/ off-hand parry

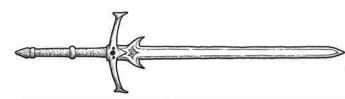
WEAPON COMBAT



	9									
Melee Weapon Skill	Weapon Class	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., two-handed damage, special modifiers)					
+2 battle axe	2 battle axe 2 1/1				1d10+3 two-handed					
hand axe	1	1/1	+1	1d6+1						
silver dagger	1	1/1	+1	1d4+1						
+2 battle axe	2	1/1	±0	1d8+3	two-weapon fighting (primary)					
hand axe	1	1/1	-3	1d6+1	two-weapon fighting (secondary)					
silver dagger	1	1/1	-3	1d4+1	two-weapon fighting (secondary)					
Missile Weapon Skill	Range (S/M/L)	Attack Rate	Attack Modifiers	Damage	Other Notes (e.g., point blank range, special modifiers)					
hand axe	15/30/45	1/1	+1	1d6+1						
silver dagger	10/20/30	3/2	+1	1d4+1						
		357								

(Some melee weapons also are missile weapons; e.g. dagger, hand axe.)

Target AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Modified d20 Attack Roll	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22



CLASS ABILITIES



Ability Name	Brief Description of Ability, Chance of Success, Saving Throw, Other Notes	
Rune graving	each rune emulates a specific spell; invoking a rune costs 1 hp per spell level	
Ale rune	turn water to ale that heals 14 hp \times 1 per day; produce mead than can <i>cure disease</i> \times 1 per week	
Casting of lots	as <i>augury</i> ×1 per day	
Nithing pole	as bestow curse ×1 per month	
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TURN UNDEAD MATRIX

Undead Type	0	1	2	3	4	5	6	7	8	9	10	11	12	13
Chance to Turn Undead														

(Chance-in-twelve ratio; or, "NT" for not turned, "T" for turned, "D" for destroyed, "UD" for ultimate destruction.) (Sorcerers of 15+ CH are more commanding, hence their chance-in-twelve of success is improved by one.)



SORCERY



CASTING ABILITY
(Magicians, clerics, et al.)

7 CASTING ABILITY

Chance to Learn New Spell: _____ (See IN for magicians et al.; see WS for clerics et al.)

SPELLS CAST PER DAY

Spell Level	Base No. of Spells Cast Per Day (Magician)	Bonus Spells (Magician)	Total No. of Spells Cast Per Day (Magician)	Base No. of Spells Cast Per Day (Cleric)	Bonus Spells (Cleric)	Total No. of Spells Cast Per Day (Cleric)
1				3		3
2				3		3
3				3		3
4				1		1
5						
6	SOME MADE		10 W/ 62 S0022	22 22 22 22	Weekley MA	





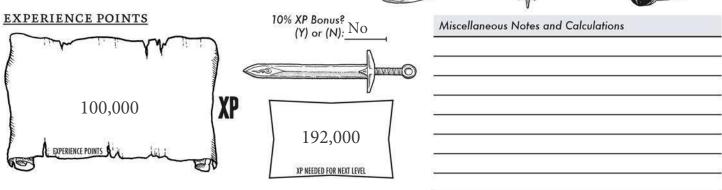
Spell	Level	Other Notes (e.g., range, duration)	Spell	Level ¹	Other Notes (e.g., range, duration)
giant (enlargement)	1	R 5 ft. per CA, D 1 turn		,	
man (command)	1	R 30 ft., D 6 rounds			
riding (mount)	1	R 10 ft., D 3 turns per CA			
constraint (hold person)	2	R 120 ft., D 6 turns		0	
shower (black cloud)	2	R 240 ft., D 1 turn			
wealth (fool's gold)	2	R 10 ft., D 6 turns per CA			
plenty (create food and water)	3	R 10 ft., D permanent		9	
ulcer (inflict disease)	3	R touch, D permanent		10	
yew (twofold missile)	3	R touch, D 3 rounds			
ice (freeze surface)	4	R 240 ft., D special			
5					
2				2	

^{1.} If a sorcerer casts from multiple spell categories, note here; e.g., a bard might note D1 for a level 1 druid spell.



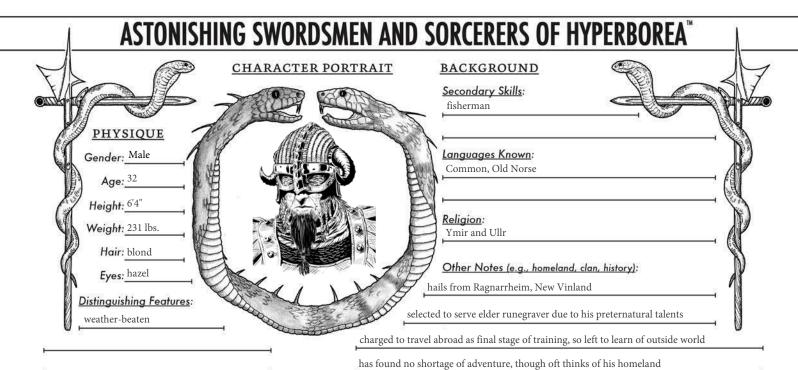
SPELLS MEMORIZED

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
giant	constraint	plenty	ice 🗓	0	
man	shower	ulcer			
riding	wealth	yew 🗓	0		
(E)					
27					
300					
2					*



HENCHMEN / HIRELINGS; ANIMAL / UNDEAD COMPANIONS

Name, Class, Species, etc.	Abilities (AL; SZ; MV; DX; AC; HD; hp; #A; D; SV; ML; Special; Gear)
42	
St.	



EQUIPAG

QUIPAGE

		<i>D</i> •	A C		
Weapons, Armour, Gear				Magic Items	
hand axes ×2	(4 lbs.)	normal clothing	(3 lbs.)	+1 laminated armour	(15 lbs.)
silver dagger	(1 lb.)	fur leggings		+2 battle axe	(5 lbs.)
backpack	(2 lbs.)	iron rations	(5 lbs.)	armband of the housecarls (3 pieces)	(1 lb.)
bandages		silver holy symbol of Ymir		luckstone	
chalk		runes (giant, man, riding; constraint, show	wer,	23	
dice		wealth; plenty, ulcer, yew; ice)			70
fishing hooks ×12					
fishing string					
small hammer	(2 lbs.)			23	35
drinking horn (full of ale)	(1 lb.)				53
soft leather pouch (16 twigs and bone dust)					
tinderbox	(1 lb.)				-
waterskin (full)	(4 lbs.)			2	29
writing stick					£3 19
belt					
riding boots	(1 lb.)				
fur cape	(2 lbs.)			2	35
				Total Calculated Encumbrance:	48 lbs.

Copper (cp):______ Silver (sp):______ Electrum (ep):

Gold (gp):_______100

Platinum (pp): 49

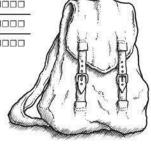
Gems and Jewellery: 200-gp platinum ring,

100-gp gold ring

Ammunition (arrows, bolts, bullets, darts, etc.)

Supplies (per day)

Rations: 0000000000000000





Nikomedes the Lawgiver (KIMMERIAN CATAPHRACT)



Andromeda Hippolytedoros (AMAZON PALADIN)



Deishu Seet (Half-blood Pictish cryomancer)



Attor Buhr (SAXON BARBARIAN)



Gregor Kravinsson (COMMON HUNTSMAN)



Zotis Pontos (ATLANTEAN PURLOINER)



Hrolf Styrsson (VIKING RUNEGRAVER)



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