

CLERIC

The Cleric

An armored priest who serves Good/Law or Evil/Chaos

Hit Dice: 1HD at 1st lvl, a 2nd HD at 2nd lvl, and a 3rd HD at 3rd lvl

Saving Throw: 14 at 1st lvl, 13 at 2nd lvl, and 12 at 3rd lvl

Basic Hit Bonus (BHB): +1 at 3rd lvl

- Clerics start with either Mace or Hammer (1d6 damage) with Chain Armor and Shield AC 4[15].
- Clerics have no armor restrictions, but may only use blunt weapons (club, flail, mace). Clerics get +2 on *Saving Throws* vs. death and poisons.
- Starting at 2nd level Clerics can cast spells. They get their first spell at 2nd lvl and another spell at 3rd lvl.

Turning Table Cleric Level

Undead Type	1	2	3
Skeleton	10	7	4
Ghoul/Zombie	13	10	7
Shadow/Wight	15	13	10
Wraith	17	15	13

Turning: Clerics have the ability to turn undead, causing them to flee. When a turning attempt is made, roll 3d6 and consult the Turning Table for the result. If the number rolled is equal to or greater than the number shown on the table, all undead creatures of the targeted type are turned and will flee

Cleric spells

Cure Wounds I + Range: *Touch* Duration: *Immediate* – This spell cures 1d6+1 hit points of damage.

Detect Evil (Good) + Range: *120 ft* Duration: *60 minutes*

The caster detects creatures of Evil, evil enchantments, intentions, thoughts, or auras. The reverse of the spell, Detect Good, works the same except it detects creatures of Good.

Spiritual Protection + Range: *Caster only* Duration: *2 hours*

Creates a magical field of protection around the caster to block out creatures with ill intent, who suffer -1 penalty to hit, and the caster gains +1 on *Saving Throws* against such attacks.

Cleric Level	Target Armor Class [Ascending Armor Class]							
	3[16]	4 [15]	5 [14]	6 [13]	7[12]	8 [11]	9[10]	10[9]
Cleric 1-2	16	15	14	13	12	11	10	9
Cleric 3	15	14	13	12	11	10	9	8



FIGHTER



The Fighter

A battle-hardened warrior that trusts in arms and armor

Basic Hit Bonus (BHB): +1 at 2nd level and +2 at 3rd level.

- Fighters start with either Long Sword or Battle Axe (1d6 damage) and Bow with Chain Armor and Shield AC 4[15] or Two-Handed Sword (1d6+1) and Crossbow with Chain Armor AC 5[14].

	Level 1	Level 2	Level 3
HIT DICE	1+1	2nd HD	a 3rd HD
SAVING THRTOW	16	15	14

- Fighters have no armor or weapon restrictions. Fighters get one attack per level each round against foes of 1 Hit Die (HD) or fewer.
- Fighters also get +1 on Saving Throws vs. death and poisons.

FIGHTER COMBAT TABLE

TARGET ARMOR CLASS [ASCENDING ARMOR CLASS]

	3[16]	4 [15]	5 [14]	6 13]	7[12]	8 [11]	9[10]	10[9]
Fighter Level 1	16	15	14	13	12	11	10	9
Fighter Level 2	15	14	13	12	11	10	9	8
Fighter Level 3	14	13	12	11	10	9	8	7

THIEF



The Thief

A figure in the shadows, an expert in stealth and delicate tasks

Hit Dice: 1HD at 1st lvl, 2HD at 2nd lvl, and 2HD+1 at 3rd lvl

Saving Throw: 15 at 1st, 14 at 2nd, and 13 at 3rd

- Thieves may wear only Leather Armor. Thieves use any weapon.
- Thieves start with either Long Sword (1d6) and Dagger (1d6-1) or Club (1d6) and Short Sword (1d6-1) with a suit of Leather Armor AC 7[12].



Thieves have class abilities as follows:

Backstab— When attacking with surprise and from behind the thief attacks at +4 to hit and x2 damage

Hear Sounds— Thieves have a 3 in 6 chance to hear and identify noise through closed doors

Read Normal Languages— Thieves have a 4 in 6 chance to read normal languages

Climb Walls— Thieves have a 5 in 6 chance to climb walls and cliffs

Thief Skills— Thieves have a 1 in 6 chance to succeed at Finding/Removing Traps, Opening Locks, Hiding in Shadows/Move Silently. Dwarves have a 2 in 6 chance to Find/Remove Traps, Elves have a 2 in 6 chance to Hide in Shadows/Move Silently, and Halflings have a 2 in 6 chance

to Open Locks and Hide in Shadows/Move Silently.

Target AC

3 [16]

4 [15]

5 [14]

6 [13]

7 [12]

8 [11]

9 [10]

10 [9]

Thief

16

15

14

13

12

11

10

9

MAGIC-USER

The Magic-User

A mysterious student of arcane powers and spell casting

Hit Dice: 1 HD at 1st lvl, +1 HP at 2nd lvl, and a 2nd HD at 3rd lvl

Saving Throw: 15 at 1st lvl, 14 at 2nd lvl, and 13 at 3rd lvl

- Magic-Users (MU) may only use daggers or staves and may choose one as their starting weapon. They are not allowed the use of armor. MUs get +2 on *Saving Throws* vs. magic. The MU starts with a book of two spells, one chosen and one randomly awarded. Reading from the book, the MU presses his chosen spell into his mind.
- Once a prepared spell is cast, it disappears from the MU's ability to cast (until it is prepared again). It is possible to prepare a spell multiple times using the available "slots" in the MU's memory. If the MU finds scrolls of spells, he can copy them into his spell book.

Magic-user spells – Level 1

Charm Person: Range: 30 ft

Duration: 1 day or until dispelled This spell affects living bipeds of human size or smaller. If the spell succeeds (save allowed), the creature falls under the caster's influence.

Detect Magic: Range: 60 ft

Duration: 20 minutes – Caster can perceive the presence of magic.

Light I: Range: 60 ft Duration: 1 hour+10 min/level

The target person or object (at a range of up to 120 ft) produces light about as bright as a torch, to a radius of 20 ft.

Magic Missile: Range: 150 ft

Duration: Instantaneous – A magic dart flies where the caster directs, hitting the target, automatically causing 1d6 damage. There is no saving throw.

Sleep: Range: 240 ft Duration:

Referee's discretion – This spell puts 2d6+3 HD enemies into an enchanted slumber. It affects creatures based on their hit dice.

Magic-User spells – Level 2

Knock – Lock Range: Close

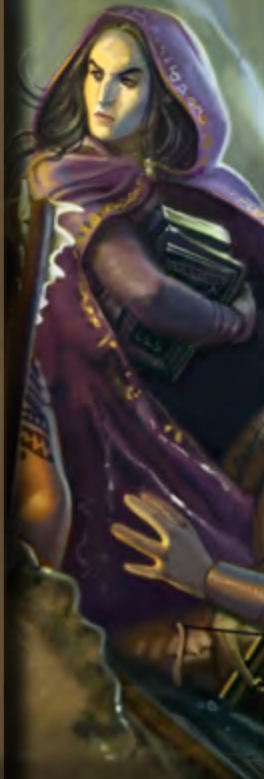
Duration: Permanent until dispelled – The targeted door, gate, or portal can be opened or locked by this spell. A locked target is unlocked and opened (including those locked by this spell). Locked targets can be unlocked by this spell or broken by brute force (GM's discretion).

Invisibility: Range: 240 ft

Duration: Until dispelled or an attack is made – The object of this spell (being or thing) becomes invisible and cannot be seen. An invisible creature cannot be attacked unless its approximate location is known, and then all attacks are made at -4 to hit. If the invisible creature makes an attack, the invisibility is ended or until removed by the caster.

Web: Range: 30 ft Duration: 8

hours – Fibrous, sticky webs fill an area up to 10x10x20 ft. It takes one turn to pass through if a torch and sword are used. Humans take longer to break through—



Target AC

3[16]

4 [15]

5 [14]

6 [13]

7 [12]

8 [11]

9 [10]

10 [9]

Magic-user

16

15

14

13

12

11

10

9

Attributes

Roll 3 6 sided dice (3d6) and total for each category

Strength			BONUS +1 Bonus for scores 15+
Intelligence			
Wisdom			
Dexterity			
Constitution			
Charisma			

Name _____

Race (check one) Human Elf Dwarf Halfling

Adventure Pack **1** **2**
Pack 1

Backpack, bedroll, flint and steel, 6 torches (burn 1 hr and shed light 30'), 50' Rope, crowbar, 7 days rations, and a water skin

Pack 2

Backpack, bedroll, flint and steel, hooded lantern with 2 pints lantern oil (each pint burns for 4 hrs and sheds light 30'), hammer, 12 iron spikes, 10' pole, 7 days rations and a water skin

Weapon _____ Damage Dice (weapon plus bonus) _____
Armor _____ Armor Class _____

Hit Points	
Gold	
Adventures	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

CHECK ONE BOX PER ADVENTURE

Items

Spells Known

